OPERATION ULYSSES

INVESTIGATING THE DISAPPEARANCE OF A TITAN-CLASS STARFREIGHTER

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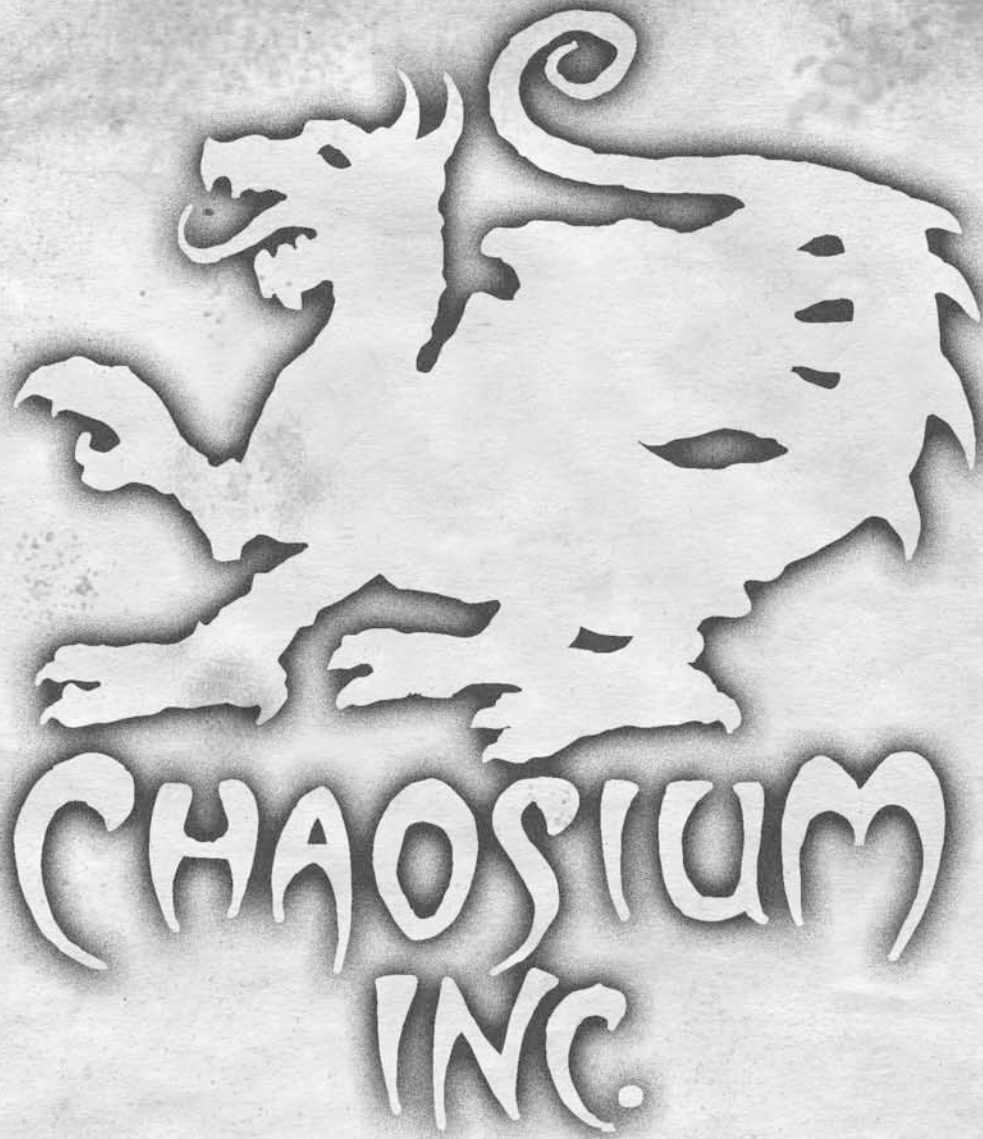
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OPERATION ULYSSES

"Journey to the Gammadon Fields"

By: Eric Lane Webb

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THE ADVENTURE

The characters have been contacted by the mega corporation ISIS corp. (Interstellar Industrial Supply), the largest litherium mining and manufacturing company in the Hadrion Galaxy, to investigate the recent disappearance of the Ulysses, one of their Titan class starfreighters. The Ulysses was hauling a huge consignment of litherium ore from IMF67 (ISIS Mining Facility 67) to ISIS corp.'s industrial centers on the planet Auris. The Ulysses does not actually carry its litherium cargo onboard the vessel, but hauls the ore within a colossal cargo containment unit. Twentyfour hours ago, the Ulysses somehow veered off course into an extremely hazardous star system known as the Gammadon Fields. The Ulysses was then mysteriously wrenched out of hyperspace by an unknown form of energy near the planet of ION 9.

Background

A genocidal terrorcult known as the Fourth Sword hijacked the Ulysses to steal the litherium cargo container it was towing. A number of the Ulysses crew, including the ship's captain, Erad Arminoch, were actually secret devotees of the cult and assisted in the hijacking. After the Ulysses was secured, the Fourth Sword moved the ship's litherium container to the surface of ION 9. There, they plan to use the stolen litherium to fuel a super reactor. This litherium super reactor is capable of producing black holes of an infinite size. As an example to others, the Fourth Sword plan to create a black hole large enough to destroy the Hadrion Galaxy. Their nightmarish plan has been dubbed, Project Darkstar.

While searching for a suitable location on ION 9 to build a base, the Fourth Sword uncovered an ancient xithid colony left over from the XithidGammadon war waged centuries ago. The cult began excavation on the dead colony, searching for advanced technological devices. They were able to recover two very powerful items. One was a beam weapon, capable of tracking vessels in hyperspace and then neutralizing their litherium drive cores with a bizarre form of dark energy. The Fourth Sword used this new weapon to trap the Ulysses. The other item recovered was a computer control module that allowed the Fourth Sword to control the atomic hypermines scattered across the Gammadon Fields. The group used the control module to build a defensive ring of atomic mines around the planet.

Unbeknownst to them, they have accidentally awakened a second xithid colony by experimenting with the various machines found at the excavation site. This second colony had been placed in longterm hibernation, awaiting an attack signal that never arrived, until now.

The risen xithid sent scouts to investigate the excavation site and discovered that their sister colony had been destroyed. The xithid were able to capture or kill the personnel at the site without alerting the Fourth Sword as a whole. They then transformed their captives into thralls and are planning to infiltrate and attack the Fourth Sword base, hoping to steal the cult's black hole creation technology for themselves. A second group, known as Sec-

tion X, is also searching for the Fourth Sword base in an effort to stop Project Darkstar.

Asmod Votra, Section X and the Fourth Sword

"People are pollution to them, other people."
Gen Ramses Vor, Section X Special Operations Command

Fifteen years ago, Triple Helix industries conducted a topsecret bioengineering program designed to create a genetically enhanced ultrasoldier. This program was known as AVS, or the Advanced Version Soldier program, within the bioweapons division of Tri Helix Industries. The development team leader was an Alterran senior scientist by the name of Soros Gazordan.

Tri Helix had been experimenting with the use of synthetic cells within D.N.A. strands for the purposes of human cloning. Through advanced bioengineering techniques, the program was successful in creating a profoundly modified human being. This being was "born" as a fully formed adult male, with a vastly superior intellect and physique. This new being was able to grasp advanced concepts of language, technology and military science with astounding ease. His reserves of knowledge increased day to day at an almost geometric rate.

It wasn't long before this being began addressing himself as Asmod Votra, an ancient human warlord, whose D.N.A. was but one of many military figures used within his creation. This early galactic warlord had been the leader of a cultlike mercenary band who worshiped him as a god. These early hyperspace pirates were known as "the Sword". The new Asmod Votra could recall memories from this former life with great detail and claimed to be his reincarnation.

The Tri Helix scientists were perplexed by this unforeseen event, as the new clone should not have had any memories at all. As to why this particular personality seemed to exert itself above the other great military individuals used within the clones creation, was also a mystery. Before the research team could isolate the cause of the memory recall, Asmod somehow convinced a small number of the top scientists that he was indeed a god, the next step in human evolution, and the rightful ruler of the universe.

Soros Gazordan was the most vocal proponent of Asmod's godhood. It has been speculated that Gazordan was responsible for Asmod's memory recall and aberrant psychology. When a contingent of the research team finally concluded that the program was a failure, and that Asmod should be euthanized, it was too late. Asmod Votra and his small band of recent converts slaughtered the heretical scientists in a bloodbath of sadistic murder. They then destroyed the research center with explosives and escaped.

In the months that followed, as Asmod Votra's followers increased, they established a base on the planet of ION 12. From this base on ION 12, the cult conducted a reign of terror on isolated colonies and shipping, within the vicinity. The cult continued to grow in numbers and Votra dubbed them his "First Sword".

Asmod was well on his way to forming a huge army of fanatical worshipers, but Tri Helix had other plans for their rogue creation. Tri Helix formed a special operations group, known as Section X, shortly after the AVS facility was destroyed. Interplanetary law prohibits unregulated genetic experimentation. Many of the techniques employed within the AVS program were in direct violation of universal ethics and safety laws. If Tri Helix could be linked to the rise of a new terrorist army, the entire company would be seized by government law enforcement agencies.

Section X was formed to remedy this problem. Formed from within the ranks of Tri Helix's already formidable private security forces, Section X operatives are the "best of the best". They operate in complete secrecy, with only a handful of select Tri Helix executives even aware of their existence.

Section X intelligence eventually discovered the location of the First Sword's ION 12 base and quickly mounted an assault upon the compound. The resulting battle was waged using small unit, close quarter tactics to infiltrate the base, and eventually corner Asmod within his command bunker. With a small number of troops from his private security detail, Asmod held off Section X operatives for over an hour. That is until Section X squads deployed bunkerbusting, deepimpact rockets. Their explosive shock waves made short work of Asmod and his followers, crushing the cultists into a bloody paste.

Tri Helix execs breathed a collective sigh of relief when Asmod's death was confirmed by tissue samples scraped from the bunker's walls. It wasn't a month before news surfaced that Asmod Votra had returned, commanding a new group calling itself the Second Sword. Asmod's first lieutenant, Soros Gazordan, was not found among the dead on ION 12. Section X commanders speculated that the scientist must have recloned Asmod within a facility they had somehow failed to discover.

Section X immediately began to seek out the location of this undiscovered base. However, the Second Sword operated in a much more clandestine manner than the First Sword had, and information on their activities was difficult to obtain. Ten months after the successful operation on ION 12, highranking Section X officials began to be assassinated.

This was a huge shock to Section X Command. They believed their members and activities were virtually invisible, beyond the scope of any intelligence gathering operation the Second Sword might be capable of. This assumption proved to be horribly misguided, as senior staff within Section X began to be murdered by snipers and sophisticated explosive devices. The final blow came when Asmod Votra himself led an elite force of Second Sword units against Section X headquarters.

Section X had hidden its military intelligence apparatus on a remote and nameless planetoid within the Hadrion Galaxy. This command facility was buried deep beneath the planetoids surface, miles below a Triple Helix litherium mining facility. The Second Sword attack was swift and brutal, with most of the high command at the complex killed by fellow operatives during the first hours of the assault.

Information gathered after the battle indicated that many of the workers and Section X officers at the facility had converted to the twisted ideology of the Second Sword, and helped facilitate the attack. Rather than allow themselves to be overrun, Section X personnel detonated a thermonuclear device within the compound, vaporizing themselves, the base, the mining facility, and Asmod Votra along with them. This was the end of the Second Sword, as well as the first incarnation of Section X.

Triple Helix Industries reformed Section X from the battered remnants of the previous organization. New operational procedures and training programs were employed to deal with the now active Third Sword. Section X would now conduct itself in a much more ruthless manner, employing the same underhanded tactics of assassination, murder, and torture that the various Sword armies had become infamous for. Captured Third Sword agents were subjected to the harshest interrogation techniques Tri Helix could devise. Thought scanners that literally shredded the subject's cerebral tissue were employed on a regular basis. Adherents to Asmod Votra and the Third Sword were located and killed with ruthless efficiency.

At the same time, the Third Sword began to step up its terror and mass killing operations. The group was now targeting population centers in a seemingly random manner, as well as hijacking and destroying space vessels of all types. Many times these vessels were found adrift in space, their entire complement of crew and passengers brutally murdered.

Without warning, and totally by surprise, the Third Sword performed a series of coordinated VHD chemical gas attacks in various

cities throughout the Hadrion Galaxy. VHD is an extremely toxic chemical agent that causes a rapid decomposition of bodily tissues similar to leprosy, the flesh being ravenously rotted off the bones. VHD also causes hallucinations and uncontrollable homicidal urges within its victims. The decaying casualties of the VHD attacks literally tore each other to pieces within a matter of minutes.

These highly coordinated attacks resulted in the deaths of millions of dumbfounded citizens throughout the galaxy. It was after this incident that the average person first became aware of Asmod Votra and the Third Sword on a significant scale. Mercenaries and various terror groups had always been common, but the callous ferocity and fanaticism with which the Third Sword conducted itself, finally caught the attention of the public at large.

Section X however, had never taken its eye off the ball. Section X command realized that these brutal high profile attacks were merely a smoke screen meant to mask a deeper evil and to throw it off track. Cryptologists within Section X had intercepted and deciphered heavily coded communications relays between Third Sword death squads. They seemed to indicate the group was working on a much larger and more destructive operation than anything they had previously encountered. It seems that the Third Sword was amassing large amounts of litherium ore in secret, and transporting it to a hidden location on the planet of ION 4. Section X operatives learned the location of this hidden facility after using computerized "mind blenders" on a captured Third Sword officer.

Section X also came to believe that Asmod Votra was personally overseeing the operation. A campaign was quickly mounted, and once again, Section X operatives assaulted Asmod Votra's stronghold in an attempt to annihilate him and his insidious cult, once and for all. Asmod had positioned his base within a dark and foreboding area of ION 4 littered with magma fields, volcanic geysers and lava flows. An advance team of Section X re-

con troops confirmed the presence of Asmod Votra at the facility, but in doing so they were discovered, alerting the base to the impending attack. The base's defenders would be dug in and ready to repeal invaders.

The conflict that followed saw heavy losses for Section X, as four thousand operatives parachuted into the base's exterior defense compounds. Section X troopers fought Third Sword fanatics, as well as grahl mercenaries and their vornin commanders, before finally managing to secure the perimeter of the base. They then leveled shaped charges against the base's outer walls, creating smoldering holes large enough for entire squads to enter through simultaneously.

Within the base's inner chambers, the fighting continued until Section X had captured or killed every grahl mercenary and Third Sword cultist within. Asmod Votra was once again protected by his elite personal security force as he fought a protracted retreat, attempting to escape yet another death at the hands of Section X. However, unbeknownst to him, a reserve force of Section X commandos was lying in wait for him along his escape route. This third incarnation of Asmod Votra died writhing in flames when the flamethrowerwielding commandos ambushed him and his security detail.

After the battle, within the ruins of the base, Section X operatives discovered that the litherium ore had been rerouted to another planet within the Gammadon system, but exactly which one was unclear. The base on ION 4 was merely a research center, but one whose research left Section X commanders shook to their very core. Using litherium super reactors, Asmod Votra and the soulless Soros Gazordan had discovered a means by which to produce black holes of an unlimited size, ripped from the very fabric of hyperspace, and spawned within any location they desired.

Indeed, a Fourth Sword has been born. The whereabouts of Asmod's secret recloning facility and the renegade scientist Soros Gazordan remains a mystery. Section X has

been severely weakened. Now, woefully under-manned, they will need to act quickly to stop the Fourth Sword from bringing their hideous plan to life.

Running the Game & Optional Rules

Operation Ulysses is a combat heavy, military science fiction/space opera campaign. The campaign has been designed to allow the individual GM to choose which optional rules he will or will not use. The only rules that have been assumed are Dex Ranks and the Idea roll in place of the Know roll, but the GM can include any optional rule he wishes with minimal effort.

It is suggested that the GM consider the following optional rules:

Dodging Missile Weapons: Characters evading laser and gunfire is a common staple of the science fiction genre, and Operation Ulysses is designed with that thought in mind. You are strongly urged to allow player characters to avoid enemy missile fire with the Dodge skill, as described under "Combat in Different Genres", BasicRolePlaying pg 198.

Total Hit Points: Operation Ulysses operates under the assumption that the player characters will be larger than life heroes facing incredible odds. Therefore, it is suggested that the player characters benefit from the Total Hit Points optional rule (CON+SIZ=Total HP) as described within BasicRolePlaying pg 30. All NPCs within this adventure have had their Hit Points determined using the standard rule (CON+SIZ divided by 2=HP). If the GM desires tougher opponents or wants to use the Total HP rule for "boss" fights, then the relevant NPCs should have their HP doubled.

Minions/Mooks: To further define the characters from "cannon fodder" enemies, the GM may want to include minions within the campaign. Within Operation Ulysses, green grahl mercenaries, Fourth Sword personnel, and sentrons all make perfect mooks. If the characters are rolling over the scripted opponents without much effort, consider throwing random groups of minions at them. Minions are NPCs, who are only meant to slow the characters down. Lone soldiers, robot guards and roving patrols of green grahl, these characters do not have enough narrative importance to warrant full stats. They exist only to allow the characters to show off.

Assume a minion has a basic 10 in any characteristic, does 1D6 damage and has a 25% chance to hit. They always go last in any combat round. They do not Parry or Dodge, and will be killed or incapacitated with a single successful hit from any weapon. If they are significantly armored, assume two hits are needed. Threats that are slightly more serious (like sentrons) may require three hits, do 1d8 damage and have a 40% chance to hit. Special results with weapons count as two hits, Critical results counts as three.

Sound Suppressors: Sound suppressors, or "silencers" as they have been dubbed in popular media, are not necessarily designed to completely silence a weapon, but rather turn the sound into one that is unrecognizable as gunfire. They do muffle the sound somewhat, resulting in a 20% modifier to Listen rolls made to hear silenced weapons. If the sound is heard, a further Idea roll is required to recognize the sound as a gunshot. If there is a great deal of ambient noise in the background, the Idea roll becomes Difficult. Silenced weapons will have their range halved. The range statistics for indivual weapons in the weapons section have been determined as if they were unsilenced, except for guns featuring integral sound suppressors.

Skills of Importance: Operation Ulysses is a high threat environment and at least one, if not two characters, should be combat experts. Technical skills (especially Computer Use) are important in Operation Ulysses and at least one character should be proficient in a range of technical skills. Other skills of use are Bargain, Dodge, First Aid, Spot, Stealth, Navigate, Track and the Science skills of Genetics and Cryptography. At least one character must possess the skill Pilot/Starcraft.

Lastly, Operation Ulysses makes use of boxed text in describing many of the locations and encounters within the adventure. Feel free to paraphrase or disregard the boxed text completely. It is offered only to make the GM's life a bit easier. Likewise, skill checks suggested in the text are merely that, "suggestions", use your own judgment as to when and what types of skill checks are re-quired, and at what difficulty.

Know/Idea rolls: Operation Ulysses assumes that the GM will not be using the optional EDU statistic and its associated Know roll. Characters will instead use the Idea roll to recall trivial information. If you are using the EDU statistic and the corresponding Know roll, use your own judgment in determining whether a Know or Idea roll is required.

Potential Allies: Operation Ulysses includes many NPCs that can join up with the characters. Chapter 3: The Ulysses provides four potential allies, CEL 4 and CEL 12, Warrant Officer Adam Alvarez and Dr. Paulson. Chapters 4 & 5 introduce the NPCs ZarZin and OroKhan, both potential allies. Chapter 6: The Valley of the Dead Gods provides the opportunity to recruit the gammadon star pilot

Athon. In Chapter 7: Echo Base, the characters may have the chance to team up with three surviving Section X operatives, Lieutenant Durn, Zinok and Max Krieger. If the character group is large or particularly strong, you may want to have an excuse prepared as to why various NPCs cannot or will not join the characters. Bear in mind that the showdown at Delta Base will be exceedingly tough when determining who will or won't assist the group. The optional xithid colony chapter is harder still.

Chapter 1: ISIS Command

The story begins with the arrival of the characters to the planet Auris, home to ISIS Command (ICOM). How the characters were drawn into the investigation and came to Auris is ultimately left up to the GM. The characters could be freelancers with unique skills, mercenaries or even ISIS corp. employees assembled as a special team.

Chapter one consists mainly of a series of meetings. The first is with the assistant to the CEO of ISIS corp. Varrel XiGanit. The characters will then be escorted through the main ICOM facility, where they will witness a televised terrorist attack taking place upon Isis corp. facility IMF67. Afterwards, they will meet with the CEO Magnus Reinholt and finally, with the head of Isis corp.'s security forces Nolan Blake. Information supplied to the
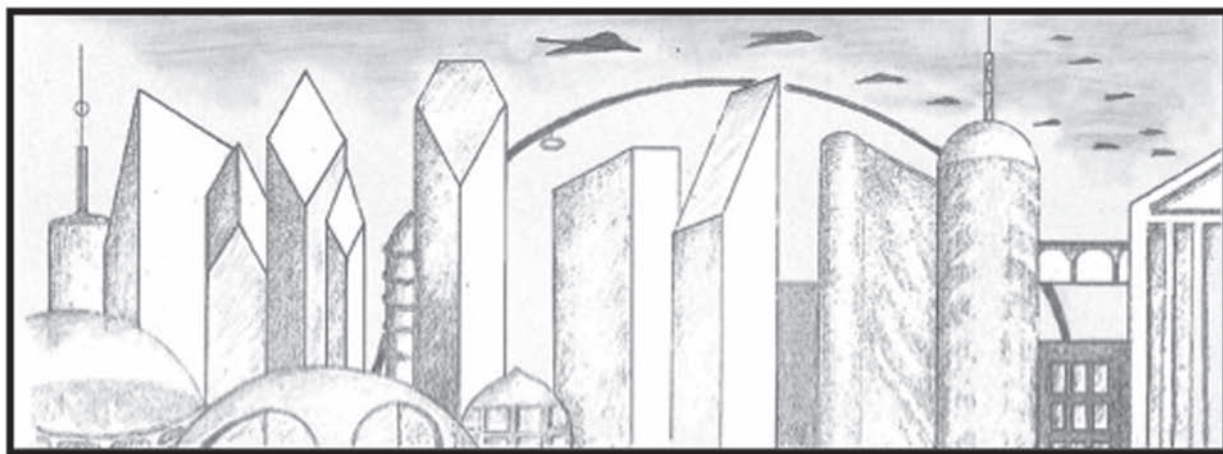
characters should be sparse. Isis corp. suspects a rival company Triple Helix Industries (Tri-Helix) could be responsible for the hijacking and the attack on IMF67, but this is just speculation.

The Arrival

The city of ISIS central sprawls out beneath you as you peer through the tinted windows of the skyjet. You can see a massive dome shaped building begin to come into view. Shining like a silver mountain and made entirely of stainless steel and reflective glass, it dwarfs all the rest. ISIS command, or ICOM as it is known, is the main headquarters for ISIS Corporation in the universe and the tallest building on the planet of Auris.

The skyjet slows and begins to circle the building's upper levels; the pilot awaiting permission to land on the towers rooftop skypad. Once permission is granted, the craft tilts its wing jets downward and performs a vertical landing. With a hiss of rushing air, the sealed cabin opens its passenger bay door.

As you exit the skyjet, you are greeted by a fastidious looking male alterran dressed in a spotless, white executive suit, flanked by two grimly masked security guards and gripping a handheld minicomputer. "Oh, we are so very pleased that you have finally arrived; allow me to introduce myself. My name is Varrel Xi-Ganit. I am the personal assistant of Magnus Reinholt, please, Mr Reinholt is waiting, do come this way wont you."

Varrel XiGanit is the personal assistant to Magnus Reinholt; the CEO of Isis corp. Varrel cannot be Persuaded or Fast Talked or charmed through charisma rolls into answering any questions or performing any actions besides leading the characters to Magnus Reinholt. He will only reply, "Mr. Reinholt can answer any questions that you may have". A

successful Insight roll will reveal that Varrel is extremely nervous about something. Varrel will lead the PCs into a large circular Maglev (magnetic levitation) elevator that will shuttle them straight down into the bowels of ICOM. The hallways are streaming with men and women in business suits and interspersed with security forces carrying automatic shotguns. The scene is chaotic and it is obvious to everyone that something is seriously wrong.

Within the halls of ICOM, executives, employees and security personnel rush up and down the corridors. It seems as if total bedlam has broken out within ISIS Command. A large group of employees is gathered around an oversized video monitor that dominates one of the interior walls.

The onscreen broadcast reads in bold letters "Intergalactic News Agency, LIVE BREAKING NEWS" and below that the text "Isis corp. asteroid 67 mining facility, PRAXIS BELTS UNDR ASSAULT" scrolls across the screen. The video shows a long distance camera shot of a huge burning multileveled industrial site built into the side of a rocky cliff. It seems that the broadcast is being sent from somewhere within the giant atmospheric control dome that covers the asteroids surface. The camera pans and then zooms in on a furious firefight that is raging across one of the facilities upper platforms.

The viewers can just make out the black uniforms of Isis corp. security forces engaged in a gun battle with what appear to be small groups of ISIS mineworkers and a few humanoid like robots. The crowd gathered at the monitor gasps in horror as a massive onscreen explosion takes place, creating an enormous fireball that billows outward, engulfing the televised combatants. Varrel shifts his eyes away from the monitor and towards the floor shaking his head in disgust. He then turns towards you and says, "The situation is more

dire than we had imagined, come with me immediately. Mr. Reinholt must not be kept waiting any longer."

Isis corp. CEO Magnus Reinholt

Varrel will now lead the player characters into a highly secure area of ICOM. Security guards will simply motion Varrel through checkpoints. Other times Varrel will swipe a yellow security card that he keeps inside his breast pocket to access certain doorways. Any Sleight Of Hand attempts made to steal Varrel's security card should be considered Difficult. If Varrel discovers an attempt being made to steal his security card, he will immediately call security.

Varrel leads you into a section of hallways made of polished black metal that contain a large number of security cameras. He swipes a yellow security card through a final scanner and opens a pair of plastisteel doors, which grant access into a darkened conference room with a large circular table at its center. Varrel says, "Please be seated, Mr. Reinholt will be with us shortly."

Once the characters have seated themselves at the table, a large section of the wall at the head of the room moves upward to reveal a hidden video screen. Onscreen is a white haired but stern looking human male, who appears to be in his late fifties. This is Isis corp. CEO Magnus Reinholt.

"Greetings, my name is Magnus Reinholt, I am the chief executive officer of Isis corp. You've been summoned here today because Isis corp. is in need of your talents in the handling of a certain classified situation.

As I'm sure that you are aware, Isis corp. is the largest manufacturer of litherium drives and litherium fuel rods in the universe, the engines and fuel that make hyperspace trav-el a possibility. We have thousands of mining operations across the known universe. The majority of these mining facilities are concentrated within the asteroid belts of the planet Praxis, known as the Praxis belts. Our largest facility within the Praxis belts is situated on the asteroid designated as IMF67, or ISIS Mining Facility 67.

We receive twelve shipments of litherium per standard year from IMF67. These twelve shipments account for roughly half of all of the litherium that ISIS corp. mines in a year. It goes without saying that any one of these shipments is crucial to the survival of ISIS corp. as a company. One of these shipments was on its way here when our problem arose. The consignment was being hauled here within a massive cargo containment unit by the star freighter Ulysses, one of our Titan class freighters".

At this point in the conversation, the room darkens and a holographic representation of the Ulysses is projected from an imaging device located at the center of the briefing room table. The image of a star freighter hauling a huge rectangular container rotates slowly above the heads of the characters, as Magnus Reinholt continues to speak.

The captain of the vessel was Erad Arminoch, veteran of the Hyperinion wars. Twentyfour hours ago, the Ulysses was somehow drawn out of hyperspace and found itself within an extremely hazardous star system known as the Gammadon fields. The Gammadon fields were the site of an ancient space war fought between the Gammadon Empire and a mysterious alien species. The Gammadon and their adversaries annihilated one another in this war and there isn't much information on either.

Just know that this area of space is still patrolled by atomic hypermines left over from

that war, and is avoided at all costs by interstellar travel. We aren't exactly sure how the Ulysses made its way into the Gammadon Fields. We suspect that the ship's hyperdrive navigational computers must have somehow malfunctioned. Although with the recent developments on IMF67, sabotage cannot be ruled out. We received this message from the Ulysses shortly after the vessel fell out of hyperspace.

The holographic animation of the Ulysses now transforms into a replay of a recorded distress call sent from the Ulysses twenty-four hours ago. An attractive, but obviously distraught, blonde human female dressed in a dark blue ISIS corp. flight command uniform addresses the viewer.

This is First Officer Arianna Vale of the star freighter Ulysses, in route from IMF67 to Auris. We seem to have experienced a problem with our navigational control systems; we are off our plotted trajectory by a huge margin. Our course alterations have taken us into the Gammadon Fields.

I am relaying our current position to you now; also, our engineers are looking into a strange energy flux that caused the Ulysses to fall out of hyperspace prematurely. So far, we haven't been able to determine the source of the energy flux or identify its type. It seems to have somehow affected our litherium drives and the litherium reactors. Captain Arminoch has not reported to the bridge since we fell out of hyperspace. I've dispatched a security team to find him. We will update you on our situation as soon as we've located the captain.

Here the transmission ends and the hologram disappears. The lights in the briefing room brighten, as Magnus Reinholt begins to talk once more.

"That was the last transmission that we received from the Ulysses. All attempts by us to contact them have failed. Their current situation is unknown." Varrel then turns to speak to you, "Mr. Reinholt will now open up the meeting to questions".

Magnus Reinholt will try to answer any questions that the characters may have. Questions that pertain to specific military aspects of the operation, Mr. Reinholt will ask be directed towards his special operations commander Nolan Blake.

If the characters inquire into the situation on IMF67, or ask who would want to sabotage the Ulysses, Mr. Reinholt will tell them that Isis corp. suspects a competitor company known as TriHelix Industries to be the culprit, although they haven't any proof yet. TriHelix Industries was Isis corp.'s main adversary during the Hyperinion wars, a series of wars fought between megacorporations over hyperspace routes. These same wars resulted in laws banning privately owned corporations from amassing standing armies.

Questions that pertain to the energy flux will be answered by Varrel. Varrel will explain that Isis corp. hasn't any idea as to the nature or cause of the energy flux. ISIS technicians have stated that in all the years since hyperspace travel became a reality, no such instances have been recorded of ships being forcibly drawn out of hyperspace by anything, much less energy fluxes. Certain weapon systems and scanners are known to be able to target craft travelling within hyperspace, such as the atomic hypermines that litter the Gammadon fields. However, once a vessel in hyperspace is detected, these weapons must then achieve hyperspace themselves before they can interact with their target. There is no known way for a ship to be pulled out of hyperspace by any of these devices.

Mr. Reinholt will negotiate with the characters regarding their contracts. Isis corp. wants the Ulysses and its crew secured, and is willing to pay the sum of 20,000 credits for the mission. If the characters want more money, allow them to make an opposed Bargain skill

roll versus Magnus Reinholt's 90% Bargain skill. A successful opposed Bargain attempt will net the players an additional 5,000 credits. An opposed Bargain attempt that succeeds with a Special success will gain the characters an additional 10,000 credits and a Critical success will up the ante by a whopping 40,000 credits. Of course, the GM should feel free to adjust modifiers to the characters' Bargain skill through their use of judicious roleplaying.

An additional 60,000 credits will be offered if the cargo container full of litherium ore can be secured. A bonus of 1,000 credits for each crewmember that is safely returned will be paid as well. There are around one hundred and eighty crewmembers in all.

Once the characters have finished negotiations with Mr. Reinholt and have accepted the mission, Varrel will politely ask them to accompany him to the special operations briefing room. If for some reason the characters choose not to accept the mission, they will be detained by ISIS security for an indefinite period of time.

Mission Briefing

Varrel XiGanit now leads you into a maglev elevator that takes you hundreds of levels down into the underbelly of ISIS Command. When the doors open, it becomes obvious that you have entered a highly secure section of ICOM. Security cameras, robotic sentry guns and black clad special operations forces, armed with all manner of weaponry, abounds within this militarized zone of ICOM.

You are directed into what appears to be some sort of command bunker. Two large rectangular tables with an array of equipment, armor and weaponry are at the center of the room. A dark haired human male with jagged facial scarring stands behind the tables sporting the black and grey uniform of an Isis corp. special operations command officer. Above him, a large bright green monitor displays a map of the Gammadon Fields. A marker on the screen labeled "Ulysses" hovers near the image of a planet labeled "ION 9". Countless smaller triangular icons are scattered around the map, surrounding the Ulysses and the ION 9 marker in a massive ring.

"My name is Nolan Blake; I'm the special operations unit task force commander here at ICOM. I've been instructed to brief you on your mission, as well as answer any questions you might have about it. Your assignment will be to infiltrate the Ulysses, if it's still there, using an experimental stealth starcraft developed by Isis corp. known as the Invader"

An image of a sleek starcraft now appears on the monitor beside the map of the Gammadon Fields.

The Invader was being developed by Isis corp. as a way for geological survey teams to navigate through the Gammadon Fields without alerting the hyperspace mines that permeate the system. Normally these mines travel throughout the Gammadon Fields in packs of five to ten mines, but recent scans show that an increasing number of these mines have begun to congregate around the planet of ION 9. We estimate that there are now over one hundred thousand of these atomic mines actively patrolling the sectors closest to ION 9.

How the Ulysses was able to avoid detection and survive being annihilated outright is anybody's guess. It has been speculated by our scientists that these mines require a litherium radiation signature in order for their targeting systems to operate; the type of signature that is emitted by litherium drives while in hyperspace and the more powerful ones that are emitted from them just prior to making the jump. It appears that these mines are even able to detect ships travelling at sublight speeds by tracking their litherium drive cores radiation trails and then homing in on their litherium

reactor cores. There have been numerous instances of ships being destroyed while traversing the Gammadon Fields at sublight speeds.

However, the Invader uses recently developed technology in the form of disposable litherium drives. The Invader will be able to achieve hyperspace at a safe distance and then jettison its litherium drives. The Invader's unique design and utilization of classified Isis corp. technology allows it to remain in hyperspace, albeit for a limited time, without the need for a constant supply of litherium fuel. Of course, once the ship drops out of hyperspace, it cannot achieve it again. One of our technicians can explain the Invader's finer details to you after this briefing.

The Invader and your team will be transported to the outer rims of the Gammadon Fields aboard the Ceres 2, a journeyman class star freighter. The Ceres 2 is scheduled to make a return run to IMF67. The crew and captain of the Ceres 2 have been instructed to fall out of hyperspace near the Gammadon Fields and allow your team to deploy the Invader. They are to remain in the area until your mission is completed. They have been given the cover story that you and your team are Isis corp. geological engineers, testing the Invader and conducting research in the Gammadon Fields.

After your team has left the Ceres 2, you will travel aboard the Invader towards the last known location of the Ulysses. If you are unable to locate the Ulysses, you are to return to the Ceres 2. Making this return trip at sublight speed will take around two standard weeks. The Invader is equipped for such an event, should the need arise.

Now, if the Ulysses is still at its last known location, you are to dock with the vessel and then infiltrate the ship. Once the Ulysses has been secured, you will make contact with ICOM using a special tachyon communications relay device that your team will be issued. If there is trouble onboard the ship, or you fear that the Ulysses could be lost, it is suggested that you use one of the landing shuttles contained within the hanger bay to make your way to the surface of ION 9.

This mission is being conducted by Isis corp. using the most clandestine measures at our disposal. Only a handful of individuals are even aware of its existence, and only CEO Magnus Reinholt and I are privy to its full details. The scope of this mission is beyond the current capabilities of Isis corp. special operations forces. With the recent situation that is developing on IMF67, it appears that we will be needed there anyway. Besides, the location and activities of Isis corp. special operations units are closely monitored by our competitors, as well as government law enforcement agencies, and we can't afford for word to leak out that we have a missing titan class freighter hauling a full load of litherium. Now, let us discuss the equipment that you will be issued.

The GM should make copies of the Ulysses deck maps and deck summary handout, and give them to the players, as they have been downloaded to each character's datapad. The characters will then be issued and instructed in the use of their special warfare kit. The kit includes the following:

Each squad member chooses two of the following:

☾ One KA80 assault rifle with detachable sound suppressor, detachable M220 20mm grenade launcher and 12/50rnd magazines.

☾ One SA-17 automatic shotgun with 100 shells in a bandoleer.

- One TMP-2 submachine gun and 15/30rnd magazines.

Each squad member receives all of the following:

- One HG11 semiautomatic pistol with integral sound suppressor and 3/24rnd magazines per squad member.

- One Kyat assault vest per squad member.

- One monomolecular titanium alloy blade per squad member.

- One set of Isis corp. assault armor with built in communications array per squad member.

- Three 20mm grenades for the M220 grenade launcher per squad member

- Three antipersonnel fragmentation hand grenades per squad member.

- One datapad per squad member.

- One Isis corp. SpecOp space walk infiltration suit per squad member.

Gear issued to the team as a whole:

- One KLMG7 light machine gun with 6/200rnd drums.

- One Isis corp. SpecOp medical kit.

- One Repair Kit.

- One Tactical Security Bypass System.

- One Isis corp. Master Security Card.

- One Isis corp. plasma cutting torch.

- One Tachyon Long-range Communications Array.

The characters will now need to determine their preferred weapon layouts. Carrying an autoshotgun, an assault rifle and a SMG, as well as a pistol, is not feasible. A character could operate with two of the larger weapons, (rifle,

shotgun, smg) but not all three. In addition, the party will need to determine which one of them will man the KLMG7, if any. The light machine gun operator will probably be limited to the HG11 pistol or the TMP-2 SMG as his sidearm, depending on his STR score. Personal weapons that the characters already possess can, of course, be substituted for those provided by Isis corp. If weapons are requested that aren't on the list, Nolan may mock them a bit for not being able to make do, "Are you kidding? This is what our specop teams operate with on a daily basis." etc.

Isis corp. cannot provide anything more than this because the stockpiling of heavier armaments by private corporations is strictly forbidden by intergalactic law. Although some security teams are known to ignore this law, it is not standard procedure.

Following the briefing, the characters will be escorted to the Ceres 2; the player's equipment has been stored within its lockers. The GM should familiarize himself with the Invaders technical stats, as well as Chapter 2: The Gammadon Fields.

Chapter 2: The Gammadon Fields

Once onboard the Ceres 2, the flight from ICOM on Auris to the outskirts of the Gammadon Fields will take about two days time through hyperspace. The crew of the Ceres 2 has been given the cover story that the characters are part of a geological research team, conducting highly classified operations within the Gammadon Fields. ICOM has instructed the Ceres 2 to hold its position at a safe distance outside of the Gammadon Fields.

The players are to launch the Invader from the Ceres 2 and then equip themselves within its preparation chamber; their equipment has been stored within the Invader's equipment lockers. After the characters have equipped themselves for the infiltration, they are to make the jump to hyperspace and jettison their litherium drive cores. This will keep

the local atomic hypermines from detecting the vehicle. The flight from the Ceres 2 to the last known location of the Ulysses will take six standard hours. If the flight were performed at sublight speeds, it would take roughly two standard weeks. Shortly before the Invader reaches the outer ring of atomic mines surrounding ION 9 and the Ulysses, they will receive a disturbing communication from the Ceres 2.

An urgent message from the Ceres 2 lights up the Invaders vid com unit. It is the commander of the Ceres 2, Captain Akron. His face is flushed with fear. "ISIS command, can you read me, anyone! This is Captain Akron of the Ceres 2, we have multiple objects approaching the ship…we think they may be atomic hypermines from the Gammadon Fields…we are". At this, a brilliant flash of white light consumes the onscreen image, the screams of the commander and crew of the Ceres 2 is the last thing you hear as the communications screen goes black.

The sensors onboard the Invader indicate that a huge explosion has taken place at the location of the Ceres 2. An Easy skill check of Technical Skill/ Sensor Systems, or a related skill, will indicate that the explosion appears to be atomic in nature. The characters will now need to drop out of hyperspace before they pass through the barrier of atomic hypermines. The mines are spaced miles apart and flying through them is a simple matter.

After the hypermine barrier has been crossed, it will take about another hour to reach the Ulysses. Shortly before the characters reach the Ulysses, they will realize that the communications unit aboard the Invader is being jammed and has been rendered useless; however, their personnel communications units are still functioning as normal.

Unfortunately, the tachyon communications array provided by ISIS is being jammed as well, and is currently useless. A successful Computer Use or Sensor Systems roll will re-

veal that the source of the jamming is coming from the planet of ION 9, but it is impossible to narrow the location down any further than that. As the Invader gets closer to the Ulysses, read the following text to describe what they see.

The Ulysses floats motionless within the blackness of space. It appears that the ship has taken heavy damage, as debris from the vessel is scattered all around it. Huge, blast marks from laser and auto cannon fire have left gaping wounds in her outer hull. The bow of the ship, which houses the bridge, has taken especially heavy damage. Her long and short-range communications towers appear to have been totally destroyed. Most astonishing of all though is that the ships massive litherium cargo container is missing, and is nowhere to be seen. Light can be seen gleaming from the thousands of windows that line the sides of the ship, so internal power must still be functioning. The bridge however, is darkened.

If the characters approach the bridge area, inform them that it is darkened because the ship's steel blast shutters have been dropped across the bridges windows in an effort to protect it.

As the players continue their approach towards the Ulysses, but before they get too close, have them check their Spot skill. A successful roll will allow them to see the labor clone designated CEL 12 trying to repair the damaged long-range communications tower.

You see a fiery burst of sparks near the largest communications tower at the top of the Ulysses, near the bow of the ship. You catch a glimpse of what looks to be some type of robot using an electronic flash welder on one of the damaged towers near the bridge. This strange being has the upper body of a human clad within a space helmet and pressure suit, but from the waist down it has the appearance of a large robotic spider, a metallic cylinder forms the lower body with eight long metal legs projecting from it. The strange

creature obviously notices your approach, as it quickly skitters into a dimly lit opening in the ships outer hull and disappears.

CEL 12 has just escaped from view by ducking into Entry Point 6. If a character possesses the Cybernetics or Robotics Technical skills, or a Science or Knowledge skill related to robotics or large star craft operations, allow them to make a check to identify what they have just seen. A Difficult Idea roll will also allow a character to identify the unknown entity as a CEL clone.

INFILTRATION

GM Information: At this point, the characters will need to decide by what means they will make entry into the ship. Point 1 and 2 will be the port side and starboard entry bay docking doors on Deck A. This is the most conventional method of entry into the Ulysses. These are the main entry doors by which the crew makes its entry or exit to and from the ship while it is docked or in port.

Next are infiltration points 3 and 4, located on Deck C at the rear of the ship. Entry points 3 and 4 will be through the airlocks that sit adjacent to the Ulysses main thrusters. Entry point 3 leads into section C32 and entry point 4 will take the characters into C33.

Entry point 5 will be on Deck D, at the bottom of the ship, through another airlock designed for maintenance crews that leads under the flight decks and then into the flight crew preparation area at D30. Lastly, is entry point 6 near the bottom front end of the ship, also on Deck D, which will take the characters into the forward hull section, Area D1.

However, before entry into any of these access points can be made, the pilot of the Invader will need to make a successful Pilot skill roll to actually land on the Ulysses. This skill roll can have varying effects depending on the measure of success or failure.

A success will land the Invader safely on the Ulysses, although the Invaders exact loca-

tion could be some distance from the desired point of landing chosen by the pilot, GMs discretion. A Special success or a Critical success will be a pinpoint landing. A Failure will result in the Invader overshooting the Ulysses altogether.

In the event that the characters overshoot the target because of a failed roll, allow the pilot a Luck roll. A failed Luck roll will result in the Invader coming into contact with a section of wreckage from the Ulysses, causing the Invader 1D20 damage. If the pilot Fumbles his Luck roll, the Invader will collide abruptly with the Ulysses, causing 1D20+5 damage to the Invader.

Although unlikely, a number of failed rolls could result in the Invader's destruction. The GM should emphasize the dangerous nature of the landing, using it for maximum effect. Once the Invader is safely magnetized and linked to the Ulysses, the characters can use the magnetic boots of their pressure suits to walk along the outer shell of the ship to their desired point of entry.

Entry point 1 & 2: These points of entry are the main airlocks on the ship's port and starboard side, used by the crew of the Ulysses while in port.

As you approach the outer airlock door, you can see that a small computer panel is mounted flush within the doors surface. A bright light can also be seen shining from within the ships interior, through a small window in the outer airlock door.

If the characters peer into the window, read them the following text.

Looking within the airlock chamber itself, one can see that the interior walls of this 6 X 12 meter chamber are painted a sterile white. A large red letter A, designating the deck, has been painted at the center of the northern wall. The room is empty, except for an identical airlock door situated at the opposite side of the room with a computer control panel beside it.

Both the exterior and interior doors of this airlock have been sealed shut. Any attempts to open them normally will fail, as the codes that operate the doors security systems have been changed by Fourth Sword personnel. The characters will have to defeat both doors' computer control panels, exterior and interior, by hacking into the computer systems that operate each door.

Characters with the Computer Use skill will need an Average success to open the outer door. Characters that try to open the outer door with the Electronics skill or the Electronic Security skill, by "hotwiring" the panel's inner circuitry, will need to succeed with a Difficult skill roll. The tactical security bypass system may be employed against the computer. The tactical bypass system will grant a one-time 40% bonus to the skills of Computer Use, Electronic Security or any electronic or technical based skills.

The large wall mounted computer panel within the airlock, controls pressurization and depressurization, as well as the opening and closing of both airlock doors. An Electronics, Electronic Security or Computer Use roll is required to access this inner control panel computer as well. The inner computer will need to be overcome with the same methods and measures of success as the outer doors panel in order to gain access to the system.

Once the system is accessed, the depressurization and pressurization procedures, as well as the opening or closing of both doors, can be done automatically. No skill rolls are required to perform these actions. The computer system will not allow the outer and inner doors to be opened simultaneously due to built in safety features.

The airlock's inner chamber will also either pressurize or depressurize itself automatically. The chambers default state is to remain pressurized, but if the outer door is opened while the ship is in space, an interior light will begin flashing red as the chamber sets itself to depressurize. After a brief sixtysecond wait, the door can be opened safely.

If for some reason the characters wanted to open both airlock doors at the same time, it would require "hotwiring" the interior computers electrical grid with an Electronics or Electronic Security skill roll that results in a Critical success. Alternatively, a character with the Repair/Electronics skill could achieve the same result by sabotaging the system with a Special success. If the airlock doors are opened and a depressurization of the ship takes place, every door and maglev within the ship will automatically seal itself shut. Of course, even this safety feature can be manipulated within Area C5, the environmental control center.

Entry points 3 & 4: Points 3 & 4 are located at the stern of the Ulysses, near the main engines thruster exhaust ports on Deck C. Point 3 will lead into Area C32s airlock. Area C32 is the port side thruster maintenance room and point 4 will lead into the airlock for Area C33, the starboard side thruster maintenance room. These airlocks are designed almost identically to the airlock entry ports located at 1 and 2. The same measures will need to be employed to defeat their security systems as were detailed for entry points 1 and 2.

As you approach the massive circular exhaust ports at the stern of the Ulysses, you can make out the outline of the outer airlock door. The door is covered in a thick layer of black soot. This tar like material looks to have been caused by the firing of the engines. No windows or security panels are visible.

Upon closer inspection, it should be a simple matter for any character that attempts to wipe away the sludge to find the door's security panel. The airlocks exterior and interior doors are windowless, unlike the doorways at entry points 1 and 2.

Once the characters have defeated the outer door's security measures, allow them to enter the interior airlock and then contend with the interior airlock security panel just as with entry points 1 and 2. These airlock interior chambers are identical to entry points

1 and 2, except that instead of having a large A painted within them, designating the deck, they have a large C.

Entry point 5: On the bottom of the Ulysses lies the airlock used by the shuttle bay maintenance crews. This airlock leads into a network of small cramped crawl spaces that eventually lead into Area D29, the flight crew preparation area. The Fourth Sword has somehow overlooked this entryway and its original security codes remain intact. A quick swipe of the master security control card supplied by Isis corp. will open it automatically. The same for the interior computer located within the inner airlock chamber. This interior chamber is marked by a large red letter D deck designation symbol.

Entry Point 6: A single airlock lies near the bottom front end of the ship. This airlock is used by maintenance teams wishing to perform repairs near the head of the ship while in space, and by cargo hold workers while the Ulysses is in port. This is the entry point into which CEL 12 disappeared after he was spotted. CEL 12 has been using this airlock to exit the ship in order to perform repairs on the long-range communications tower. This airlock's code has not been tampered with by the Fourth Sword, and can be opened with the Isis corp. master security card.

Chapter 3:

The Ulysses

GM Information: The GM should go over Chapter 3 and familiarize himself with the different areas of the ship before running this portion of the adventure. Following are a list of random encounters and events that the GM should be aware of as well. The Ulysses deck maps do not include notations for some of the subsequent encounters, some of which Ulysses Deck Summary

DECK A:

A1: COMMAND BRIDGE

A2: TACTICAL CONTROL STATION

A3: NAVIGATIONAL CONTROL STATION

A4, A5: BRIDGE CONTROL STATION ACCESS HALLS

A6, A7, A8, A9: COMMUNICATIONS CREW PITS

A10: DECK A SURVEILLANCE ROOM

A11: DECK B SURVEILLANCE ROOM

A12: DECK C SURVEILLANCE ROOM

A13: DECK D SURVEILLANCE ROOM

A14: TRAUMA WARD

A15, A17: MEDICAL PREPARATION ROOMS

A16, A18: TRAUMA WARD EQUIPMENT CENTERS

A19: TRAUMA WARD RECEPTION AREA

A20: MEDICAL LABORATORY

A21: DISEASE LABORATORY

A22: CEL CLONE INCUBATION CHAMBERS

A23: FORWARD SECURITY STATION A

A24: CEL CLONE PREPARATION

A25: FORWARD SECURITY STATION B

A26: SECURITY STATION A EQUIPMENT LOCKER 1

A27: SECURITY STATION B EQUIPMENT LOCKER 2

A28: CEL CLONE EQUIPMENT MAINTENANCE

A29: CEL CLONE MED LAB

A30: CEL CLONE SECURITY HALL

A31: CEL CLONE STASIS WING

A32: CEL CLONE COMMAND STATION A

A33: CEL CLONE COMMAND STATION B

A34, A35: MAGLEV STATIONS A & B

A36: CAFETERIA/MESS

A37: KITCHEN/GALLEY

A38, A39: MAGLEV STATIONS

A40: FIRST OFFICER'S QUARTERS

A41: STARBOARD LAVATORY

A42: OFFICER'S QUARTERS

A43: PORTSIDE LAVATORY

A44: PORTSIDE SHOWERS

A45A52: CREW QUARTERS

A56: LITHERIUM REACTOR CONTROL A

A57: LITHERIUM REACTOR CONTROL B

A58: HYPERDRIVE ENGINEERING WING A

A59: REACTOR CORE ACCESS HALL

A60: HYPERDRIVE ENGINEERING WING B

A61, A62: MAIN THRUSTER ACCESS PORTS

AR1, AR2, AR3: HYPERDRIVE REACTORS, UPPER

DECK B:

B1: FLIGHT CONTROL CREW PIT

B2: OFFICERS CONFERENCE ROOM

B3: CAPTAINS STATE ROOM

B4: BRIDGE SECURITY A

B5: BRIDGE SECURITY B

B6: CAPTAINS QUARTERS

B7: MAIN MEDICAL WARD

B8: CREW VIDEO ROOM A

B9: RELAXATION AREA A

B10: CREW LIBRARY

B11: CREW VIDEO ROOM B

B12: RELAXATION AREA B

B13: RECREATIONAL COMPUTER ROOM

B14: POOL AREA

B15: POOL SHOWERS

B16: POOL EQUIPMENT ROOM

B17: POOL LAVATORY

B18: MAIN MAGLEV STATION

B19: REACTOR COOLANT MODULES

B20: REACTOR RADIATION BATTERIES SECTION A

B21: REACTOR RADIATION BATTERIES SECTION B

B22, B23: REACTOR WING SECURITY STATIONS

B24: WEST REACTOR WING

B25: EAST REACTOR WING

B26: PORT THRUSTER MAINTENANCE AREA

B27: STARBOARD THRUSTER MAINTENANCE AREA

BR1, BR2, BR3: HYPERDRIVE REACTORS, CENTRAL

CLASSIFIED

Ulysses Deck Summary

DECK C:

C1: SECURITY CHECKPOINT

C2: GRAVITY CONTROL CENTER

C3: COMPUTER CORE A

C4: COMPUTER CORE B

C5: ENVIRONMENTAL CONTROL CENTER

C6: GRAVITY CONTROL MONITORING STATION

C7: ENVIRONMENTAL CONTROL MONITORING

C8, C9: AIR CONDITIONING UNITS

C10: ARMORY A

C11: EXPANDABLE SURGERY AREA

C12: SURGERY ROOM A

C13: SURGERY ROOM B

C14: SECURITY TRAINING ROOM

C15, C16, C17, C18: MAIN SECURITY STATIONS

C19: ARMORY B

C20: SPACE SUIT AND EQUIPMENT STORAGE

C21: WATER STORAGE/HYDRO GENERATORS

C22: MAIN MAGLEV STATION

C23: WATER AND AIR RECLAMATION

C24: EMERGENCY GENERATORS

C25: WATER AND AIR RECLAMATION CONTROL ROOM

C26: SHIPS LAUNDRY

C27: ENGINEERING BREAK ROOM

C28, C29: REACTOR WING SECURITY STATIONS

C30: MAIN ENGINEERING WING

C31: MAIN REACTOR CORE

C32: PORT THRUSTER MAINTENANCE

C33: STARBOARD THRUSTER MAINTENANCE

D4: CARGO HOLD EQUIPMENT STORAGE

D5: CARGO CREW LOCKER ROOM

D6: CARGO LOADING BAY

D7: SANITATION

D8: MAGLEV SECURITY ROOM

D9: AUTOPSY ROOM

D10: MORGUE

D11: CEL CLONE EQUIPMENT

D12: CEL CLONE CHASSIS STORAGE A

D13: CEL CLONE CHASSIS STORAGE B

D14: MAIN MAGLEV STATION

D15: ELECTRICAL REPAIR

D16: DETENTION CELLS

D17, D18: BREAK ROOMS A & B

D19: MAINTENANCE SUPPLY

D20, D21: HANGER BAY REPAIR ROOMS A & B

D22: HANGER BAY FLIGHT CONTROL

D23: EMERGENCY RESPONSE

D24, D25: HANGER SECURITY A & B

D26, D27: CREW PREPARATION A & B

D28: FUELING AREA

D29: FLIGHT CREW PREPARATION

D30: HANGER BAY

CLASSIFIED

DECK D:

D1: FORWARD CARGO HOLD

D2: SECONDARY CARGO HOLD

D3: CENTRAL CARGO HOLD
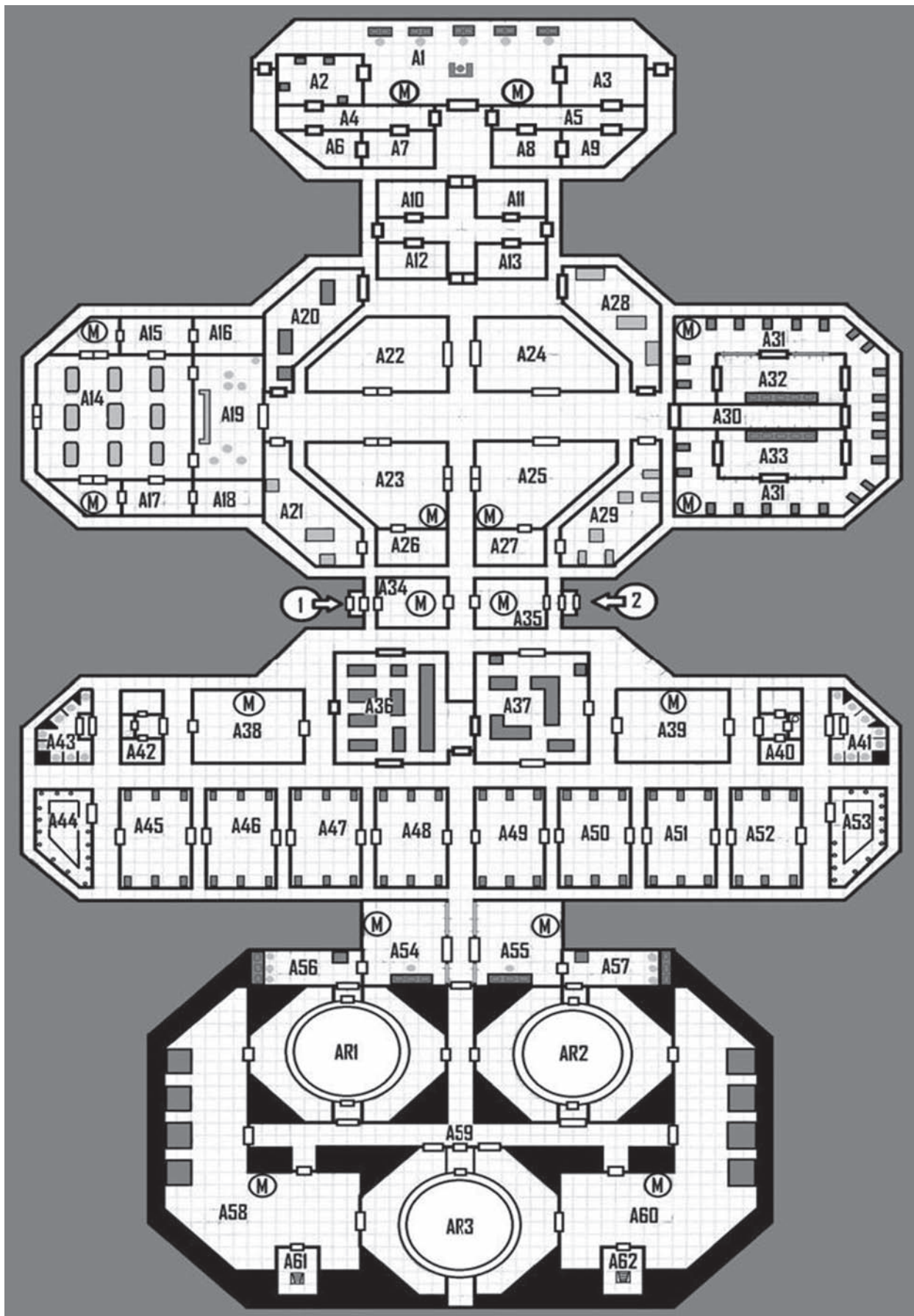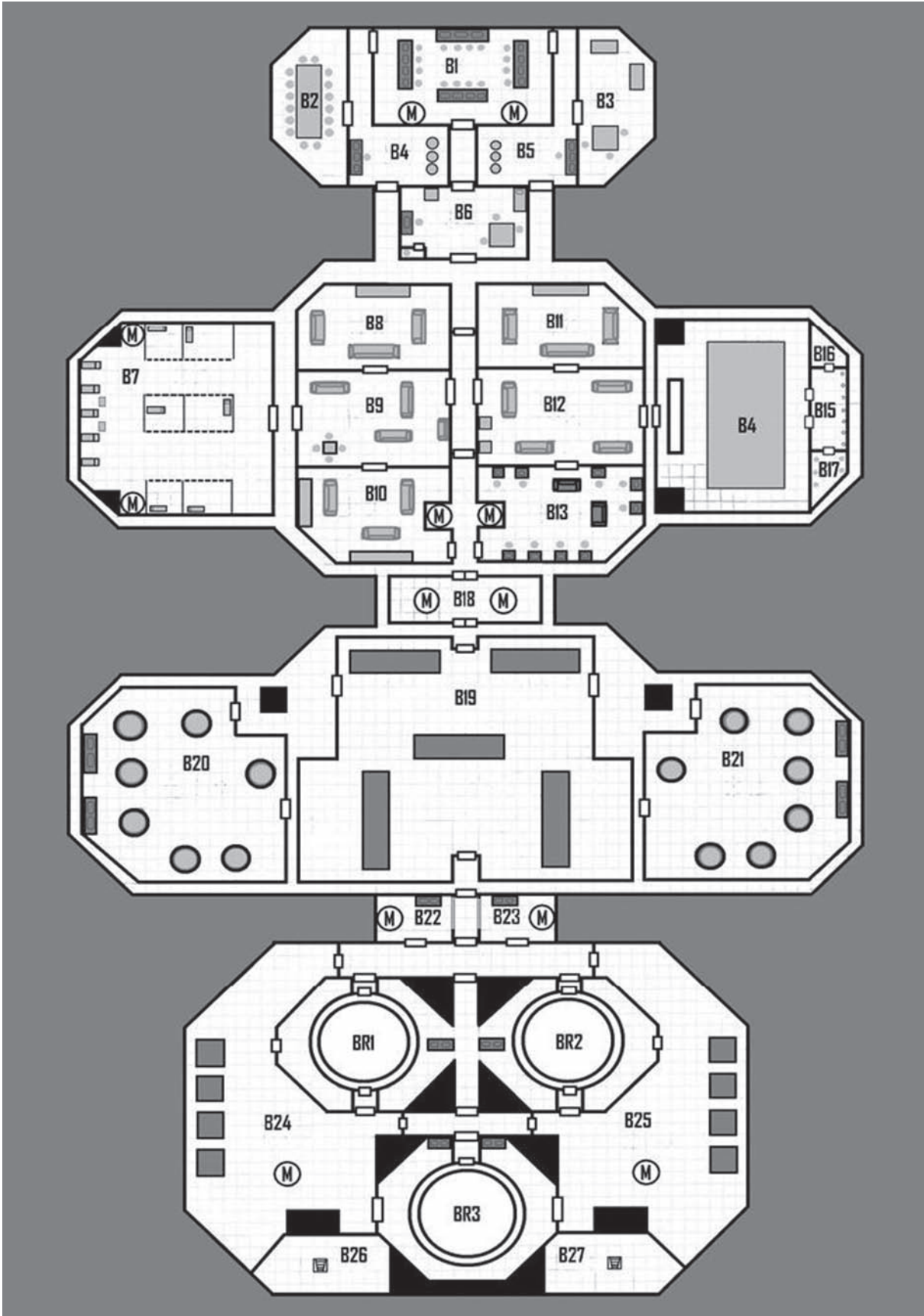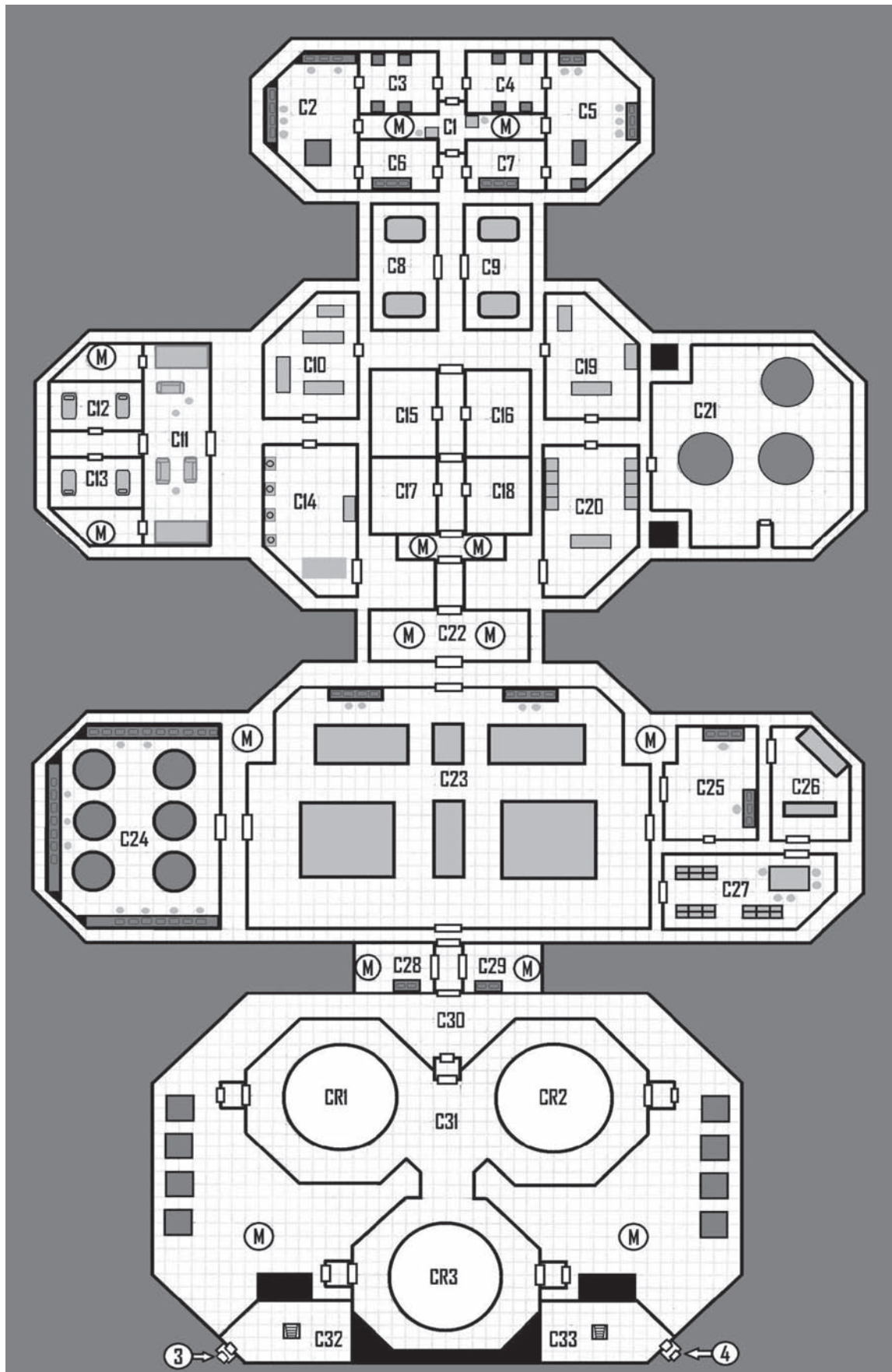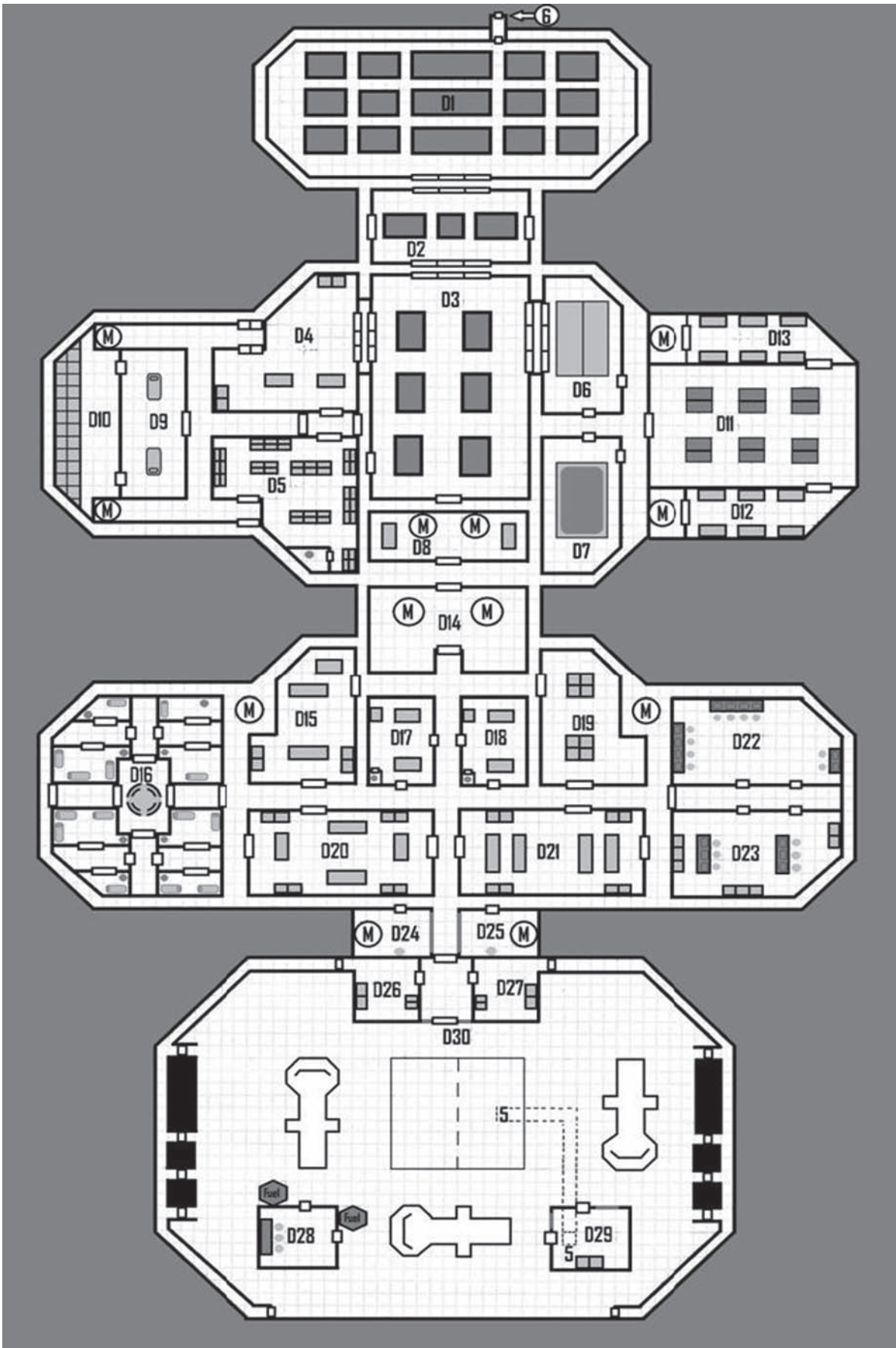
(Encounter D) actually change the layout of the deck plans. Read them over thoroughly before play.

Encounter A, Surveillance Wing: Outside of the surveillance control rooms are a set of interior halls that run between rooms A10, A11, A12 and A13. Anyone operating within these halls without some form of night vision will do so at 10% to any skill that requires sight.

> Grenades, lasers, automatic shotgun, and rifle fire have heavily damaged these hallways. The interior lights along the ceiling have been blown out and are now sputtering yellow sparks and emitting small jolts of electricity. Five dead Isis corp. security guards lie in the darkness in stagnant pools of blood. The dead personnel all wear black ISIS security team uniforms bearing the Isis corp. insignia. A few of the dead security guards are missing limbs, and some have been decapitated.

The security team's weapons and ammo, as well as anything else that might have been useful, have been scavenged by grahls. A successful Science/Biology, Natural History or Zoology roll will indicate that some of the bodies have been partially eaten. A Special success or better will show that reptiles have made the bite marks. If anyone has the Track skill, allow him or her a roll. Anyone who does not have the Track skill should be allowed a Difficult Spot roll. Both rolls being modified by 10%, unless the characters are using night vision. If thecharacters succeed in their Track or Spot rolls, indicate that a somewhat fresh trail of blood can be seen leading into Area A13.

Encounter B: Area A30: Outside the main doors at Area 30, there is a large cutting torch set up. It appears that someone has been trying to cut through the doors into Area A30. The doors are sealed with a STR of 30. Whoever was trying to cut them open has given up and left their equipment behind. If the characters employ this equipment against the doors or use their Isis corp. plasma torch, they can succeed in getting them open after 6 turns (30 minutes). Alternatively, if the characters have met up with CEL 12 in Area D1, CEL 4 may have already opened the doors in anticipation of the characters arrival.

Encounter C: Emergency Evacuation: This encounter can be triggered either by the GM at a time of his choosing, Lieutenant Reist triggering a symtac block on one of the reactors, or by destroying one of the cooling modules in Area B19. Encounter C can also be started by the detonation of the hidden symtac block on reactor AR3. The symtac block within reactor AR3 will start Encounter C whenever its timer runs out and is Impossible to locate.

When Encounter C begins, the ship's emergency broadcast system will begin to transmit the message "MELTDOWN IMMENIENT…2 HOURS TO EVACUATE" accompanied by flashing red lights and sirens. The characters will have exactly 2 hours to make their way to the hanger bay and use a shuttle there to escape the Ulysses. As time passes, the countdown will grow smaller and smaller. 1 hour, 30 minutes, 10 minutes etc.

Encounter D: Main Security Stations Area C15, 16, 17, 18: The GM should be aware that this area of the ship differs from the deck plans provided in that it is now essentially one large room, the walls of the separate interior rooms having been blown away by explosives.

Adam Alvarez: The NPC Warrant Officer Adam Alvarez is scripted to appear in Area B11: Crew Video Room B, but he could actually be encountered anywhere the GM wishes. If the characters are having a rough time, or need some pointers, then this NPC could be encountered early to provide some valuable clues and advice, as well as some backup.

Deck A

Area A1: Command Bridge: The doors that lead into this area were at one time computer control locked, but they have been overridden and can now be opened by anyone. It

will be up to the GM as to whether or not the inhabitants will be surprised. If any loud gunfire has occurred nearby, or the Fourth Sword knows that intruders are onboard, then it is likely the vornin mercenary and his green grahl mercenary allies will be alert and ready for anything.

The vornin mercenary has been ordered to guard the bridge at all costs; he and his allies will not leave the bridge even to reinforce other areas. There are also two maglevs located within this room. They lead to the Area B1: Flight Control Crew Pit and then to the Area C1: Security Checkpoint.

> The command bridge of the Ulysses looks as if an intense firefight has occurred within it. Various computer monitors flash a myriad of lights. There are large laser burns across the walls and small burnt out pits in the floor made by exploding grenades. The exterior steel shutters that protect the bridge from outer space attacks are closed, preventing anything outside the huge plastisteel windows from being seen. As you enter the room, a vornin slithers up from behind the captain's chair. He then motions with his arm towards you and says something in grahl. Five green grahls then begin to head in your direction, lifting blaster rifles.

A vornin mercenary and five green grahl mercenaries, two of whom are wearing explosive vests, guard the command bridge. It is likely that once the battle has begun, the Fourth Sword technicians from areas A2 and A3 will join in if they haven't already been dealt with. There is a 30% chance each round that one of these Fourth Sword technicians will hear the battle and come to assist the vornin on the command bridge.

The vornin will first try to use his Command skill to direct the grahl. Afterwards, he will attack with his plasma rifle. If the battle seems to be going against him, he will start throwing symtac grenades and order the two grahls wearing explosive vests to detonate themselves amongst the party. Once the grahls with the explosive vests have been ordered to attack, the vornin will attempt to call reinforcements (if communications are still present) from Area B1: the Flight Control Crew Pit, using the captain chair's communications console.

After the vornin and his grahl allies have been defeated, the characters may want to interface with the command bridge computers. A successful Technical Skill/Computer Use roll will reveal that there is a program embedded within the system they are being denied access to. The characters will have to successfully perform two consecutive Technical Skill/ Computer Use rolls to access this program. Once they do, they will be able to view a video recording from three days ago of an extremely nervous looking Arianna Vale.

> "This is Arianna Vale, First Officer aboard the Ulysses, ISIS command can you read me?"...At this point Arianna looks around nervously. "Our security teams have been unable to locate Captain Arminoch, and we have reports of gunfights raging on B deck." Suddenly, the main command bridge doors slide away to reveal an armed squad of grey suited humans who immediately start firing assault rifles. A number of the bridge crew are killed outright. As Arianna turns and draws her disrupter pistol, the video ends in white static.

By this point it is likely the the characters will recognize the uniforms of the intruders within the video to be those of the Fourth Sword. If not, allow a Difficult Idea roll to recognize the uniforms and to remember some relevant facts about the group.

Area A2: Tactical Control Station: This room housed the ship's tactical control personnel. The room contains various radar stations, electromagnetic detection equipment and computer monitoring systems designed to alert the Ulysses to incoming threats. Unless he has left to assist in another area, a lone Fourth Sword technician resides here attend-

ing the scanners. This particular technician carries a level 3 Fourth Sword security card.

> As you enter this room, you see a bespectacled human male reclining in a computer chair staring blankly at a glowing radar monitor. He quickly sits up and adjusts his glasses to get a better look at you. He appears rather intelligent and is dressed in light grey armor. "Hello, who are you?" Suddenly his eyes grow wide and he makes a motion to draw the blaster strapped at his side.

After the characters have dealt with the technician or otherwise secured the area, they may want to dig around and see what information they can find within the computers. Doing so will require an Average Technical Skill/Sensor Systems roll or a Difficult Technical Skill/Computer Use roll. Succeeding in either skill will reveal the computer's documentation on vessels that have approached and docked with the Ulysses in the past few days.

The documentation shows that around seventytwo hours ago three small vessels approached and attacked the Ulysses. Shortly after this, two of the vessels docked with the Ulysses on the port and starboard sides (entry points 1 & 2) while the third vessel continued to circle the Ulysses.

Another file dated to around fortyeight hours ago shows that a larger fourth vessel (although much smaller than the Ulysses) approached and attached itself to the exterior litherium cargo containment unit and then slowly hauled it away in the direction of ION 9. This fourth vessel was then followed by the three smaller vessels. Whether or not the ships actually went to ION 9 or elsewhere is unknown. The computers within this room also hold data on the energy flux that pulled the Ulysses from hyperspace. The only information recorded about the energy flux is that it was of an unknown type and came from an unknown location roughly seventytwo hours ago.

Area A3: Navigational Control Station: The navigational control systems are located within this room. A Fourth Sword technician also attends it, if he hasn't left to assist elsewhere.

> This dim room is illuminated only by the glowing red screens of the navigational control computers. A single human figure can be seen recording data from a monitor into a large ledger. "Ok, what is it now?" he says without even so much as a glance.

If the characters decide to attack, they will be ambushing the technician. He is surprised and they are unseen. See Ambushes, Basic Roleplaying pg 213. The technician's ledger is full of notations on past locations to which the Ulysses has traveled. It also contains information on time spent in port and hours and distance traveled through hyperspace. Nothing useful really, but the characters won't necessarily know that.

The monitor at which the technician was standing is already open and needn't be hacked or broken into. An Easy Technical Skill/Computer Use or Technical Skill/Computer Programming roll will reveal that the navigational control systems have been tampered with. A Special success made during this roll will reveal that someone aboard the Ulysses with a highlevel clearance sabotaged the computers.

If the characters are able to land a Critical success, they will learn that Captain Erad Arminoch sabotaged the navigational systems before the Ulysses left IMF67. Remember to factor in that this skill roll is being made at an Easy difficulty for the purpose of determining Special and Critical successes.

Area A4 & A5: Bridge Control Station Access Halls: Both of these hallways are empty, except for a large amount of laser blast marks and automatic gunfire abrasions on the walls. Three metallic doors can be seen in both hallways.

Area A6, A7, A8 & A9: Communications Crew Pits: These control rooms are identical

to one another, consisting of several monitors flashing the words "OFFLINE" and "FAILURE". These stations controlled the long-range communications array, as well as all shortrange communications within the Ulysses. Since the long-range communications tower outside the ship has been destroyed, they are now mostly useless.

Only a single computer isn't flashing the "FAILURE" and "OFFLINE" warnings. It is located in Area A9. This single computer station has been brought online, but is currently running various subroutines of an unknown type. A Difficult Technical Skill/Computer Use or Electronics roll, or an Average Technical Skill/ Computer Programming roll will inform the characters that the program is a telecommunications program. If the players don't immediately realize that the computer station is now handling all of the communications traffic onboard the Ulysses, allow them an Idea roll.

A successful Computer Programming, Computer Use, or Electronics roll can disable the computer and block communications within the ship. Alternatively, the characters could simply smash the computer and achieve the same effect. Doing either will leave the Fourth Sword and their associates without communications.

Area A10: Deck A Surveillance Room: This was the forward surveillance room. From this area, ISIS security could monitor Deck A's cameras and communicate with the main security teams located in areas C15, C16, C17 and C18. After the Fourth Sword attacked, ISIS security forces disabled all security cams within the ship. They sabotaged the monitoring stations once it became apparent that the ships capture by the Fourth Sword was inevitable.

As the plastisteel door slides away revealing the interior of this 6x10 meter room, three technicians can be seen working on the interior circuitry of an open control panel. Jumbles of multicolored wiring are strewn across the floor. Two of the technicians are lying flat on their backs with their heads peering into the interior of the large open unit. A third technician stands and stares at a single functional monitor amid the hundreds of blank ones.

The two technicians lying on their backs are considered prone and ambushed, see Prone Basic Roleplaying pg 229 and Ambushed pg 213. The technician that is minding the monitor may or may not be ambushed. Have the standing technician check his Listen 40%, possibly opposed by the characters Stealth skills, to see if he is ambushed or not. If he fails this Listen roll, he will be ambushed as well.

If for some reason the technicians avoid being killed outright, the standing Fourth Sword technician will attempt to draw his blaster pistol. The prone technicians will attempt to stand and then attack with their daggers, as they are otherwise unarmed. If the battle enters a second round, the technicians will begin to scream bloody murder and raise such a ruckus that there will be a slight chance for the red grahl commando in Area A13 to hear the commotion.

Have the grahl commando make a Listen roll at 15% to become aware of the battle. If the fighting spills into the hallway, this Listen roll will be at 25%. The single functioning monitor shows the hanger bay in area D30. The characters will be able to see numerous soldiers and a sentron security bot guarding the hanger. There is a 40% chance that CEL 5 and CEL 8 will be visible as well.

Area A11: Deck B Surveillance Room: This 6x10 meter room contains all the monitors that were attached to security cameras on B deck. The monitors have been smashed beyond repair. Many of the control panels have been destroyed as well. The room is otherwise empty.

Area A12: Deck C Surveillance Room: This 6x10 meter room contains all the monitors that were attached to security cameras on C deck. The monitors have been smashed beyond repair. Many of the control panels have

also been destroyed. The room is otherwise empty.

Area A13: Deck D Surveillance Room: This 6x10 meter room contains all the monitors that were attached to security cameras on D deck. The monitors have been smashed beyond repair. Many of the control panels have been destroyed as well. This room although is far from empty.

As the surveillance room doors slide open, the sickening sounds of loud smacking and crunching can be heard. A large red grahl stands over the corpse of an ISIS security guard that is sprawled across a row of control panels. The corpse is halfeaten, internal organs hang grotesquely from a gaping wound in the abdomen. The redskinned grahl turns a blood soaked face towards you and hisses in rage. He then dives for an automatic shotgun leaning against the wall.

The red grahl commando is upset that his feeding has been interrupted and will fight to the death. Allow him an initial Dodge roll as he dives for the automatic shotgun. Afterwards, he will roll onto his feet and begin firing. If Dr. Paulson is with the group, he will require a Difficult Luck roll to remain calm at the sight of Private Whittaker's remains.

Area A14: Trauma Ward: This 33x30 meter room is the ship's trauma ward. Crewmembers that suffered from grievous wounds were transported here after surgery. It can facilitate up to twelve personnel without having to be expanded. After a truly horrible disaster, it could feasibly accommodate up to five times as many patients. The metallic doors on the west side of the room are locked with a STR of 20. They are for medical staff only; anyone else wishing to enter the trauma ward did so through Area A19. A successful Computer Use or Electronics skill roll would be enough to open them.

This darkened room is the Ulysses trauma ward. There are nine medical rejuvenation chambers located within it. All of the rejuve-

nation chambers appear to be turned off, except for a single chamber whose base glows with a soft blue light. The lit chamber has a blanket taped over its outer shell to prevent passersby from seeing within its transparent treatment tube.

Dr. Ryan Paulson is currently using the rejuvenation chamber in an attempt to heal a wound he suffered during the takeover of the ship. He was shot in the left leg by a Fourth Sword cultist during the hijacking. After he was injured, Dr. Paulson made his way to the trauma ward and has been hiding in a small air duct within Area A16 ever since, sneaking out periodically to heal himself within the rejuvenation chamber. He has just finished healing himself completely by spending the last several hours within the chamber.

If the characters approach the glowing rejuvenation chamber, Dr. Paulson will burst forth with a panicstricken look on his face, aiming a blaster pistol erratically, although he will refrain from firing. If the characters try to interact peacefully with Dr. Paulson, and perhaps even if they don't, he can supply them with some information.

"Oh thank God; I thought at first that you might have been one of those lunatic cultists. Were you sent by Isis corp.?"

If the characters talk to Dr. Paulson, allow him to give them the following information.

Listen, I managed to overhear some of the Fourth Sword cultists talking to one another while they searched the equipment room for valuables. They were talking about taking the litherium cargo container off the Ulysses. One of them said something about a base on ION 9; I got the impression that's where they intended to take the litherium as well. I'm sure that I overheard one of them say "With this much litherium we can complete our plans". What the heck are they going to do with it, BUILD HYPERDRIVES? Also, one of the cultists seemed to be quite angry

that some of the crew had escaped the ship. I can't think of any way off the ship besides the shuttles in the hanger bay, they must have used one of those.

The characters won't have a hard time convincing Dr. Paulson to accompany them. He believes that he will be safer with them than hiding alone, unless they seem weak or are in bad shape, in which case the characters may need to Persuade or Fast Talk him into coming along.

Dr. Paulson has recovered a Trauma-Kit that contains ten Stimgel doses from Area A16. He will use these Stimgel doses or a rejuvenation chamber to treat any injured individuals. If Dr. Paulson does join the group, he will frequently try to convince them to escape the Ulysses by taking an escape shuttle from area D30, stating that it is a lost cause to save the ship. He will also argue that each escape shuttle is equipped with a homing beacon, and that they could use it to signal any other rescue teams Isis corp. might send out.

Rejuvenation Chamber: Characters that spend the majority of their day (over 12 hours) within a rejuvenation chamber will heal at the rate of four hit points per day. A rejuvenation chamber can also be used to immediately heal any wound of 1D6 damage. A character can only use one immediate heal every 24 hours. Using more than one immediate heal within a 24hour period could actually result in damage to the patient, through the overstimulation of cells. Anyone using the immediate heal feature of the chamber more than once within a 24hour period has a 75% chance of receiving 1d4 damage instead of being healed. Treat the chamber as having the First Aid skill at 100%.

Area A15 & A17: Medical Preparation Rooms: These 6x10 meter rooms were used by the medical staff aboard the Ulysses to wash up and otherwise prepare to interact with patients in the various medical wards. The rooms contain large metal sinks for medical personnel to wash up in and an area for staff to change clothing.

Area A16 & A18: Trauma Ward Equipment Centers: Both of these 6x10 meter rooms housed medical equipment for the trauma ward. Fourth Sword cultists have ransacked both rooms in an attempt to scavenge any medical equipment that might be beneficial to them. Both of these rooms are in complete disarray with medical equipment of various types thrown about the chambers. A Spot roll will uncover eight Stimgel doses and an applicator buried under some patient gowns within Area A18.

Area A19: Trauma Ward Reception Area: This reception area is a fairly large 10x20 meter room.

As one enters this room, it becomes clear that this was the scene of yet another firefight. The reception area's furnishings are scattered about the room and the reception desk has been riddled with bullets and burned through with lasers. Two dead Isis corp. security guards and an alterran dressed in a surgeons outfit lie dead behind it.

The dead security guards and the surgeon have been stripped of any weapons and equipment. If Dr. Paulson sees the dead alterran, he will be heartbroken. He will then lament his dead colleague, Dr. Apolas Daxfaygen, a brilliant surgeon.

Area A20: Medical Laboratory: This room is a clinical laboratory where research was done to determine the health of patients.

This was the Ulysses medical research laboratory. There are three tables filled with an assortment of vials, flasks and beakers; as well as several computer stations. The room is well lit and seems to have escaped damage.

The vials and flasks within this room contain samples of patient's bodily fluids. Characters with First Aid, Medicine or the Science/Pharmacy skill will recognize this immediately. If Dr. Paulson is with the group, he can inform them as well. A search of the room using

Spot will reveal a single Stimgel dose hidden among the flasks.

Area A21: Disease Laboratory: This room was another laboratory used to gather information on the health of patients. It specialized in the detection, research and identification of disease. If Dr. Paulson accompanies the characters, he will insist that they avoid tampering with the biohazard locker due to the VHD vial within it. See Equipment page 140 for a description of VHD and its capabilities. The locker is sealed with a STR 18 padlock.

This medical laboratory contains a number of computers hooked up to electron microscopes and scanning equipment. There are three tables with an assortment of glass tubes and piping on them. A few are filled with liquids of varying colors. There are also some medical ledgers lying on the tables. Hanging on the walls are numerical charts and photographs depicting various microbes. In one corner of the lab there is a small refrigeration unit ominously labeled "BIOHAZARD".

Characters that have experience with Medicine, Knowledge or Science skills that relate to medicine such as Pharmacy or Biology will recognize this lab for what it is, one that specializes in the study of disease. The refrigeration unit contains twelve sealed liquid filled vials labeled with a series of letters and numbers. The codes are gibberish to anyone that isn't a member of the Ulysses medical staff, as it is an internal code used only on this starship.

A successful Spot roll will allow the characters to find a scientist's notebook among the ledgers that explains what the codes mean and what VHD is capable of. If Dr. Paulson is with the group, he can supply this information as well. Eleven of the vials contain benign liquids of differing microorganisms. One vial however, contains a small sample of liquefied VHD.

Area A22: CEL Clone Incubation Chamber: The CEL clone incubation chamber houses vats and equipment used in the production

of CEL clones for the Ulysses. The CEL clones are grown to adulthood here before they are transported to Area A24 where they are programmed and equipped. The growth process takes about three standard months.

Within this dark and foreboding room, the walls are lined with rows of large glowing green tubes. The tubes are filled with human bodies in various stages of development from embryonic to full adult, all floating within a clear gelatinous fluid. The pale figures within are connected to masses of wires and circuitry. A few of the dormant bodies twitch and stir within their tubes. Some of them are completely limbless, lacking any arms or legs. A few are simply heads attached to armless chests without lower abdomens. Countless flashing lights on a host of machines dominate the center of the room; they seem to be monitoring vital signs. Two humans wearing lab coats are observing the machinery, talking amongst themselves and writing in a pair of ledgers.

The two Fourth Sword scientists will draw their blaster pistols and fight at the first sign of trouble. If the characters inspect the scientists ledgers, they will find that the scientists were recording information on the cloning processes used within the Ulysses.

Area A23: Forward Security Section A: Room A23 was a forward control station for Ulysses security teams. It has been badly damaged due to an intense gun battle. It has been ransacked as well. But the room's equipment storage in A26 has not been adequately searched and there are a few items remaining there.

This large room was one of the forward security stations onboard the ship. Here security teams could prepare themselves and prisoners were held before their transportation to the ships detention area. The room is in complete disarray. Laser burns and bullet holes mark the walls. There are blood trails on the floor where it looks like bodies have

been dragged away. A door near the back of the room is marked "EQUIPMENT LOCKER 1". There is also a Maglev elevator in one corner of the room.

There is nothing much to find here. The dead have been removed and the room has been thoroughly combed over by Fourth Sword personnel. The equipment locker in A26 however, has a few overlooked items. There is also a Maglev that leads to Deck B and C and Area D8.

Area A24: CEL Clone Preparation: This is where new CEL clones are brought after they have been created in Area A22. Here they are fitted with their new cybernetic plugs and attachments. They are also programmed with their mission parameters. The equipment here can be used to repair damaged CEL clone cybernetic parts. The computers within this area can also be used to reprogram CEL clones skill sets.

This room combines many of the features of both a medical ward and a computer lab. There are several examination tables flanked by large computers. The computers have various wires and hookups extending from them to monitor brainwaves and vital signs. There are a number of large transparent cabinets containing different cybernetic limbs. Standing in one corner of the room is a full robotic body that lacks only the head and upper chest.

Characters that possess the technical skills of Cybernetics or Computer Programming can reprogram a willing CEL clone within this area. A CEL clone with the Computer Programming skill could reprogram himself as well. See the CEL clone description for further details. The robotic body in the corner is a CEL clone WAR chassis. See CEL Clones page 159 for a description of the WAR chassis.

Area A25: Forward Security Station B: This is another forward security station simi-lar to Area A23. It was also the scene of a major firefight.

This room served as one of the forward security stations onboard the ship. Here security teams could prepare themselves and prisoners were held before their transportation to the ships detention area. It appears that a large battle took place within the room. Shotgun blasts and bullet holes line the walls. There are a number of blood trails on the floor where it looks like bodies have been dragged away. A door near the back of the room is marked "EQUIPMENT LOCKER 2". There is a Maglev in one corner of the room.

There is nothing much to find here, the dead have been removed and the room has been thoroughly combed over by Fourth Sword personnel. The equipment locker in A27 however, has a few overlooked items. There is a Maglev that leads to Deck B and C and Area D8.

Area A26: Security Section A Equipment Locker 1: This 6x10 meter equipment room has a hidden compartment located in its floor. If the characters search the floor in any way, call for a Spot roll to find it.

This room was used to store equipment for the security teams. It has been turned upside down by the grahl who searched it. It appears they have left behind a few items in their haste. Security team uniforms and web gear lay in heaps beside a few coils of rope.

There are two coils of nylon rope, each 25 meters long. The secret compartment in the floor holds a KESS (Kinetic Energy Sniper System) rifle with 60 rounds of ammunition. The compartment can be accessed with the Isis corp. master security card or broken into using Electronics or Computer Use. Characters that locate the compartment in Area A26 can automatically find the duplicate compartment in Area A27 and vice versa.

Area A27: Security Section B Equipment Locker 2: This 6x10 meter equipment room has a hidden compartment located in its floor.

Call for a Spot roll to find it if the characters look through the heaps of gear.

> This equipment room has been scoured for valuables and items of use. Metal shelving has been turned over and various items lay strewn across the floor. Clothing, riot helmets and web gear all lay in heaps.

The secret compartment that lies in the floor of this room contains the SMAW (Shoulder Launched Multipurpose Assault Weapon) rocket launcher system and ammo in the form of eight rockets. It can be accessed with the Isis corp. master security card or broken into using Electronics or Computer Use. Characters that locate the compartment in Area A27 can automatically find the same secret compartment in Area A26 and vice versa.

Area A28: CEL Clone Equipment Maintenance: In this room, damaged CEL clone cybernetic limbs and torsos were repaired.

> Three tables with an odd assortment of cybernetic limbs and parts are stationed around this room. It appears to be some sort of repair facility. There are a number of tools used within cybernetics and robotics lying on the tables.

Anyone with the Repair/Mechanical or the Cybernetics or Robotics Technical skills could repair damaged CEL clone cybernetic parts here. See the CEL clone description for further details.

Area A29: CEL Clone Med Lab: The medical facility for physically injured or mentally unstable CEL clones.

> Two horizontal stasis chambers are situated against the east wall. Another two are against the south wall. Four large circular scanners surround the head of each stasis chamber. Two medical supply cabinets are also stationed near the chamber's center. The room is otherwise empty.

Characters that have the Technical skill of Cybernetics or Medicine will recognize the scanners as brain wave scanners that have been modified for use on cyborgs. They will also recognize what this room's purpose was to treat malfunctioning CEL clones. The medical supply cabinets have been looted and the contents are in disarray, but a Difficult Spot roll will reveal a single overlooked Stimgel dose.

Area A30: CEL Clone Security Hall: The main door that leads into Area A30 could be sealed shut, see Encounter B at the beginning of this chapter for more details. Once inside the outer door, the characters will see that this 24meter hall is lined with mirrored plastisteel windows used by the technical staff within Areas A32 and A33 to monitor anyone passing into the CEL clone area.

CEL 4 has set up an ambush within the hall. He has positioned himself beyond the door at the end of the hallway and is armed with a flash welder. He will confront anyone who tries traversing the hall. Take some time to familiarize yourself with CEL 4 and CEL 12 by reading their descriptions on pg 124.

The following encounters description assumes that CEL 12 has not yet been encountered. If he has, the following encounter could be quite different as CEL 12 and CEL 4 can communicate with one another via internal implants. If Cel 12 has already been encountered, then it is possible that CEL 4 could be expecting the characters.

> As you look down the 24meter hallway you realize that a number of its interior lights have been removed, thus creating a shadowy effect. The hall is flanked by a set of large dark mirrored windows that run along both of the walls. A closed metallic door sits at the opposite end.

The windows within the halls are like mirrors and cannot be seen through by normal means. It is through one of these windows that CEL 4 monitors the characters approach.

Characters that begin to walk down the hall will experience the following:

> Midway down the hall, the door at its end suddenly slides open. A pale grey humanoid with the head of a human, but the arms and body of a robot, points a flaming flash welder in your direction. "Halt!" he says in a deep monotone voice. Just as suddenly, the cyborg lowers his weapon "Are you Isis corp.?"

The characters have just met CEL 4. Once the hijack of the ship began, CEL 4 realized that a number of his brethren were behaving oddly and actually assisting the hijackers, CEL 5 and CEL 8 specifically.

Afterwards, he made his way to the CEL clone stasis area and ran a diagnostic on the clones sleeping within the stasis chambers. He learned that they had all been reprogrammed with mission parameters that matched no known Isis corp. programming. Therefore, CEL 4 chose to terminate their life functions while they slept, by shutting off their breathing assistance. Now, nineteen CEL clones lie dead in Area A31. It was CEL 4 who welded the doors closed in Area A30 and D11, see Encounter B for further details.

CEL 4 will not have to be convinced to join the group once he realizes that Isis corp. has sent them. To the contrary, he will have to be convinced NOT to follow them. CEL 4 is programmed for general maintenance and repair work. If the characters desire that he serve a different role, he will need his skill set reprogrammed in Area A24: CEL clone preparation.

CEL 4 has been in periodic contact with CEL 12 via their internal communications implants. CEL 12 is operating in Area D1: the forward cargo hold and CEL 4 will implore the characters to make their way to him to mount a rescue. He knows nothing about the fates of any of the other crewmembers, except that he monitored the launching of two escape shuttles from the hanger bay, two hours after the hijacking first began.

Area A31: CEL Clone Stasis Wing: Here CEL clones are kept in stasis pods between work cycles. CEL 4 has decided to kill his reprogrammed brothers by shutting off their breathing machines whilst they slept, suffocating them. Four of the pods are empty, but nineteen of the pods contain dead CEL clones. The bodies are still in good condition due to cell rejuvenation technology within the pods, but they are beyond revival.

> Within this area a series of twentythree glowing green stasis pods are lined up horizontally, their heads pointing towards the walls. Within most of the pods lie motionless humans, some of which have cybernetic limbs attached. A quick glance at the vital signs monitor on each pod shows them all to be flashing the word DECEASED in bright red lettering. Two maglevs are stationed within the corners of the room. A pair of windowed control centers overlooks the room.

The maglevs inside the room have been shut down by CEL 4 and will not function unless ordered to do so from Areas A32 or A33. The maglevs lead directly to Areas D12 and D13. They do not stop on the decks inbetween.

Area A32: CEL Clone Command Station A: Characters familiar with computer systems will recognize this was one of two command stations used to monitor CEL clones while in stasis and out on tasks.

> A large computer mainframe dominates the southern wall of this 8x18 meter room. It contains a string of monitors all flashing the word DECEASED. This was obviously some type of command station used by the CEL clone technicians.

A successful Computer Use roll will allow the characters to access the program that reactivates the maglevs in Area A31. If CEL 4 has been recruited, he can do this as well. Characters that try to use the computers to learn the whereabouts of CEL 5 and CEL 8 will discover

that both clones are currently somewhere on D deck. It is impossible to get a more precise location however. Attempts to contact them will go unanswered.

Area A33: CEL Clone Command Station B: This was one of two command stations used to monitor CEL clones while in stasis and out on tasks. The life function monitors within this room now lists all of the CEL clones as deceased. The body of a dead technician, killed with a flashwelder by CEL 4, lies on the floor.

This room reeks with the smell of burnt and rotting flesh. A person dressed in a technician's coat lies sprawled across the floor. What is left of his charred face stares upward in a horrified gaze. A large computer with a number of monitors flashing the word "DECEASED" takes up most of the northern wall behind him.

The maglevs can be reactivated here, just as in Area A32. The characters can also trace the whereabouts of CEL 5 and CEL 8 to Area D23 with a Computer Use roll, if they think to do so. A search of the technician's corpse will expose a little black book tucked within his breast pocket.

This small black book is entitled "Quotations from the Guide and Overlord Asmod Votra." It contains 33 chapters dealing with the thoughts and quotations of Asmod Votra. It also outlines Fourth Sword ideology. The gist of the book is pretty basic; all life that does not follow the wisdom of Asmod Votra must either submit or be destroyed.

Area A34 & A35: Main Maglev Stations A and B: These are the main maglev shafts that lead to the main maglev areas: B18, C22 and D14. Their interiors are somewhat nondescript, being simple 8x10 meter white metal rooms. The maglevs are operating as normal and have not been interfered with in any way. Control panels within the 4x4 meter plastisteel maglevs allow the user to choose his destination.

Area A36: Cafeteria/Mess Deck: This 18x16 meter room was the ship's cafeteria/mess. There are a number of dead bodies piled here and beneath them is a single crewman who barely clings to life. Allow a Listen roll to see if any of the characters notice his muffled moans.

The tables within the mess seem to have been turned over by crewman in an effort to provide them with some cover. The effort failed miserably, as at least twenty bodies are heaped up in a bloody pile behind them. The weighty aluminum tables all but destroyed with automatic weapon and laser fire. The air is rank with the smell of putrid flesh and laser beam ozone.

If any of the characters make their Listen roll or decide to search among the dead, read them the following text.

Underneath the pile of bodies a low moan can be heard, "Ohhhhuu…..help…. help me." It is a young human male dressed in an Isis corp. ensign's uniform. He looks at you intently and with his last gasp mutters the words, "Captain Arminoch…..traitor." He then closes his eyes forever. His body is shot through in a dozen places. That he lasted this long is a miracle.

Stimgel or First Aid or Medicine won't do the trick for the ensign. The damage that he has suffered is simply too much. At this point if Dr. Paulson is accompanying the team, he will completely break down and start to sob about the deaths of his fellow crewman and Ensign Newman, a great kid who didn't deserve to die like this. If only he had arrived sooner he might have been able to save him etcetera, etcetera. The doctor must succeed at a Difficult Luck roll to pull himself together. He can try to make this roll every 5 minutes. He is useless until then.

If CEL 4, CEL 12 or both are with the group, they will begin to debate about how best to carry out conflicting programs regard-

ing the shooting of mutineers and the chain of command. The captain has now been identified as a mutineer, but are they not programmed to obey the captain above all others? Eventually, they will both come to the conclusion that the order to shoot mutineers supersedes their programming to obey the captain.

If they are not slotted with any combat programming related to firearms, they will ask to be taken to Area A24 and reprogrammed. If they are refused, they will begin to debate how best to utilize the programming at hand to kill the captain. If the doctor has regained his composure, the CEL clones debate will send him into another round of hysterics.

Area A37: Ships Kitchen/Galley: A lone grahl skulks about here, rummaging through food stocks. If he can succeed in his Listen or Sense roll, he will attempt to Hide. Otherwise, he will be caught with his pants down rummaging through a refrigerator. If he manages to elude the team, he will slink off to gather up his green brothers in Area A53: Starboard Showers and return in 1D10 rounds. If all else fails, he will attack with his blaster pistol.

Metal pots and pans hang from racks on the ceiling. Stainless steel ovens and oversized cooking pots sit on a few of the tables. The ships galley doesn't look as if it has seen any combat. Several refrigerators have their doors open wide and their contents scattered and spilt on the floor. It looks as if someone or something has gone through them recently.

If the grahl is discovered, he will fight with typical grahlish ferocity. First, charging the team firing his laser blaster and then discarding the weapon to fight with tooth and claw. He will not retreat once combat has begun.

Area A38 & A39: Maglev Stations: These rooms are two separate areas dedicated to Maglev transportation throughout the ship. The maglevs within these rooms lead to C and D decks. The maglevs pass by B deck without stopping as that area of B deck is a security zone.

This 12x16 meter room is a large maglev transport station that leads to the lower decks of the ship. There is a single 4x4 meter maglev chamber within this room, against the north wall. The room is otherwise empty and abandoned.

The maglevs within these rooms are still in working order and require no security bypass to operate.

Area A40: First Officers Quarters: This room belonged to the First Officer aboard the Ulysses Arianna Vale.

This 12x9 meter quarters consists of three separate rooms: a sleeping quarters, a bathroom and a sitting room. All of the rooms are immaculately clean. A space academy diploma hanging on the wall indicates that this room belonged to First Officer Arianna Vale. The northern room contains Arianna's personal computer.

A search of the room reveals nothing of importance. But if the characters make a Computer Use skill check or use a related skill to gain access to the computer, they will discover this entry within Arianna's personal journal.

First Officer, Arianna Vale 002.Ulysses. Journal entry 12.03.2768

Since we left IMF67, captain Arminoch hasn't been acting like himself. He has only come to the bridge on one occasion and I can't figure out what is going on. I've spotted him a number of times conversing with the new head of engineering lieutenant Reist, but other than that I haven't seen much of him. He seems to be spending most of his time in engineering. What's so damn interesting about the litherium reactors all of the sudden? He has entirely handed over the day to day running of the ship to me and I don't appreciate it. When

we get back to Auris, I'm going to file a formal complaint with ISIS command.

This clue may lead the characters to investigate the litherium reactor cores and discover the bombs. It is also a hint as to the Fourth Sword's plan involving the litherium super reactor. Lieutenant Reist is still in the ships reactor areas. If questioned about this log entry, Reist will reveal much about the Fourth Sword's ultimate plans.

Area A41: Starboard Lavatory: This room contains eight private restroom areas for Ulysses crewmembers.

This is the starboard side restroom area for the Ulysses crew. It is made almost completely of stainless steel. There are eight individual toilet stalls, all of which are closed.

If the team searches this restroom, they will find nothing of use.

Area A42: Officer's Quarters: The two subordinate officers under First Officer Arianna Vale, Third Officer Hutchins and Second Officer Glasgow, shared this area.

This 12x9 meter quarters consists of three separate rooms: two separate sleeping areas and a small shared restroom. This room served as the quarters for the two subordinate officers that served under First Officer Arianna Vale. There is a discarded datapad lying on one of the beds.

The datapad is a small handheld computer device used for storing and retrieving information. It is not encrypted and anyone familiar with computers will have no problem searching through it. If the characters do look through the datapad, they will find this relevant entry.

Third officer, Bran Hutchins 004.Ulysses. Journal entry 12.02.2768

Arianna has been complaining about the lack of assistance from the captain lately. It does strike me as rather odd the amount of time that the captain has been spending in engineering. His duty is on the bridge commanding the ship not going over technical schematics for the litherium drives with engineering officer Reist. Maybe the captain is just trying to get a feel for the new lieutenant. Reist transferred aboard the Ulysses at the last moment to replace Lieutenant Boyd, our previous head of engineering. Seems that Boyd died of a sudden heart attack shortly before we left IMF67, which struck me as odd since he was only 27. Oh well, stranger things have happened. Anyway, Arianna has been driving us nuts complaining about the captains not being on the bridge. I told her to grow a spine and say something. Well, I didn't actually say that, but I thought about it.

Area A43: Portside Lavatory: This room contains eight private restroom areas for Ulysses crewmembers.

This is the portside restroom area for the Ulysses crew. It is made almost completely of stainless steel. There are eight individual toilet stalls, all of which are closed. A pair of feet can be seen underneath one of the stall doors.

The feet belong to a Fourth Sword technician. He has stopped by to relieve himself. He is very frightened of the grahl mercenaries and is using the restroom while holding a blaster pistol. If the technician can perform a successful Listen roll, he will begin demanding to know "Whose there?"

Area A44: Portside Showers: This was a large communal shower area used by the crew of the Ulysses, but now it has become the home to several grahl.

The air within this shower is hot and humid. Clouds of steam float through it, as if someone has left the hot water running for hours. The sound of water spraying from showerheads can still be heard within.

There are two green grahl mercenaries here, enjoying the humid air. The shower room is filled with steam and this makes normal vision difficult, 10% to any skill requiring sight. The floor is wet and slick as well, which makes all physical actions 5%. Fumbled physical actions may require an Agility roll to stay standing. See BRP pg 231 for more info on unstable surfaces. The grahl do not suffer the penalty to physical skills due to the slick flooring. The grahl are oblivious to anything going on around them, although a successful Listen roll may alert them to intruders. They have their weapons close at hand, but are not holding them.

Area A45A52: Crew Quarters: These are the sleeping quarters for the majority of the Ulysses crew. Each room is a 16x10 meter chamber with six sets of triple bunk beds. Each room housed eighteen crewmembers. The majority of these rooms are abandoned now and the crew's personal effects contained within their footlockers offer nothing of use. However, there is a 10% chance that any one room will be inhabited by 1D3 green grahl mercenaries.

Area A53: Starboard Showers: This was a large communal shower area used by the crew of the Ulysses, but now it has become the home to several grahl.

> The air within this shower is hot and humid. Clouds of steam float through it, as if someone has left the hot water running for hours. The sound of water spraying from showerheads can still be heard within.

There are three green grahl mercenaries here, enjoying the humid air. The shower room is filled with steam and this makes normal vision difficult, 10% to any skill requiring sight. The floor is wet and slick as well, which makes all physical actions 5%. Fumbled physical actions may require an Agility roll to stay standing. See BRP pg 231 for more info on unstable surfaces. The grahl do not suffer the penalty to physical skills due to the slick

flooring. The grahl are oblivious to anything going on around them, although a successful Listen roll may alert them to intruders. They have their weapons close at hand, but are not holding them.

Area A54 and A55: Engineering Wing Security Stations: Ulysses security teams used these areas to monitor access into the engineering section of the ship. Room A54 contains a maglev, which leads to areas B25, C31 and D24. Security Room A55 contains a maglev that leads to areas B26, C32 and D25. Windows in both rooms provide a look at the exterior hallway leading into Area A59, but characters in one room cannot see into the other. The windows of both A54 and A55 are mirrored plastisteel and do not allow vision into the room from the outside.

In Area A54, there is one Fourth Sword technician backed up by a single Fourth Sword soldier. In room A55, there are two Fourth Sword technicians. If any of the Fourth Sword cultists see the characters through the windows or are somehow alerted to an enemies presence, they will attempt to fight into the hallway and alert their comrades in the opposite room.

The doors that lead into Area A59, AR1 and AR2 are controlled from A54 and A55. The control panels within A54 and A55 must be simultaneously activated to open any of the doors that lead into areas A59, AR1 or AR2. Therefore, the characters will need to be in charge of both A54 and A55, if they want access to the interior engineering rooms. Large buttons on the computer panels clearly mark the doors that they control, although a Computer Use skill roll or an Idea roll may be required to realize that they must be enacted simultaneously. Each door (A59, AR1, and AR2) can be opened individually from inside the engineering wing without the use of the security station controls. The characters cannot become trapped within the engineering wing once inside.

Area A56: Litherium Reactor Control A: This room is one of two main control and

monitoring stations for the ship's litherium reactor hyperdrives. The room is 6x16 meters. There is a steel vacuumsealed door here that that leads into reactor AR1's maintenance walkway.

A row of computer panels takes up the west wall of this long narrow room and there is a metallic locker against the north wall. Three Fourth Sword technicians are sitting at the monitors staring at animations running on the screens. The animations appear to be related to the operations of the three reactors. There is a door on the south wall marked RADIATION HAZARD in large red lettering.

If the technicians haven't left the area to assist elsewhere, such as a battle in Area A54, there is a 65% chance that they may not even look away from their monitors to see who came into the room. At the first sign of trouble however, they will draw their blaster pistols and attack. If the characters interact with the reactor computers, they will notice that the reactors are still running, although the litherium levels within the reactors now measure at zero.

Allow characters with a relevant Technical, Science or Knowledge skill to realize that somehow, the litherium within the reactors has been rendered inert, yet the reactors are still functioning at a lower capacity, using their non litherium enhanced nuclear components. The door at the south end of the room leads into the maintenance airlock of reactor AR2. Going beyond the airlock by entering the second door without the proper equipment, will expose the individual to the POT 25 radiation within. The locker against the north wall holds two radiation suits. See the area descriptions for AR1, AR2 and AR3 for further details.

Area A57: Litherium Reactor Control B: This room is a 6x16 meter control and monitoring station for the litherium hyperdrive reactors in the engineering wing of the ship. A control panel takes up most of the eastern wall. One Fourth Sword technician and one Fourth Sword scientist are in this room moni-

toring the reactors. There is also a large steel vacuumsealed door that leads to Area AR2.

A large three-panel computer takes up most of the eastern wall of this long narrow 6x16 meter room. A metal locker sits against the north wall and a Fourth Sword scientist sits at the computer talking to a Fourth Sword technician. The computer screens are filled with animations of reactor core operations. The door on the south wall is marked RADIATION HAZARD in large red lettering.

If the scientist and technician haven't left this area to assist in another, there is a chance that they will be surprised by the characters. See Ambushes in Basic Roleplaying pg 213 for details. If the characters interact with the reactor computers, they will notice that the reactors are still running, although the litherium levels within the reactors now measure at zero.

Allow characters with a relevant Technical, Science or Knowledge skill to realize that somehow, the litherium within the reactors has been rendered inert, yet the reactors are still functioning at a lower capacity using their non litherium enhanced nuclear components. The door at the south end of the room leads into the maintenance airlock of reactor AR1. Going beyond the airlock by entering the second door without the proper equipment, will expose the individual to the POT 25 radiation within. The locker on the north wall contains one radiation suit. See the area descriptions for AR1, AR2 and AR3 for further details.

Area A58: Hyperdrive Engineering Wing A: The portside engineering wing is a sizeable room dedicated to four hyperdrive power regulation coils. These coils usually store a set amount of litherium energy supplied to them from the ship's litherium batteries, awaiting the command to make the jump into hyperspace. The coils then discharge this stored litherium energy directly into the ship's main thrusters, allowing them to achieve hyperspace.

These 4x4 meter structures run vertically from the ceiling of the room down through the floor into decks B and C. The structures normally glow a bright blue due to the infusion of litheriumbased radiation but currently they are dormant, appearing simply as oversized black metallic coils, housed within a transparent plastisteel chamber. A number of computer stations surround the base of each regulation coils chamber.

At the GMs discretion, characters with an appropriate Knowledge, Science or Technical skill relating to starships or hyperdrive technology will immediately recognize that the hyperdrive coils are devoid of litherium energy. Characters that have spent time on starships, or who have the Pilot/starship skill should also be aware of what the hyperdrive power regulation coils are, how they operate and that they are devoid of energy.

> Four 4x4 meter transparent shafts, each containing a massive black metal coil, run vertically from the ceiling and down through the floor of the room. A ring of computer stations surround the base of each structure. There are a number of Fourth Sword scientists and technicians walking amongst the machinery and taking notes.

There are three Fourth Sword technicians and two Fourth Sword scientists working here to record every bit of data on the structure and operational capabilities of the hyperdrive coils that they can. If they are aware of any intruders, or are attacked, the technicians and one of the scientists will fight while the other scientist makes a run for the maglev located at the back of the room. If the scientist manages to escape via the maglev, he will travel to Area B24 and return in 1D6 rounds with reinforcements.

Area A59: Reactor Core Access Hall: This area merely constitutes a large hallway that runs vertically and horizontally behind the three main reactor cores. The doors within the hall are not locked and do not require security codes to open. Normally the hallway is

abandoned. There are three doors within the hall that lead into radiation airlocks and then into the central cores of areas AR1, AR2 and AR3. Each one of these doors is marked RADIATION HAZARD. Traversing the airlocks without the proper equipment will expose the characters to the POT 25 radiation within the reactor cores.

Area A60: Hyperdrive Engineering Wing B: The starboard engineering wing is an extensive room dedicated to four hyperdrive power regulation coils. These coils operate in an identical fashion to those described in Area A58. The 4x4 meter structures run vertically from the ceiling of the room and down through the floor into decks B and C. These structures normally glow a bright blue color due to their infusion of litheriumbased radiation, but currently they are dormant and appear simply as oversized black metallic coils within a transparent plastisteel chamber. A number of computer stations surround the base of each regulation coils chamber.

At the GMs discretion, characters with an appropriate Knowledge, Science or Technical skill that relates to starships or hyperdrive technology will immediately recognize that the hyperdrive coils are devoid of litherium energy. Characters that have spent time on starships or who have the Pilot/starship skill should also be aware of what the hyperdrive power regulation coils are and how they operate and that they are void of energy.

> Four 4x4 meter transparent shafts, each containing a massive black metal coil, run vertically from the ceiling and down through the floor of the room. A ring of computer stations surround the base of each structure. There are a number of Fourth Sword scientists and technicians walking amongst the machinery and taking notes.

There are two Fourth Sword technicians here accompanied by two Fourth Sword scientists recording technical data on the energy regulation coils. If the scientists and technicians

are attacked or become aware of intruders, one of them will attempt to use the maglev located at the back of the room to summon help from Area B25. If one of the technicians or scientists manages to escape via the maglev to Area B28, he will return in 1D8 rounds with reinforcements. One of the scientists is carrying a level 2 Fourth Sword security card.

Area A61 and A62: Main Thruster Access Ports: The Ulysses maintenance crews used these areas to access areas B29 and B30. They are both dark rooms with walls that consist of numerous pipes and electrical grids. Each chamber is 8x8 meters and has a ladder that leads below deck at its center.

Area AR1, AR2, AR3: Hyperdrive Reactors, Upper: Each one of these reactors extends below to decks B and C. What the characters are witnessing in Area AR1, AR2 and AR3 are simply the tops of the reactors. The three main reactor cores normally blaze an intense blue, but the litherium within them has been rendered inert by the xithid hyperdrive beam weapon on ION 9 and now they are a dark grey.

Characters that have a Knowledge, Science or Technical skill relating to starships, hyperdrive technology or litherium ore should immediately recognize that the reactors are devoid of litherium energy and that the litherium within them has been transformed. Characters that have served on starships or who have the Pilot/starship skill, may also be able to recognize what has taken place within the reactors.

The litherium within them has been rendered totally inert. The fact that the litherium has been fundamentally transformed into a lead like substance is most astonishing and the GM should play this fact up. Never before has such a transformation been recorded and the fact that it has taken place on a molecular level is even more peculiar. Although the reactors no longer contain any litherium, there are other radioactive fission elements at work within them and a meltdown is still possible.

The reactor observation rooms on Deck A contain no machinery. They are designed to allow technicians to observe and direct maintenance on the reactors, but nothing more. Each reactor is covered by a large transparent radiationshielding dome that has an interior walkway encircling the reactor core.

Reactors AR1 and AR2 have access points into this walkway located at their north and south ends. Reactor AR3 has an access door at its north end only.

Entering into any of these inner walkways without a radiation suit or some other type of protection will expose the characters to the POT 25 radiation within. Destroying the protective dome (AP/15 HP/15) will expose those inside the observation areas to radiation as well. See Basic RolePlaying pg 230 for more information on radiation exposure. Reactor AR3 has had symtac demolition blocks planted within its inner mechanisms by Karl Reist in the event of his death to ensure the destruction of Ulysses. The characters have no way of being able to Spot these hidden charges. The charges are on a twelve hour timer. See Encounter C, page 24 for further details.

Deck B

Area B1: Flight Control Crew Pit: This 16x28 meter room is where most of the actual maneuvering of the ship takes place. Orders from the bridge are relayed in real time to the sixteen flight control operators stationed here. Their controls can be overridden by the crew on the bridge in emergency situations. The two maglevs within this room lead to Area A1: The Command Bridge and to Deck C.

Four control stations are positioned at the center of this room. Each station has seating for four, for a total of sixteen flight control operators. Standing within the shadows are two Fourth Sword soldiers carrying assault rifles. As you enter the room, they dive for cover.

There are two Fourth Sword soldiers guarding the area, if they haven't left to assist elsewhere. They will attack with their assault rifles and use cover within the crew pit to their maximum advantage.

Area B2: Officers Conference Room: This 12x26 meter room served as the meeting and conference room aboard the Ulysses.

A heavy 12x4 meter rectangular mahogany table surrounded by sixteen high backed chairs sits at the center of this room. An assortment of papers and notebooks are scattered across the tabletop. Other than that, the room appears empty.

The papers on the table are useless. They are mostly records of shipping data and inventory reports from the ship's cargo bays.

Area B3: Captains State Room: This room served as Captain Erad Arminoch's lounge quarters.

This 12x26 meter room is luxuriously furnished with many mirrors and sculptures. There is a shiny black metal table and a pair of couches, which appear to be made out of extinct polar bear fur. The room is spotlessly clean and looks as if it hasn't been touched in awhile.

A successful Spot check will uncover a small black book buried beneath a set of couch cushions. This small black book is entitled "Quotations from the Guide and Overlord Asmod Votra" and contains 33 chapters dealing with the thoughts and quotations of Asmod Votra. It also outlines Fourth Sword ideology. The gist of the book is pretty basic; all life that does not follow the wisdom of Asmod Votra must either submit or be destroyed.

Area B4: Bridge Security A: This area functioned as a security check into the flight crew pits and the command bridge.

A computer station with a single operator chair sits on the west wall of this chrome and white steel room. There are three circular

scanning pads located near the east wall. Individuals wishing to gain entry to the bridge area of the ship had to stand on these pads and be subjected to a weapon scan before they could enter. A single red grahl is standing near the scanner pads. He hisses at you as you come into view.

The red grahl commando standing watch here is armed with an automatic shotgun. He will attack anyone who enters that isn't a member of the Fourth Sword or associated with the mercenaries. He will fight to the death and won't call or run for help. If the battle is going against him or he is badly outnumbered, he will attempt to move into Area B2: The Conference Room. He will then overturn and take cover behind the large mahogany table. The table is considered to have 12 armor points and 12 hit points for the purposes of cover.

Area B5: Bridge Security B: This area functioned as a security checkpoint into the flight crew pits and the command bridge. There is one green grahl mercenary patrolling this area.

A wall-mounted computer sits against the east wall of this chrome and white steel room. Three circular scanners used to locate weaponry are situated near the west wall. The computer that sits against the east wall has been destroyed recently, and is emitting a small shower of smoke and sparks.

The green grahl mercenary that was ordered to stand watch here became frustrated when he couldn't grasp how to operate the weapon scanners. He smashed the console and is now lurking in the hallway near the door to Area B1.

Area B6: Captains Quarters: This room was Captain Erad Arminoch's personal living quarters. He hasn't been in it for some time, as his Fourth Sword duties have kept him mostly within the engineering sections of the ship.

This brightly lit room served as Captain Arminoch's personal quarters. There is a sin-

gle bed, a table and chairs and a personnel computer. A small lavatory area is situated in one corner of the room. The bed is made and the room doesn't look as if it has been lived in for quite some time.

Characters that search the room will notice that there are no personal effects left within it. Everything has been removed. There aren't any clothes in the closets or items left in any of the drawers.

Searching the personal computer for any clues will require a series of successful Computer Use rolls. The first roll to determine that there was a coded transmission sent out four days ago and another Difficult roll to decode the message. If a character has the Science/Cryptography skill, only an Average success is needed to decode the message. Once the characters have effectively deciphered the hidden missive, they will see this message.

Captain, Erad Arminoch 001.Ulysses. .Transmission 12.01.2768

Your Dominance,

Agent Reist is currently collecting the data you requested within engineering. My assignment is complete. I have reset the navigational systems to your exact specifications. By the time anyone discovers the revision, it will be too late. The Ulysses will be at the desired coordinates at the required time. The amount of litherium we have in our possession should be sufficient to accomplish your task. It is safe to begin phase two of Project Darkstar. The TriHelix Section X scum were unsuccessful in their efforts to stop us on IMF67. they will fail on ION 9 as well.

Hail Votra

Area B7: Main Medical Ward: This area of the ship is for patients who are in longterm recovery.

This room is dedicated to housing patients in longterm recovery. A plethora of medical paraphernalia has been scattered across the linoleum floor. The room looks as if someone has intentionally trashed it. There are five patient beds against the west wall and a number of private rooms blocked from view by hanging curtains. Two small tables, holding an assortment of medical supplies, are located near the patient beds on the west wall. There are two maglevs within this room as well.

A search of the room through the Spot skill will uncover a simple First Aid Kit located on one of the tables near the patient beds on the west wall. The First Aid Kit is described on pg 274 of the Basic Roleplaying rulebook. Everything else of value, besides a few surgeons' instruments, has been looted. The two maglevs within this room lead to decks A, C and D.

Area B8: Crew Video Room A: This room was a lounge area used by the crew when not on duty. It consists of a few sofas and a large video screen.

There are three large sofas and a 3x3 meter wall mounted video screen in this room. The video screen has been melted in various places by laser blasts. The sofas have also been shot through with gunfire. White stuffing from the sofas is strewn across the floor, along with about a hundred movie data disks. The broken body of a single ISIS crewman lies amongst the wreckage.

The crewman has a large laser burn through his chest and his face looks as if it has been partially eaten. If his body is searched or he is rolled over, he will be found to be lying on two blaster energy cells. His nametag identifies him as Walther. If Dr. Paulson is with the party, he knows Private Walther, an all around swell guy, and should roll to see if he can maintain his composure.

Area B9: Relaxation Area A: This room was a place for crewmembers to just hang out and relax while not on duty.

> This simple relaxation area contains four sofas and a card table. Some of the chairs at the card table have been knocked over, as if people got up from them in a hurry.

Area B10: Crew Library: This room was the crew's library where they could read and relax while not on duty. The room is empty, except for a few bookshelves and sofas.

> There are two large bookshelves within this room. One is against the south wall and the other is against the west. Three sofas are at the center of the room. This room must have been the crew's library. This room doesn't seem to have been interfered with.

Area B11: Crew Video Room B: This room was a lounge area used by the crew when not on duty. It consists of a few sofas and a large video screen. Warrant Officer Adam Alvarez is hiding within this room, behind one of the sofas. Once he sees that the characters are dressed in Isis corp. issued armor, he will not attack. If he is attacked, he will Dodge and attempt to take cover, as he yells for the characters to stop firing.

> As you enter this 14x26 meter room, you can see a large 3x3 meter video screen hanging on the north wall. There are three bulky sofas, one of which has been overturned. Suddenly, a figure bursts from behind the overturned sofa wielding a silenced submachine gun. It is a dark haired human male dressed in an Isis corp. warrant officer's uniform. "Don't come any closer or I'll fire…wait a minute… who the heck are you? "

Warrant Officer Adam Alvarez has been hiding in the lounge area of the ship since shortly after the hijacking began. He came here once he realized that the ship had been captured and fighting on would only get him killed. He has moved between the six rooms that make up the lounge area, as his situation warranted. Adam has even ventured into other areas of the ship on a few occasions to monitor the activities of the hijackers.

Once Adam realizes that the characters have been sent by Isis corp. to secure the ship, he will tell the party that he witnessed Fourth Sword agents carrying what appeared to be hundreds of bundles of plastic explosives towards the engineering wing of the ship. Adam also informs the players that he has seen Lieutenant Reist working hand in hand with the hijackers.

Not only is Karl Reist working with the hijackers, but the lieutenant is actually directing them. Adam will tell the characters he believes the lieutenant is one of their leaders, planted on the ship shortly before the departure from IMF67 under the guise that he was replacing the former head of engineering. Adam will tell the characters that the former head of engineering mysteriously died of a heart attack before the Ulysses left port, but he now believes it could have been an assassination.

Adam knows a little about the Fourth Sword. He knows that they are some kind of "crazy terrorist group" responsible for a huge VHD gas attack on the planet of Nova Prime that "killed a few million people". Adam has also been able to eavesdrop on the hijackers a few times and has learned a bit about what they are planning.

Adam will inform the characters that he overheard the Fourth Sword agents talking about something called "Project Darkstar" and that they plan to blow up the Ulysses. He doesn't know exactly when they plan to blow the ship, but from the way the agents were speaking to one another, he suspects it will be soon. Alvarez also has some information about Project Darkstar. Adam heard some of the Fourth Sword scientists talking about a litherium super reactor that they were building at a base located on ION 9.

According to Alvarez, this super reactor will be able to pull black holes of an infi-

nite size out of hyperspace. These black holes can supposedly be created anywhere that the Fourth Sword chooses. Most terrifying of all though was what Adam heard some of the scientists discussing today. The scientists said that Project Darkstar would be enacted within ten days and that its target would be the entire Hadrion Galaxy.

The scientists then talked about how they were ready to die for someone called Asmod Votra and achieve paradise. If what the cultists said is true, it means that the Hadrion Galaxy, along with Gammadon Fields, will cease to exist within ten days. Adam also thinks that some of the crew may have escaped the Ulysses with First Officer Vale aboard an escape shuttle. He says that the Fourth Sword cultists seemed very upset about this and he concluded that some of the cultists had pursued them in another shuttle to the surface of ION 9. This means that only one shuttlecraft remains, because the Ulysses is only equipped with three.

Adam is all for leaving the Ulysses in the last remaining shuttle. If Dr. Paulson has joined the group, he will heartily agree to this plan. Adam wants to go to the planet of ION 9 to look for survivors and stop the Fourth Sword from destroying the galaxy. He contends that even if they find a way to secure the Ulysses, they are doomed to die within ten days anyway, when Project Darkstar is enacted. Adam Alvarez is able to offer one last piece of information to the characters. He knows about the hidden caches of weapons in areas A26 and A27 and is willing to lead the characters to them.

Area B12: Relaxation Area B: This was a room used by the crew of the Ulysses to relax while not on duty.

This 16x26 meter room has four sofas at its center. A beverage machine and a snack dispensing machine are located along the west wall. There are a few empty candy wrappers lying around the snack machine and scattered across the floor.

Adam Alvarez left the wrappers on the floor after he ventured into this room to get something to eat. Adam is now hiding in Area B11. Any character that has the Track skill should be allowed a roll to notice that the wrappers seem to lead into Area B11. A Difficult Spot roll will net the same result.

Area B13: Recreational Computer Room: Members of the Ulysses crew could come to this area to play computer games, view movies or chat with friends. The room is in semi-darkness. All physical skills will be at 10% and combat skills will become Difficult. The characters can overcome this by simply flipping on a light or using night vision devices.

Nine computer console stations line the walls of this dark room. The dim lights from two active computer screens are the only illumination within it. A pair of black leather recliners rest near the room's center. The two active stations against the east wall are occupied by a couple of Fourth Sword technicians engaged in some type of computerized warfare simulation. Both are wearing headsets that completely cover their ears and laughing intermittently as they maneuver onscreen avatars in an attempt to kill one another.

The two Fourth Sword technicians cannot hear the characters and they won't notice anyone who walks in, due to being absorbed within their game. If the characters decide to attack, see pg 213 in the Basic Roleplaying rulebook for Ambushes. The technicians are armed, but their weapons are holstered and will take five Dex ranks to draw. If the technicians are captured and questioned, they will attempt to lie and feign ignorance. Characters can use the Insight skill to realize this. If harsher measures are used to interrogate the technicians, they will inform the characters that Karl Reist plans to blow up the Ulysses within a few hours. They aren't certain how many.

Also, the remaining Fourth Sword personnel are going to use the last shuttle to escape the ship. This is only half true. Karl Reist

does plan to destroy the Ulysses within a few hours, but these two won't be leaving via the shuttle. Reist plans to detonate the ship with everyone still onboard, except for a few hand-picked associates, as the shuttle only has room for twelve.

Area B14: Pool Area: This 32x24 meter room houses a 24x12 meter swimming pool used by the crew of the Ulysses for exercise and recreation. The grahl have turned up the heat within this room, creating a steamy rest area for themselves. Although the steam severely hinders vision, it does not completely obscure it.

Characters within this area will be at 10% to any skills that require sight (unless using night vision) and are 5% to physical actions due to the slippery flooring. Vision within the pool area has been reduced to 3 meters; anything beyond 3 meters is considered to be in absolute darkness (unless using night vision). See Basic Roleplaying pg 220 for the effects of absolute darkness.

The grahls are unaffected by the steam (due to their innate Dark Vision) and slippery flooring and do not suffer these penalties. For every round of combat, allow the three green grahl located in Area B15 to make a Listen roll at 10%. If they can succeed at this roll, they will come to assist their brothers in battle.

> As the metallic doors to this area slide apart, a thick cloud of steam rolls from within. The room is blanketed in a sweltering mist, which makes normal vision all but impossible.

Characters that succeed in a Listen roll will hear the sounds of splashing and loud hissing, as the grahl cavort within the pool. There are a total of four green grahl mercenaries within the pool area. Most of the grahl have their weapons stored near the northern wall of the room and are unarmed. When the grahl realize that they are under attack, they will most likely try to engage the characters in handtohand combat, ignoring their weapons.

Five blaster rifles, each containing one energy cell, are located against the north wall.

Area B15: Pool Showers: The pool showers are filled with steam, similar to Area B14. See the Area B14 description for the effects of steam upon the characters vision and skills. The room is piled high with the remains of dead and half eaten Ulysses crewmembers, around twenty in all. The bodies will cause all physical skills to be performed at a further 10%, as characters and grahl alike trip over them and slide within their leaking fluids. Before the characters open the door, allow them a 10% Listen roll. If they succeed, they will hear the sound of crunching and smacking as the two green grahl mercenaries feast on the decomposing bodies.

> Opening the door to this room, your senses are assaulted by the smell of rotting flesh, combined with that of offal and exposed entrails. The steam within this room is just as intense as that of the pool area, severely obscuring your vision.

The mercenaries have their guns close by. If Dr. Paulson is with the party, he must succeed at a Difficult Luck roll after seeing the carnage within this room or suffer a breakdown.

Area B16: Pool Equipment Room: This room formally served as the pool's equipment room. It still contains many of the supplies used to clean and maintain the pool area, but it now also serves as the grahls weapons locker. There are ten blaster pistols, three blaster rifles, ten blaster energy cells and three symtac demolition blocks.

Area B17: Pool Lavatory: This is a small 8x6 meter bathroom that the grahl have begun to use as a waste disposal area and impromptu restroom. Grahl tend to be pretty freeform about their bathroom habits and would rather use the floor than the supplied facilities.

> This former lavatory now appears to have become a grahl midden. The room is littered with bones, skulls and halfeaten limbs, piles of trash and other things, too disgusting

to consider, are floating within a sixinch deep pool of black and green "sludge" at the room's center.

If the characters decide to search this room, they will find nothing of value, although they will get the "sludge" on their clothing and boots. Allow them an Idea roll beforehand to realize that the "sludge" appears quite sticky. This stuff seriously stinks and adds a +10% bonus to anything that attempts to Sense them by smell. The smell can be washed out, but won't begin to dissipate on its own for at least 24 hours.

Area B18: Main Maglev Station: This room contains two maglevs. The maglev near the west wall leads to areas A34, C22 and D14. The maglev near the east wall leads to Area A35, C22 and D14. The interior of the room is colored a metallic white. Control panels near each maglev can be used to choose a destination.

Area B19: Reactor Coolant Modules: This 40x52 meter room houses the massive cooling pumps used to keep the litherium reactors within the engineering wing at a safe temperature. The units constantly recool and monitor liquid nitrogen that flows through conduits, encircling the litherium reactor cores. Lieutenant Reist's troops have placed a symtac demolition block on each coolant module.

The symtac blocks are well hidden among the individual modules interior mechanisms and will require a Spot check resulting in a Special success or better to find. If a character has the Heavy Machine skill with an appropriate specialization, such as Turbines or Engines, or an applicable Science or Technical skill, allow the Spot roll to succeed with an Average success. Once the symtac blocks are located, it is a simple matter to disarm them. See the symtac demolition block description under Weapons on page 151.

There are four Fourth Sword technicians positioned around the room and it is inevitable that at least one of them will be hidden from view when the characters arrive. The technicians are busy monitoring the cooling modules, so it is quite possible that the characters will take them by surprise, at least initially. The technicians will attempt to fight with their blaster pistols, but if they begin to take losses, they will retreat to one of the surrounding areas to try to summon reinforcements.

As you enter this huge room, you can see a number of giant black metal machines with rows of cooling fins and pipes running across their exteriors. Each of these machines contains a myriad of computer monitors, control switches and levers. Several large coolant tanks sit adjacent to the machinery. A few Fourth Sword technicians walk between the large mechanisms, viewing the read out screens and jotting down notes.

Firing guns or throwing grenades around the cooling modules is dangerous. The machines are delicate and damage to them or ruptures in their coolant tanks or pipes could lead to a meltdown within the reactors. If a firefight erupts within the area, the GM should track lines of fire. Characters or Fourth Sword personnel that fire at individuals standing in front of machinery and miss will hit the machinery instead. The modules are 12AP/18HP. See Basic RolePlaying pg 276 Damage to Inanimate Objects.

Any attack that does 3 or more HP worth of damage will cause the module to spray liquid nitrogen from the wound. Anyone within 4 meters from the point of the spray, must Dodge or suffer 1D6 cold damage. If one of the modules is destroyed by being reduced to zero HP, the reactors will begin to melt down. See Encounter C: Emergency Evacuation at the beginning of this chapter.

Area B20: Reactor Radiation Batteries Section A: An extremely large jolt of litherium energy is required to make the transition into hyperspace. The sizeable batteries within this room are used to store energy produced by the reactors in order to make that transition.

The batteries infuse the hyperdrive coils within Area A58 whenever a jump into hyperspace is made. The reactors then take over to supply the ship with the energy needed to continue through hyperspace. The batteries are currently void of litherium energy, having been vented by the Fourth Sword in order to avoid any mishaps with the atomic hypermines outside the ship.

Seven 4x4 meter sphereshaped chrome batteries are stationed around this room in a circular pattern. Two rows of control panels line the west wall.

There is a single vornin mercenary hiding behind one of the batteries. He will attack from hiding using his symtac grenades. The batteries are depleted and damaging them has no effect.

Area B21: Reactor Radiation Batteries Section B: An extremely large jolt of litherium energy is required to make the transition into hyperspace. The sizeable batteries within this room are used to store the energy produced by the reactors in order to make that transition.

The batteries infuse the hyperdrive coils within Area A60 with a jolt of energy whenever a jump into hyperspace is made. The reactors then take over to supply the ship with the energy needed to continue through hyperspace. The batteries are currently void of litherium energy having been vented by the Fourth Sword in order to avoid any mishaps with the atomic hypermines outside the ship.

This room contains seven 4x4 meter chrome plated batteries. The batteries are positioned around the room in a circular pattern. There are two control stations against the east wall.

There is a 30% chance that 1d3 Fourth Sword technicians will be within this room. The batteries are empty and damage to them will have no effect.

Area B22 & B23: Reactor Wing Security Stations: Ulysses security teams used these two rooms to control access to the reactors. Both rooms contain a maglev. The maglev within B22 goes to A54; C28 and D24. The maglev within B23 will take the characters to A55, C29 and D25. Mirrored plastisteel windows within each room allow its occupants to see into the hallway leading into areas B24 and B25, but do not allow those in the hall to see within the security stations.

The three doors that lead into the reactor area are locked and will require a Computer Use, Electronics roll, or a level 2 or higher Fourth Sword security card to open. Otherwise, the computer controls within B22 and B23 must be enacted simultaneously to open any of the doors. There is only a 10% chance that any Fourth Sword personnel will be on duty within these particular security stations. If a cultist is present, it will be a lone technician or soldier.

Area B24: West Reactor Wing: This area of the ship is identical to Area A58. However, there are no scientists or technicians here, only two Fourth Sword soldiers.

Area B25: East Reactor Wing: This section of the ship matches the description for Area A58 as well. There are no technicians here. There are, however, two Fourth Sword scientists and one Fourth Sword medic.

Area B26: Port Thruster Maintenance Area: This room allows maintenance crews to perform repairs on the main portside thruster. It is only accessible from Area A61 or C32.

A jungle of pipes cords and wires run along the eastern wall of this room. The room is built alongside the ships portside thruster to allow mechanics easy access to perform repairs. A row of halogen lights in the ceiling illuminates the room. Beside the machinery, someone has left behind a mechanics toolkit. At the center of the room, a ladder leads above and below deck.

The ladder within this room leads to areas A61 and C32. The repair kit is described under Equipment on page 138.

Area B27: Starboard Thruster Maintenance Area: This room allows maintenance crews to perform repairs on the main starboard side thruster. It is only accessible from Area A62 or C33.

> This room appears to be a mechanical access port, built to allow repairs to the starboard side thruster. Numerous pipes and wires run across the eastern wall. A single dim bulb casts dark shadows across the machinery. At the center of the room, a ladder leads above and below deck.

The ladder within this room leads to areas A62 and C33.

Area BR1, BR2 and BR3: Hyperdrive Reactors, Central: These areas house the central mass of the litherium reactors. The three main reactor cores normally blaze an intense blue, but the litherium within them has been rendered inert by the xithid energy weapon on ION 9 and now they are a dark grey.

Characters that have a Knowledge, Science or Technical skill relating to starships, hyperdrive technology or litherium ore should immediately recognize that the reactors are devoid of litherium energy and that the litherium within them has been transformed. Characters that have served on starships or who have the Pilot/Starship skill may also be able to recognize what has taken place within the reactors.

The litherium within them has been rendered totally inert. The fact that the litherium has been fundamentally transformed into a lead like substance is most astonishing and the GM should play this fact up. Never before has such a transformation been recorded and the fact that it has taken place on a molecular level is even more peculiar.

The outer areas contain a number of computers used to monitor and interact with the reactors. The outer area that contains the computers is cut off from the interior of the reactors by large plastisteel radiation containment domes. The litherium within the reactors has been depleted, yet each reactor still contains other active fission material. All three of the reactors have had a symtac demolition block attached to them within their radiation containment domes.

A successful Spot roll will be required to notice this abnormality. See the description for symtac demolition blocks under Weapons on pg 151. Reactors BR1 and BR2 have interior reactor entry doors located at their north and south ends. BR3 has an interior reactor entry door located at its north end only.

Attempting to enter these areas without the proper attire will result in exposure to the POT 25 radiation within. See the area descriptions for AR1, AR2 and AR3 for more information. It is possible with a successful Computer Use roll to cause the reactors to meltdown. If someone causes the reactors to begin to meltdown, see Encounter C: Emergency Evacuation at the beginning of this chapter.

Deck C

Area C1: Security Checkpoint: This area contains a security checkpoint used to monitor crew passing into the bridge areas of the Ulysses.

> Two desks, each with a single chair, sit opposite one another within this room. It appears to have been some sort of security area used to regulate the crew wishing to pass into the upper bridge areas of the Ulysses.

If characters search the desks, they will find a SA-17 automatic shotgun along with a box containing thirty shells. It looks as if someone was guarding this area, but left without their weapon.

Area C2: Gravity Control Center: This area houses the computer control stations that regulate the ships gravity.

> This room is the gravity control center. Rows of computers with multiple flashing lights take up the north and west walls of the room. Five empty operator chairs sit in front

of the computers and a 4x4 meter computer bank resides near the room's center.

Destroying the computer bank will permanently disable the ship's gravity. Characters can also disable the ships gravity with the Technical skills of Computer Use or Electronics. If the ships gravity is disabled, 1D6 Fourth Sword soldiers will come to this area within 1D10 rounds to investigate. Anyone who is not wearing equipment meant to neutralize the effects of zero gravity will be subject to the rules of ZeroGravity Combat as described on pg 236 of Basic RolePlaying. If the characters don their Isis corp. Spec Op space walk infiltration suits, they can overcome these effects.

Area C3: Computer Core A: This room houses half of the main computer banks for the Ulysses. These computers are used to store data and maintain the Ulysses computer systems as a whole.

Four short grey 2x2 meter wide computer banks are within this room. Two of the computer banks are against the north wall and two are against the south. The banks appear to be operational as they are flashing small yellow lights.

If the characters try to interface with the computer banks, a Computer Use or Computer Programming roll will be required. If the characters are successful in hacking into the system, they will discover an encrypted message channeled through the Ulysses before its long-range communications tower was destroyed.

Breaking the cipher will be a bit more difficult than simply hacking the system. If a character possesses the Science skill of Cryptography all that is needed to read the message is an Average success. If no one has the Cryptology skill then a Special success in either Computer Use or Computer Programming will be needed to read the message. The encryption can be downloaded to a datapad to be decoded later if need be.

The message reads as follows:

BROADCAST/7105263259

RECEIVER/8823174210

DELTA BASE TO ALPHA BASE.THE ULYSSES IS UNDER OUR CONTROL AND ITS LITHERIUM CARGO CONTAINMENT UNIT IS CURRENTLLY ENROUTE TO ION 9.

COMMANDER VOTRA HAS INFORMED US THAT THE LITHERIUM MASS REACTOR IS FUNCTIONAL.PROJECT DARKSTAR IS SCHEDULED TO ACTIVATE WITHIN TEN STANDARD DAYS.

If the characters have the skills of Astronomy, Mathematics, Pilot/Starship or Navigate then they will recognize that the numerals following the words Broadcast and Receiver are galactic location indicators. Running the numbers through the datapad will reveal that the broadcast indicator gives the location as ION 9. The receiver indicator gives out an unknown location within the Dark Nebula.

The message is a communiqué from the Fourth Sword on ION 9 to Soros Gazordan at his secret location within the Dark Nebula. The Dark Nebula is a hostile star system within the Andros Galaxy. This is the same star system that contained the vornin homeworld of Vornu, before it was eradicated by the alterrans. The Dark Nebula is a wasteland of black holes and colliding stars. It is also the location of Asmod Votras secret recloning complex on the planetoid of Xon, although the players will have no way of knowing this.

Area C4: Computer Core B: This room houses onehalf of the main computer banks for the Ulysses. These computers are used to store data and maintain the Ulysses computer systems as a whole.

Four short grey 2x2 meter wide computer banks are within this room. Two of the computer banks are against the north wall and two are against the south. The banks appear to be operational as they are flashing small yellow lights.

This set of computer banks holds an encrypted message, much like Area C3. See the Area C3 description for details about hacking into the computer banks, decrypting the message and recognizing the significance of the numerical codes.

The message reads as follows:

BROADCAST/7105263259

RECEIVER/8823174210

DELTA BASE TO ALPHA BASE. PROJECT DARKSTAR ON SCHEDULE. THE LITHERIUM ORE OBTAINED FROM THE ULYSSES WILL BE SUFFICIENT TO SUPPLY OUR SUPER REACTOR. CRITICAL MASS WILL BE ACHIEVED WITHIN TEN STANDARD DAYS. NO SIGN OF SECTION X OPERATIVES. WE WILL BE TRANSPORTING THE SYMBIOTIC ORGANISMS AND ARTIFACTS, AS PER YOUR REQUEST, TO ALPHA BASE ON THE NEXT SHUTTLE OUT.

This message, like the one in Area C3, is addressed to alterran senior scientist Soros Gaz Ordan, second in command of the Fourth Sword. The characters have no way of knowing about Soros or the hidden cloning base on Xon. The reference to symbiotic organisms and artifacts refers to the xithid specimens and their equipment recovered from the Fourth Sword's ION 9 dig site.

Area C5: Environmental Control Center: This area of the ship was used to regulate temperature controls and oxygen levels onboard the Ulysses. A few computer control stations line the north and east walls of this room and there are two computer banks operating at its southern end. The oxygen to the ship cannot be cut off, as the system is built to override any attempts to do so. There is a 20% chance that a single unarmed red grahl will be within this room. Characters that wish to override the emergency shutdown system, which seals doors within the ship in the event of a hull breach, or a malfunction in the air-lock system, can do so from here with a Difficult Computer Use or Electronics roll.

Area C6: Gravity Control Monitoring Station: This area was a command and control center for the gravity control area in C2. It was the sight of a furious battle. The control units have been heavily damaged and are now useless.

Area C7: Environmental Control Monitoring: This area was the command and control station for Area C5.

This room looks to have been some sort of computer control room. The computers and equipment within it have all been severely damaged in what looks to have been a frenzied battle. Lying on the floor within a pool of dried blood is a single Fourth Sword soldier.

The soldier was killed during the early hours of the hijacking and has been left to rot by his comrades. He still carries all of his equipment and a level 2 Fourth Sword security card.

Area C8 and C9: Air Conditioning Units: The large 4x6 meter air conditioning units used to heat and cool the ship are housed here. Air from the Air and Water Reclamation room in Area C23 is sent here to be acclimated and recirculated throughout the ship. Improvising characters that have obtained the VHD sample from the disease lab in Area A21 could introduce the agent into the ship's air supply from either of these rooms, if they wish. Anyone on board that is not wearing a rebreather or a radiation or space suit will become infected, including any Isis corp. survivors or CEL clones.

If Dr. Paulson or Adam Alvarez is with the group, they will fervently oppose efforts to do this in the hopes that there might be other survivors. If either CEL 4 or 12 is with the group, they will violently oppose this plan of action, dictating that their programming will not allow them to possibly endanger Isis corp. personnel. The CEL clones will also inform the characters that introducing the agent into the air supply will be considered a mutinous act

and they will use deadly force to stop it from occurring.

Area C10: Armory A: The Ulysses security teams' armaments were stored here.

> The armory is in total disarray with empty magazines and parts of weapons strewn everywhere. There are four metallic shelves positioned around the room that still hold a number of crates.

Characters that spend time searching through the clutter will discover the following: three microbolt SMGs, each with two 50 round magazines, three antipersonnel fragmentation grenades, four Blaster Rifles with one energy cell apiece, one fusion grenade and six 20mm grenades for their M220 weapon mounted launchers. With a successful Spot roll, the characters will locate two GEIST suits located within a shelved crate. See the GEIST suits description on pg 136 for further details on their capabilities.

Area C11: Expandable Surgery Area: This room is currently a waiting area for the patients in the surgery center, but it can be transformed into extra surgery rooms in the event of a disaster.

> Several chairs and a sofa sit at the center of this long narrow 32x10 meter room. It seems that this is a waiting room for the surgery area. Grey tarps are pinned over two large rectangular structures. One is located at the north end of the room and the other is at the south.

Unpinning the grey canvas tarps will expose surgeons' tables and equipment that has been dismantled and deposited within plastic storage containers. Most of the equipment within the storage containers is lighting and monitoring equipment. Searching the equipment stored at the north wall with a Spot check will uncover a single surgery kit as described on pg 139.

Area C12: Surgery Room A: This was one of two rooms onboard the Ulysses where surgeries were performed.

> There are two surgeons' tables within this 8x14 meter room. Several large lamps that provided the surgeon with light during operations hang over the beds and each bed has a medical instrument cabinet beside it. This room looks like it has been searched recently as there are various medical instrument and empty boxes scattered about the floor.

If the characters search this room and can succeed in a Difficult Spot roll, they will find two Stimgel doses buried at the bottom of one of the medical instrument cabinets.

Area C13: Surgery Room B: This was one of two rooms onboard the Ulysses where surgeries were performed. There is a single Fourth Sword medic searching through the cabinets within this room. He is concentrating on his search and should be surprised by the characters. The description for this room is the same as Area C12 above.

> As you enter this surgery room, you see a Fourth Sword medic stooping to peer into an open cabinet. He doesn't seem to notice you.

The medic will fight to the death once he realizes that the characters are there. Searching the room will reveal nothing, as the medic has already located every item of value within it. The medic carries two extra Stimgel doses that he found lying at the bottom of one of the medical cabinets.

Area C14: Security Training Room: This room was used by the security teams and crew aboard the Ulysses to practice martial arts and to sharpen their marksmanship.

> This room looks to have been a combination firing range and workout area. Four computerized target dummies shaped like human bodies are lined up against the west wall and a small area with padded flooring takes up the south end of the room. There is a long table

that contains a number of drawers against the east wall.

The table drawers contain a number of replica HG11 light pistols used during training with the target dummies. These pistols look, feel and act just like the real thing, but aren't. The guns function exactly as a normal handgun, but fire invisible pulses of light instead of actual bullets. The target dummies are light sensitive and will display hit results in the form of holographic icons. Pulling the trigger on one of these training guns will cause it to fire, resulting in a loud report and a strong kickback from the weapon. Firing the training weapons will also have a 50% chance to attract a patrolling Fourth Sword soldier to the area.

Area C15, C16, C17 and C18: Main Security Stations: All four of the security rooms have been destroyed by symtac demolition blocks. The interior walls and doors have all been blown away, effectively creating one large burned out room. See Encounter D at the beginning of this chapter for more information.

As you enter this section of the ship, the scene before you is one of total destruction. The main security stations have all been destroyed by some kind of explosive blast. The interior doors and walls have all been blown away, creating a single large burned out room. The floors and furnishings, as well as the walls, have been burned a dark sooty black. Several charred human corpses lie among the wreckage.

These areas are now a single 26x24 meter room. The exterior walls and doors at the northern and southern end above the maglev area are still intact. Only the interior walls and doors have been destroyed. Investigating characters that have the Demolition skill or Science/Chemistry skill should be able to identify that the blasts were caused by symtac demolition blocks positioned around the rooms. There were six blasts in all and the symtac was detonated while the security teams were still active in the area. It appears that someone

must have secretly planted the explosives and then timed their detonation to coincide with the hijacking.

C19: Armory B: Weapons and equipment for the Ulysses security teams were stored here.

This room looks like it has been thoroughly searched. Bits and pieces of rifles, shotguns and submachine guns lie scattered across the floor. Three metal shelves hold an array of open and empty crates.

If the characters search the room, they will find ten fully loaded magazines for the KA80 assault rifle and two fragmentation grenades. A crate on one of the shelves holds a single GEIST suit. The suit can be located with an Easy Spot roll.

C20: Space Suit and Equipment Storage: This room stores equipment used to perform maintenance on the outside of the Ulysses while in space.

Two metallic cases that hold a number of space suits line the west and east walls of this room. There is a cabinet at the south end that looks to be some type of equipment storage locker.

The cases hold ten space suits each. Within the equipment storage locker, which is locked with a STR 12 padlock, there are six flash welders, a few electric screwdrivers and rivet guns and ten extra pairs of magnetic space walk boots.

C21: Water Storage/HydroGenerators: Three large sphere shaped tanks are positioned around this room. The tanks are hydrogeneration units. Through an advanced chemical procedure, the tanks can produce an almost limitless supply of fresh water. Each tank contains a small fuel supply of unique chemicals that are mixed together in a special process resulting in thousands of gallons of freshwater. The water is then stored within the tanks until needed.

Three huge sphere shaped metal tanks are positioned around this room. The tanks are water containment and hydrogeneration units used to produce and store extra water for use aboard the Ulysses. A network of pipes runs out from under each unit and into the surrounding walls.

The water that is produced here first runs through the water and air reclamation area in C23 where it is purified, before it passes into the rest of the ship.

C22: Main Maglev Station: This room contains two maglevs. The maglev near the west wall leads to areas A34, B18 and D14. The maglev near the east wall leads to areas A35, B18 and D14. The interior of the room is colored a metallic white. Control panels near each maglev can be used to choose a destination.

C23: Water and Air Reclamation: This 38x60 meter room holds machinery used to reclaim and purify the water and air circulated throughout the ship. Two Fourth Sword technicians are active in this area, performing maintenance and operational duties. Any Listen rolls made within this area will automatically fail due to the extreme noise. Characters can still communicate with one another normally due to their armors built in communications headsets, but will have to communicate via sign language or by yelling very close to the ear of characters that lack the headsets.

Six massive pieces of machinery take up the center of this 38x60 meter room. The machines are still operational and the noise that they create is enough to require hearing protection. Sporadic jets of steam roll across the floor as the machines vent excess gas.

A character that has obtained the VHD gas sample could introduce it into the air supply from this room if he wished. See the descriptions for areas C8 and C9 for more information about infecting the ship with the VHD sample. The two technicians that are on duty here will attempt to fight, but as soon as one is killed, the other will make a run for it.

C24: Emergency Generators: This room houses six tall cylindrical electrical generators that are used to supply emergency power to the ship. They currently are offline as the litherium reactors are still actively supplying power to the ship, even though their litherium has been rendered inert. If the reactors were somehow completely destroyed, these generators would take over for them.

Six tall generators are positioned in two rows of three along the length of this room. Computer control stations line the west, south and north walls, but it doesn't look as if anyone is on duty.

Someone has laid a duffel bag containing six symtac demolition blocks behind the generator in the southwest corner of the room. The symtac blocks have not had their timers set.

C25: Water and Air Reclamation Control Room: The ship's water and air reclamation units are monitored and controlled from this room. The emergency generators within Area C24 were also monitored and controlled from this room.

Two computer control stations are still active within this room. One is against the north wall and one is against the east wall. The room seems to have been used to monitor the units within the water and air reclamation room.

There is a 10% chance that 1D2 Fourth Sword technicians will be within this room at any time.

C26: Ships Laundry: This room contains a large industrial grade washer/dryer capable of washing thousands of pounds of laundry at once and a long table used as a workstation by crewmembers on laundry detail. There are many uniforms and other items still contained within the washing and drying unit and on the table, but the room is otherwise empty.

C27: Engineering Break Room: This room was a break room used by crewmembers

serving in the surrounding areas and the engineering wing.

> Three sections of lockers and a 4x6 meter table surrounded with chairs occupy this room.

There is a 20% chance that 1D3 Fourth Sword technicians will be inside this room at any time. The lockers contain mostly personal effects of Ulysses crewmembers, although one locker contains two blaster energy cells.

C28 and C29: Reactor Wing Security Stations: These two rooms were used by Ulysses security teams to control access to the reactors. Both rooms contain a maglev. The maglev within C28 goes to A54; B22 and D24. The maglev within C29 will take the characters to A55, B23 and D25. The computer controls within C28 and C29 must be enacted simultaneously to open the door, which leads into area C30.

A successful Computer Use or Electronics roll will also open the door. If the characters possess a level 1 or higher Fourth Sword security card, they can use it to open the door. The door can be opened normally without a security card or skill roll from Area C30; characters cannot become trapped within Area C30 once the door is closed. There are no Fourth Sword personnel on duty here.

C30: Main Engineering Wing: This is the main engineering wing of the ship. There is no other way to enter Area C30 except through the hall that lies between areas C28 and C29 or the maglevs at the south end of the room. Lieutenant Karl Reist and his fellow Fourth Sword agents are preparing to destroy the Ulysses by rigging the reactors to explode. They have placed symtac demolition blocks on all three reactors within Area C31.

> As you enter this massive room, you can hear voices yelling to one another over the blare of multiple whirring electric drills. No one is visible from your position.

The whirring sounds heard by the characters are coming from Area C31: The Main Reactor Core, where Karl Reist and his fellow agents are deploying explosives. Area C30 is identical to Area A58, being dedicated to the eight hyperdrive power regulation coils within it. See the area description for A58 for further details on the state of the hyperdrive power regulation coils.

A single Fourth Sword sentron security bot is patrolling within Area C30. Roll a D100, 150 he will be on the western side of the room, 51100 on the eastern side. The sentron has been ordered to kill any intruders that enter the main engineering wing and will attack on sight. Depending on where the sentron is encountered, it will use the hyperdrive regulation coils as cover until it can get close enough to rush into close combat.

If Karl Reist or any of the agents within Area C31 hear a battle taking place within Area C30, they will join it. Listen rolls by the agents within Area C31 are Difficult due to the electric drills they are using and the radiation suits that they wear. Each door that leads into Area C31 is marked "RADIATION" in large red letters.

Area C31: Main Reactor Core: The reactors within this area ARE NOT SHIELDED, making Area C31 a high radiation area; entering into this area without a radiation suit or some other type of protection will expose anyone that enters to the POT 25 radiation within. See Basic RolePlaying pg 230 for more information on radiation exposure.

Karl Reist, two Fourth Sword technicians and a Fourth Sword soldier are deploying symtac blocks within Area C31. They have placed a single demolition block against each reactor. They are also unscrewing the metal plates from the floor, deploying demolition blocks within the recesses underneath, and then rescrewing the plates down. They have placed three demolition blocks underneath the flooring in this manner. Each block planted underneath the floor is located adjacent to one of the reactors. It will take a Difficult Spot

check to find the blocks that have already been placed beneath the flooring. The characters will also need an electric drill to remove the bolts securing the floor plates.

> Within the reactor core, you can see a number of individuals wearing radiation suits and using electric drills to remove steel sections from the floor. As you enter, one of the radiation suited workers motions to the others to attack and then heads for the door on the opposite side of the room.

Karl Reist will attempt to escape while his comrades fight the intruders. He will use the nearest available exit. If he escapes the engineering wing, he will detonate all of the symtac blocks planted on the Ulysses within 2D20 rounds. This event will begin Encounter C: Emergency Evacuation of the Ulysses.

If the characters have located all of the symtac blocks in the reactor areas and on the coolant modules in B19, Karl will make his way to Area B19 and plant his remaining symtac blocks onto the cooling modules. He will then detonate them immediately. If Karl Reist is killed or captured before he can detonate the demolition blocks, then the hidden symtac block within reactor AR3 will still start Encounter C whenever its timer runs out.

Karl Reist carries a datapad that includes every detail of Project Darkstar, everything except the location of the Fourth Sword base on ION 9. If Karl Reist is somehow captured, he will taunt the characters by revealing these details himself. Karl will not give up the location of the base however, and no amount of coercion can get him to do so, he would rather die.

Area C32: Port Thruster Maintenance: Characters can access this area from Area B26 or from entry point 3. This room is a maintenance area used to perform repairs and upkeep on the main portside thruster.

> As you enter this room, a maze of pipes and machinery lines the walls. The room is

dark, being illuminated only by light that spills down from an access hatch in the ceiling.

There is a single metal ladder that can be used to enter into Area B26. There is also an airlock that leads outside the ship.

Area C33: Starboard Thruster Maintenance: Characters can enter this area of the ship from Area B27 or entry point 4. The room is a maintenance area used to perform repairs on the starboard side main thruster.

> This room's walls are lined with thousands of interwoven pipes, tubes and wires. It appears to be a maintenance area used to perform repairs on the ships starboard thruster. The only light within the room spills down through a hatch in the ceiling.

There is a single ladder that can be used to enter Area B27. There is also an airlock that leads outside the ship.

Deck D

Area D1: Forward Cargo Hold: This area is accessible either through the airlock located at entry point 6 or through the large cargo bay doors at the south end of the room. CEL 12 has been holed up within this area since the hijacking first began. CEL 12 was on an extended work rotation in the forward cargo hold during the thirtysix hours leading up to the hijacking. It seems that some of the cargo stored within the hold had been misplaced and CEL 12 had been repeatedly running inventory scans to account for it.

When CEL 12 heard gunfire in the hallways, he knew that something was wrong. The cargo holds crewman abandoned him, so he waited there until he was contacted by CEL 4 and informed of the situation. CEL 12 then bolted the large bay doors at the room's southern end and sabotaged their electronics. One attempt was made to reopen the bay doors by the hijackers, but they abandoned the idea when CEL 12 entered the remote heavy lifter

and punched a set of its lifting blades through the doors metal frame.

The remote heavy lifter is a huge operator driven cargo lifter that runs along tracks in the ceiling. The machine has 18AP/80HP. CEL 12 and CEL 4 both tried to contact ISIS command, but found that all of the ships long-range communications were dead. CEL 12 then ventured outside the ship and found that the long-range comm. tower had been badly damaged.

CEL 12 has since made several forays outside the Ulysses in an effort to repair the communications tower. If the characters are trying to enter this area via the bay doors at the room's south end, inform them that the doors have been severely damaged by a blade like structure, which has penetrated them from the inside out. With a successful Listen roll, the characters can hear the mechanized heavy lifter as it glides along its tracks within the ceiling.

If the characters attempt to enter the room through the bay doors and have not yet met CEL 4 in Area A31, then CEL 12 will attempt to strike them through the door with the machine's heavy lifting blades. The doors are made of a light aluminum material which provides no real protection besides concealment. CEL 12 will have only an 8% chance of striking anyone near the doors. The blades will do 2D10+6 Dmg to anything they manage to hit. If the characters have already met CEL 4, and CEL 12 is aware they are coming, he will use the heavy lifter to cut a hole in the door that they can enter through.

If the characters are entering the room through the airlock at entry point 6, CEL 12 will not be within the heavy lifter, but hiding among the cargo crates instead. Cel 12 has discarded his spider like space maintenance chassis for a human shaped light work chassis. The following boxed text is for characters entering through entry point 6 only.

The lights within this room hold have been dimmed making it next to impossible to see without using night vision goggles. Row upon row of massive metal crates are stacked, one atop another throughout the cargo hold. Overhead, one can see a motorized heavy cargolifting unit with an extendable metal arm ending in a twin bladed lifting fork. This machine moves along tracks that run the length and width of the ceiling. Near the airlock door sits a spider like mechanical chassis. It looks as if it has been used recently, as steam is still rising from its motorized joints.

Characters operating within Area D1 without night vision will suffer the effects of semidarkness, which make all combat skills Difficult. Characters that have some knowledge of Robotics or Cybernetics may recognize that the mechanical chassis is a space repair module used by certain cybernetic organisms and robots to perform maintenance while in outer space.

It is possible that the characters will have already spotted CEL 12 repairing the long-range comm. tower as they approached the Ulysses. If so, they will recognize the chassis as being the same one worn by CEL 12 while outside the ship. There is a remote control panel against the east wall that causes the heavy lifter to lower a ladder for anyone wishing to enter.

CEL 12 is in between the longest section of crates, near the center of the room. He will try to remain hidden in order to observe the characters. Once he sees that they are wearing Isis corp. issued armor, he will reveal himself. CEL 12 will inform the players of everything that he knows, including the location of CEL 4. He will then try to convince the characters to accompany him to CEL 4's location in Area A30 or to escort him to Area A24: The Cel Clone Preparation Area, to allow him to change his skill set. As to the contents of the containers, they are loaded with textiles and various machine parts, nothing of use really.

Area D2: Secondary Cargo Hold: The secondary cargo hold is a 12x24 meter room that holds three rows of cargo containment units. The cargo containment units are load-

ed with prefabricated machine parts and various other items, they contain nothing useful. Two 6x12 aluminum bay doors lead into this area. One set is at the north end and one set is at the south.

Area D3: Central Cargo Hold: The central cargo hold is a 36x24 meter room, which houses six stacks of 6x4 meter cargo containers.

> This room appears to have been another cargo containment room. The containers have been stacked one upon another and separated into six separate locations. Near the center of the room lies a body dressed in an Isis corp. uniform.

The body is that of a Ulysses crewman, killed early on in the original hijacking. A single green grahl mercenary has been feeding on him recently. The grahl mercenary is still within the area. He will attempt to use his Hide skill to ambush the characters. Once he is discovered, he will fight to the death. The crewman's name tag identifies him as Wilder. If Dr. Paulson is with the group, he may break down at the sight of the crewman's corpse, "Wilder had a wife and kids" the doctor will lament.

Area D4: Cargo Hold Equipment Storage: This 22x22 meter room holds the equipment used by crewman within the cargo holds. There are electric pallet jacks, computers, inventory scanners and a single S.A.F (Strength Assistance Frame). See its description in the Equipment section on pg 138. Two tables are at the center of the room. The equipment locker containing the S.A.F is against the north wall. The equipment locker against the west wall is empty.

Area D5: Cargo Crew Locker Room: This area contains eight rows of lockers used by crew members to hold their personal property while on duty within the cargo holds. Searching through the lockers will reveal a number of work coveralls, a repair kit and a single blaster energy cell.

Area D6: Cargo Loading Bay: This area is a cargo container loading and unloading bay. When the Ulysses is docked, cargo containment units are brought here and loaded or offloaded from the ship. The steel floor in this area is split into two large sections that are designed to slide away to facilitate loading and unloading. The floor sections cannot be opened while the Ulysses is in space.

Area D7: Sanitation: This room is the garbage and waste disposal area. Trash and refuse is brought here, before being jettisoned into space. There are two red grahl mercenaries within the room feeding.

> This 22x12 meter room has a large rectangular garbage filled recess within the middle of the floor. A number of dead bodies occupy the pit along with the rubbish. The stench within the room is awful. Along a section of walkway that encircles the waste disposal bin, two red grahl can be seen crouching over a dismembered human corpse, their faces dripping wet with blood.

The red grahl will immediately attack anyone who enters this area. A search of the bodies within the rubbish pit reveals them as dead Fourth Sword members, evidently killed during the hijacking. One of the dead Fourth Sword cultists carries a datapad; this can be found with a successful Spot roll. The datapad carries this communiqué.

> BROADCAST/7105263253
>
> MESSAGE TO ALL SECTION COMMANDERS
>
> PHASE 3 OF PROJECT DARKSTAR HAS BEEN INITIATED. AGENT REIST TO DETONATE EXPLOSIVES AS SCHEDULED. HOLD POSITION ONCE REACTOR MELTDOWN COMMENCES…REPEAT… HOLD POSITION…DO NOT ATTEMPT TO EVACUATE THE ULYSSES.
>
> SUPREME COMMANDER VOTRA

Area D8: Maglev Security Room: This section of the ship was used by security to monitor the maglevs that passed down from the forward security stations, areas A23 and A25. The room is flanked by two security desks. A search of the desks will uncover a box containing 30 automatic shotgun shells. The door at the south end of the room is locked and has had its codes changed. Any Fourth Sword security card will open it. Otherwise, the characters will need to use Electronics or Computer Use to open the door.

Area D9: Autopsy Room: This 24x10 meter room is where the ship's medical staff performed autopsies. There are two 4x2 meter autopsy tables, each containing a nude male human body. The walls and flooring are made up of white linoleum tiles. There are also two Fourth Sword medics in the midst of an autopsy.

> As you enter this room, you can see two Fourth Sword medics standing over a nude male corpse, lying on a white autopsy table. The body on the slab has been dissected and has had its abdominal skin pinned back by a number of stainless steel scissor like clamps. Each of the bodies has also had the top portion of its skull removed, revealing a blackened brain. When the medics see you, they each begin to slowly inch towards a pair of blaster pistols hanging on a nearby wall.

The medics have hung their blasters on a wall hook at the center of the west wall. If they manage to acquire their weapons, they will retreat into area D10: The Morgue. From there, they will use the doorways as cover to engage anyone within Area D9.

Once the room has been secured, the characters may want to inspect the bodies lying on the autopsy tables. The bodies lying on the slab are xithidinfected thralls brought along from the planet of ION 9 to be inspected within the Ulysses autopsy room. See the description for xithid thralls on page 182.

Characters that have the skills of Medicine or Biology can use them to investigate and learn a bit about what has happened to these unfortunate individuals. An Average success will reveal that the bodies were killed by massive internal injuries, related to gunfire. The subjects also seem to have been thoroughly infected with a strange organism similar to a virus. This black viruslike organism has completely replaced all of the blood and bodily fluids within the infected individuals.

A Special or Critical success will reveal the above information, plus the fact that the fluid seems to have somehow structurally changed the victim's cerebral tissues. This transformation appears to have taken place at a cellular level. If the characters get a chance to search Area D9, they can locate a datapad that belonged to one of the medics stashed in a drawer. The datapad is not encrypted or protected in any way. It contains this relevant entry.

> **Entry one: Autopsy Number: 96a133**
> **Sex: Male, Age: 34, Species: Human**
>
> Examination of host specimen brought up from ION 9. The infected individual's internal organs appear in every way identical to previous host subjects. The organs and interior tissues are completely infected. The blood, as in the others, has been transformed into a black bile like substance, transformed on a cellular level, the brain as well. Again, the transformation appears to have occurred at an extremely rapid rate. Estimated time from initial infection to transmutation, 12 minutes.

This message details the autopsy of a Fourth Sword soldier whom the scientists intentionally infected on ION 9. The characters will have no way of knowing about the xithid or their ability to create thralls, but this message should give them an inkling of things to come.

Area D10: Morgue: The morgue is where anyone who dies aboard the Ulysses is stored until the ship docks. The Fourth Sword has

brought most of the Ulysses crew killed during the hijacking to this area. There are 36 post mortem lockers within the room, all are filled. Around 80 Ulysses crewman lie dead in front of the lockers. If Dr. Ryan Paulson is with the group, he will need to achieve a Critical with his Luck roll to keep from breaking down.

> The air within this room is a frigid four degrees Celsius. Rows of stainless steel post mortem lockers line the entire west wall of the room. Beneath the lockers lies a horrific and grisly scene. Around eighty corpses, all wearing Isis corp. uniforms, have been stacked haphazardly, their limbs bent and contorted, their faces frozen in agonizing screams.

A search of the bodies will reveal nothing of use. The number of dead crewman stored within this area amounts to one hundred and sixteen. This is well over half of the Ulysses crew.

Area D11: CEL Clone Equipment: The door on the west wall of this room has been welded shut by CEL 4. The door is sealed with a STR of 30. If the characters use their ISIS supplied plasma torch to cut the door open, they will succeed after 6 turns (30 minutes). Alternatively, if the characters have met up with CEL 12 in area D1, CEL 4 may have already cut the doors open in anticipation of the characters arrival. CEL 4 has also destroyed the lights within this room and disabled the maglevs behind areas D12 and D13. If the PCs attempt to repair the maglevs, it will require a Difficult Repair/Electronics or an Average Repair/Mechanical roll to succeed. Alternatively, the maglevs can be brought back online (or may have already been) using the control boards within Areas A32 or A33.

It seems that someone has intentionally sabotaged the lights within this 20x32 meter room, leaving it in almost complete darkness.

Characters that operate within this area without some form of night vision will suffer the effects of Intense Darkness. See BasicRole-Playing pg 220 for the effects of Intense Dark-

ness. The six 4x4 meter structures at the center of the room contain various mechanical tools related to maintenance and repair. There are a number of flash welders, plasma cutting torches and repair kits.

Area D12: CEL Clone Chassis Storage A: This area houses five CEL clone work chassis. Three light work chassis and two heavy work chassis. The maglev behind Area D12 is currently disabled. If the PCs attempt to repair the maglev, it will require a Difficult Repair/Electronics or an Average Repair/Mechanical roll to succeed.

Area D13: CEL Clone Chassis Storage B: This area houses four CEL clone work chassis. Two light work chassis and two heavy work chassis. The maglev behind Area D13 is currently disabled. If the PCs attempt to repair the maglev, it will require a Difficult Repair/Electronics or an Average Repair/Mechanical roll to succeed.

Area D14: Main Maglev Station: This 14x24 meter room is the main maglev station for the Ulysses. The room contains two maglevs. The maglev near the west wall leads to areas A34, B18 and C22. The maglev near the east wall leads to areas A35, B18 and C22. The interior of the room is colored a metallic white. A control panel near each maglev is used to choose a destination.

Area D15: Electrical Repair: This area of the ship served as a dedicated repair area for electronics based equipment. There are three tables stacked with an array of parts and equipment at the center of the room and two lockers against the west and east walls. A search of the tables will uncover an electronics kit. The lockers are filled with coils of insulated wiring and extra circuit boards.

Area D16: Detention Cells: Characters that wish to enter this area through the outer doors at the east or west will require a successful Electronics or Computer Use roll. Characters that possess a level 3 Fourth Sword security card can use it to enter the detention area as well. There are eight detention cells. Four cells are located to the north of the central security

hub and the other four cells are located to the south. The cells are opened and closed from a computer console located at this central security hub. Two green grahl mercenaries are minding the central security hub.

As you enter this area, it becomes apparent that you have entered the detention wing of the Ulysses. A large circular control station sits at the center of the room. Two green grahl mercenaries are sitting at the hubs control panels.

If the characters search the cells, they will find that most of the cells are empty. However, one cell contains the recently deceased body of Second Officer Glasgow. An examination of the corpse made by characters with an appropriate skill, such as Medicine or First Aid, will reveal that he was beaten to death with a blunt object, fairly recently. If the characters search the cell and succeed in an Average Spot roll, they will locate Officer Glasgow's datapad cleverly hidden within his mattress. The datapad is not encrypted. If the characters examine the datapad, allow them to find these entries.

Second officer, Shaun Glasgow 003. Ulysses. .Journal entry 12.05.2768

I am not certain how much longer I have to live. I have hidden this datapad in the hopes that someone may find it and benefit from the information that I have uncovered. The Ulysses has been captured by a terrorist organization that calls itself the Fourth Sword. The Ulysses was pulled out of hyperspace by an unknown form of energy directed at us from the planet of ION 9. Shortly after this, the ship was somehow boarded. We found ourselves under attack by Fourth Sword personnel assisted by vornin and grahl mercenaries. First Officer Vale managed to lead a small group of crewmembers to the ships hanger bay and succeeded in escaping the ship. I was in contact with First Officer Vale right up until the

point she launched the escape shuttle. It seems that captain Arminoch is a traitor and is assisting the hijackers. He pursued the first officer to the surface of ION 9 using another escape shuttle. I have no knowledge of what has become of first officer vale since she left the Ulysses. Before I was captured, I was able to hack into captain Arminoch's personal computer and extract this file. May God help it find its way into the right hands.

Second Officer Glasgow extracted the following file from the personal computer of Captain Erad Arminoch. The file holds information on Project Darkstar.

Datafile: 088:73088***Classified***

Project Darkstar Update

Phase One: Capture the Isis corp. Star Freighter Ulysses and seize its litherium cargo container. ***COMPLETE***

Phase Two: Sabotage IMF67. Infiltrate and destroy ISIS mining facility 67 to draw attention from phase three. ***COMPLETE***

Phase Three: Use the litherium acquired from the Ulysses to enhance the super reactor on ION 9.Once the reactor is online it will take 10 standard days to reach critical mass. ***CURRENT***

Phase Four: The annihilation of the Hadrion Galaxy by means of litherium super reactor generated black holes. Once the reactor on ION 9 has achieved critical mass, our supreme leader assures us that it will be able to extract black holes of an unlimited size from the fabric of hyperspace. The ENTIRE Hadrion Galaxy will be our first target. ***PENDING***

Area D17 & D18: Break Rooms A & B: The hanger bay crews used these 14x10 meter rooms during down time. Each room has two aluminum tables at its center and a food and drink machine against the west wall. Both of the rooms are in disarray with chairs knocked to the floor and food containers and drink bottles left behind on the tables.

Area D19: Maintenance Supply: The maintenance supply room is where the Ulysses maintenance crews stored extra equipment. There are a number of repair kits and mechanical parts stored within two large lockers. If a character happened to need a specialized mechanical item, there is an 80% chance that he could find it here.

Area D20 & D21: Hanger Bay Repair Rooms A & B: These rooms served as workstations for the hanger bay repair crews. Four tables are positioned near each room's center. The tables in each room are piled high with a number of mechanical components. Both rooms also contain four equipment lockers positioned against the north and south walls. The lockers contain flash welders and plasma cutting torches.

Area D22: Hanger Bay Flight Control: Within this room are housed the computers and control stations that coordinate the arrival and departure of shuttles from the hanger bay.

> Three large computer control stations are situated against the west, east and north walls of this room. The computers are still operational and seem to be related to flight control for the main hanger bay.

If anyone chooses to interact with the computers, they will find that they can access the hanger bays security cameras with an Average Computer Use or Sensor Systems roll. Doing this will allow the characters to safely monitor any activity within Area D30.

Area D23: Emergency Response: The Ulysses fire and rescue teams were stationed within this room. Their equipment is stored in three lockers that sit against the west, east and south walls. The equipment within the lockers includes twenty rebreather units, twenty industrial grade fire extinguishers and four trauma kits. See Equipment pg 134 for further information on these items.

Two rows of computerized monitoring stations are at the center of the room, but both have been disabled.

Area D24 & D25: Hanger Security A & B: Ulysses security teams used these two rooms to monitor access to the hanger bay. Both rooms contain a maglev. The maglev within D24 goes to A54; B22 and C28.The maglev within D25 will take the characters to A55, B23 and C29. Both rooms contain a mirrored window that allows vision into the outside hall while preventing those in the hallway from seeing into the security room. One Fourth Sword technician resides in Area D24 and one Fourth Sword medic can be found in Area D25.

Area D26 & D27: Crew Preparation A & B: These rooms served as an area where the hanger bay crews could prepare themselves before their shift started. There are rows of lockers against the west and east walls of the rooms, they contain items that will not be of much use to the characters, such as the personal effects of some of crewmembers, clothing, and hygiene items etc. Both of the rooms are abandoned. Each room contains a passageway that leads into a hall that wraps around the outside of the hanger bay. This hallway has a number of exits that lead into the hanger bay.

Area D28: Fueling Area: This area is basically a small building within the hanger bay. It contains a computer panel that controls the two fueling tanks outside the building at the north and east sides. The fuel tanks are each 20AP/20HP. If a fuel tank is destroyed, it will explode doing 6D10/10 meters damage.

Area D29: Flight Crew Preparation: The flight crew preparation area is where characters that choose to enter the Ulysses via entry point 5 will emerge, after making their way through the maintenance tunnels beneath the

ship. A maintenance hatch in the middle of the floor leads into and out of the tunnels. This room will always be abandoned. The room contains two sets of windows that allow characters within to see out into the hanger bay.

Area D29 was where the Ulysses shuttle crews prepared themselves prior to a launch. It is relatively empty, besides a few benches and a set of lockers against its south wall containing Isis corp. flight suits. Allow characters that enter this room through entry point 5 to get a feel for what awaits them in Area D30 by peering through the windows. This is the most dangerous route of entry into the Ulysses and the windows are provided to relay this fact.

Area D30: Hanger Bay: The hanger bay is one of the most heavily guarded areas of the ship. Both CEL 8 and CEL 5 are stationed here, as well as two sentron security droids, four Fourth Sword soldiers and two Fourth Sword medics.

> As you look about this enormous room, you can see a number of grey clad soldiers and extremely hostile looking droids on patrol. There are also, what look to be two cybernetic humanoids walking among the hijackers as well. Two of the three escape shuttles are missing, only a single shuttle remains, positioned near the east wall of the room.

The characters may encounter this room in a number of ways. One way is by coming in through entry point 5, in which case they may be viewing the room through the windows within Area D29. The other way is by entering through the doorway at the north end of the room. If the characters are entering through the northern door, allow them to first catch a glimpse of the room through the windows on either side of the north door. Eventually, the characters will have to make their way here if they want to escape the ship.

If Encounter C: Emergency Evacuation has been enacted, they will need to come here if they wish to use the remaining shuttle to escape the Ulysses. If the characters manage to board the shuttle by stealth and are not spotted by those within the hanger bay, they can escape the ship without a fight. The soldiers and their allies will not fire on the shuttle once the escape procedure begins. A full description of the shuttle is given on page 144, under Vehicles.

Once the shuttle has been boarded and the escape procedure begins, the shuttle will slide on rails over the large bay doors located at the center of the room. The shuttle will then be lowered into a huge airlock chamber and jettisoned toward the surface of ION 9. Beginning the shuttle launch procedure is a simple matter and no special knowledge or skill rolls are required.

Chapter 4: ION 9

With an atmosphere, gravity and temperature favorable to most forms of life, ION 9 is the ninth planet from the sun within the Gammadon Fields. ION 9, along with the rest of the planets within the Gammadon Fields, was discovered and charted by I.O.N. (The Interplanetary Organization of Navigators), thus the prefix ION.

ION 9 is a tiny blue world, made up almost entirely of water. Covered in oceans and seas, the planet has thousands of minuscule islands scattered across its surface. The planet possesses only a single island of significant size. This lone island is home to most of the land dwelling life on the planet. Made up of foreboding mountain ranges, vast rain forests and lush savannas, this single island extends for over 800 square miles. ION 9 has a single moon and rotates on a day and night cycle that lasts 26 standard hours.

Chapter 4 should start out with the players' crash landing on ION 9 in an escape shuttle taken from the Ulysses. Once safely on the surface, the characters will have between nine and ten days time to stop the Fourth Sword from bringing their litherium superreactor online and destroying the Hadrion Galaxy.
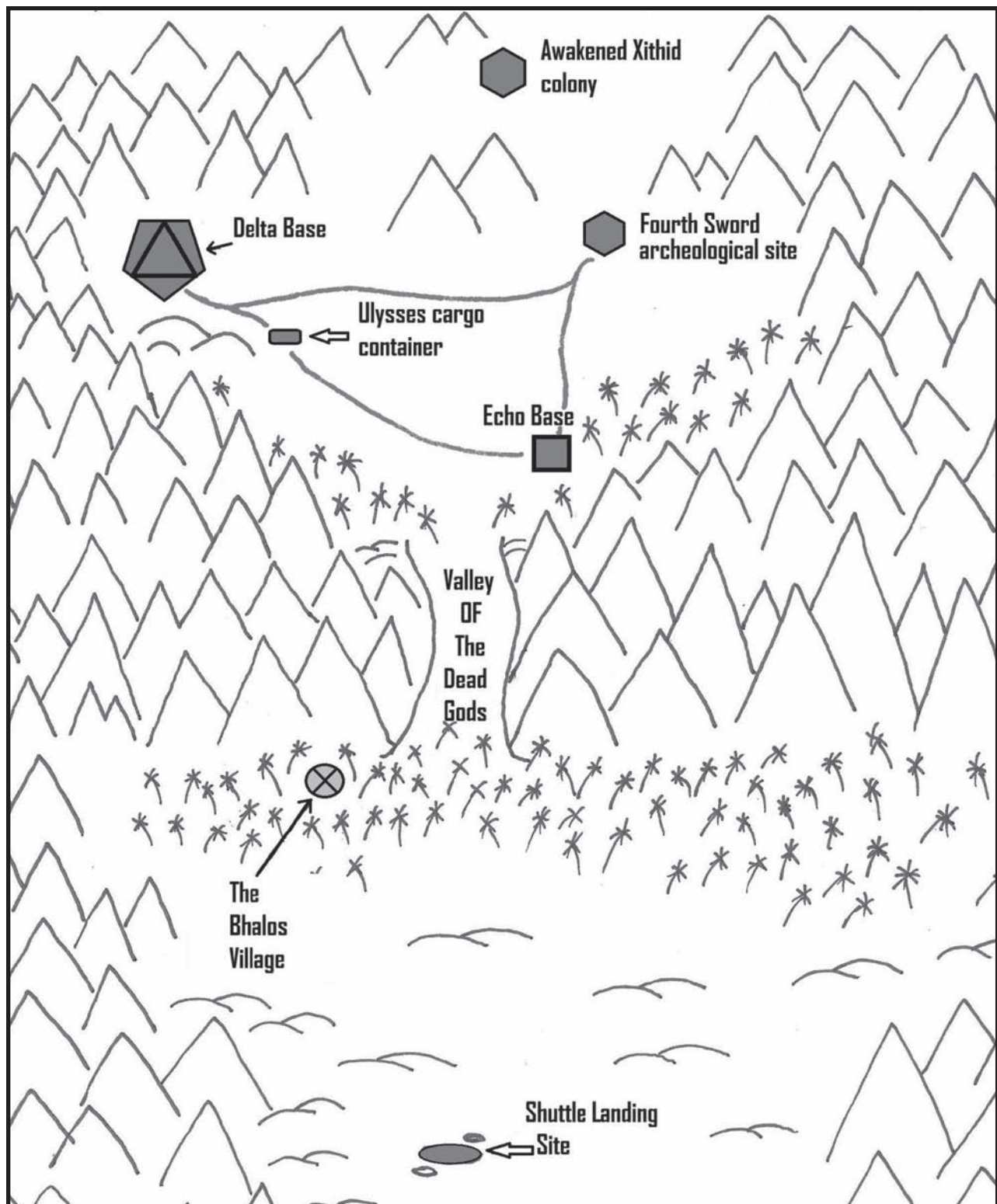
This chapter is played out in a series of encounters, starting with Encounter One and then proceed

ing to either Encounter Two or Three, depending on what the characters choose to do. After the characters have decided to proceed to the Valley of the Dead Gods, by having dis-

covered clues such as the hidden datapad in Encounter Two, the many tracks left behind or the distress signal emitting from the valley, begin Encounter Four. A short time after Encounter Four has taken place begin Encounter Five. The final scene should be Encounter Six: A Village in the Forest. The journey from

the crash site straight to the Valley of the Dead Gods will take around twentyfour hours.

The shuttle that the characters land in contains an Isis corp. Wilderness Survival Kit, which is easily located once outside the shuttle by a series of yellow and red flashing lights .The survival kit contains a miniature distress beacon and an associated locater. These pieces of equipment are crucial to the adventure, as the locater is what will lead the characters to Delta base by tracking Arianna Vale's distress beacon signal.

Encounter One: Planetfall

The escape shuttle will take the characters from the Ulysses to the surface of ION 9. The shuttle is preprogrammed to choose the location on a planet most suited for landing and with the highest degree of survivability. In this case, the shuttle will choose the southern tip of the largest island on ION 9. The other islands are far too small to land on safely. Forest and mountains cover the majority of the island, besides the southern tip, which is mostly a hilly savanna.

This is the same area in which First Officer Arianna Vale and her small group of escapees landed just days prior. It is the same area into which Captain Arminoch and his band of pursuers landed as well. Trying to change the shuttle's course is ill advised. Not only is it complicated, it is also extremely dangerous. The slightest miscalculation could lead to destruction as the shuttle slams into a mountain face or plows through a forest of trees.

Intense Gforces pull you against your seat as you plummet towards the surface of ION 9; the red glow of atmospheric reentry illuminates the shuttle's interior. After a time, the red glow dissipates and is replaced by a bright white light. The craft then begins to thrash about violently as it is pummeled by air turbulence. You can feel the shuttle struggling to

maintain its flight pattern as it maneuvers towards its desired landing site.

A digitized map of the planet's surface suddenly springs to life on vidscreens located inside the cockpit and mounted overhead within the passenger area. The screens show an enormous ocean dotted by thousands of pinpricklike symbols representing tiny, almost nonexistent islands, none of which are large enough to land on. It looks as if the shuttle is going to be forced to splash down somewhere within the ocean. Thankfully, a larger island begins to slowly emerge on the vidscreen. Most of the island is made up of forest and mountain ranges, although its southern tip appears to be a savanna, an area mostly free of obstructions. A computer animated trajectory line then materializes and designates this area as the shuttles final destination.

A synthesized electronic voice begins counting down, tenthousand feet, ninethousand feet, eightthousand feet, until the countdown reaches one thousandfeet, at which point the computer instructs you to "BRACE FOR IMPACT". The craft slams into the surface of the planet with an exceedingly heavy crash and then begins a long and bumpy slide across the ground, before finally coming to a stop.

Once the shuttle has stopped moving, the ship's computer will instruct the characters to "Please exit the shuttle". They will then find themselves in a humid and rocky grassland. The savanna is interspersed with low rolling hills. Once any of these hills are surmounted, the wreckage of both Arianna's and Captain Arminoch's shuttles can be spotted resting in separate areas, each about three hundred meters from the characters' landing site. The characters will also notice that the savanna is surrounded by a treacherous mountain range. They can see a large forest to the north and beyond that a valley leading through the moun-

tains. To the south, the characters can only see an endless savanna stretching out into the horizon.

If the characters are accompanied by any of the crewmembers from the Ulysses or by CEL clones 4 or 12, they will suggest that the characters make use of the shuttle's wilderness survival kit. The kit's storage compartment is easily located by a series of flashing red and yellow lights indicating its position on the outside of the shuttle. See page 137 for a detailed description of the Isis corp. Wilderness Survival Kit and its components.

The survival kit contains a miniature distress beacon and an associated locater. The distress beacon and the locater operate on isolated and selfcontained frequencies, much like the Isis corp. armors communications system and are therefore resistant to jamming. Allow characters with Knowledge, Science or Technical skills related to computers , electronics or security systems to use the skill in question or an Idea roll (whichever is higher) to realize this fact.

If the characters scan with the kit's locater, they will pick up a weak signal coming from the north. Arianna Vale is broadcasting this signal as she and her fellow crewmembers attempt to make their way through the Valley of the Dead Gods.

However, until the characters have searched Captain Arminoch's shuttle and discovered his forgotten wilderness survival kit, they have no way of knowing exactly who is sending the signal. This signal will continue to be broadcast by Arianna for the remainder of the adventure, until the characters are able to locate Delta Base.

ENCOUNTER TWO: ISIS SHUTTLE LANDING SITE

The shuttle used by Arianna Vale and eleven of her fellow crewmembers to escape the Ulysses lies just 300 meters to the east of where the characters shuttle comes down.

The shuttle lies abandoned within an open area of rocky ground. The craft has taken a beating, but has managed to remain in one piece. The passenger bay door hangs open and the shuttle's interior appears empty. Someone has removed the survival kit from its cabinet and the survival kit's empty locker lies discarded nearby.

Characters that search the ground for tracks will automatically locate a large number of footprints heading off towards the forest and valley to the north. Characters that do not actively search for tracks can still find them with a successful Spot or Track roll. Characters that exam the prints using the Track skill will be able to determine that the group consists of twelve persons, and that they left this area heading north around thirtysix hours ago. Users of Track will also be able to determine that another group consisting of five individuals approached this site from the southwest (the direction of the Fourth Sword shuttle) and then proceeded north after a brief respite.

A search of the shuttle's interior will reveal a cleverly hidden datapad lodged between a set of passenger seats. The datapad is not encrypted and locating the following entry by Third Officer Hutchins will take but a few minutes.

Third Officer: Bran Hutchins 004. Ulysses.
Journal entry 12.03.2768

To anyone who may come looking for us, Arianna is taking us north towards the forest, through the valley in the mountains. Shortly after we crashed, some of the crew said that they caught a glimpse of a skyjet flying over the forest, which then disappeared into the valley. Arianna thinks the Fourth Sword may have a base there. If so, this may be our only shot to keep them from carrying out Project Darkstar.

The following datafile is from a message I received from Second Officer Shaun Glasgow. He states that he retrieved this message from Captain Arminoch's personal computer. He was able to relay it to me shortly before the Fourth Sword captured him. It is possible that we will also be captured or killed, so I am hiding this datapad in the hope that another may find it.

The following entry is from the file relayed to Hutchins by Second Officer Shaun Glasgow before his capture.

Datafile: 088:73088***Classified*** Project Darkstar Update

Phase One: Capture the Isis corp. Star Freighter Ulysses and seize its litherium cargo container. ***COMPLETE***

Phase Two: Sabotage IMF67. Infiltrate and destroy ISIS mining facility 67 to draw attention from phase three. ***COMPLETE***

Phase Three: Use the litherium acquired from the Ulysses to enhance the super reactor on ION 9. Once the reactor is online, it will take 10 standard days to reach critical mass. ***CURRENT***

Phase Four: The annihilation of the Hadrion Galaxy by means of litherium super reactor generated black holes. Once the reactor on ION 9 has achieved critical mass, our supreme leader assures us that it will be able to extract black holes of an unlimited size from the fabric of hyperspace. The ENTIRE Hadrion Galaxy will be our first target. ***PENDING***

Encounter Three: The Fourth Sword shuttle

The shuttle used by Captain Erad Arminoch and his Fourth Sword associates to pursue Arianna Vale from the Ulysses, lies 300 meters to the south of the characters' landing site. The shuttle was severely damaged in the landing, but still contains a number of items and clues.

Broken in half and partially submerged underneath a large hill of dirt, lies a Ulysses escape shuttle. Something must have gone seriously wrong with the landing, as the shuttle has burrowed a deep canal out of the planet's surface. Debris and wreckage from the shuttle are strewn about the site.

If the characters inspect the interior of the shuttle, they will discover six dead Fourth Sword soldiers still strapped into their passenger seats. The soldiers have had most of their gear removed but retain their rifles, minus the ammo. If the characters search through the wreckage, a successful Spot roll will reveal an ammo box containing ten 20mm grenades.

If the characters try to locate the crafts wilderness survival kit, they will find that the area of the shuttle in which it is contained lays buried beneath a large pile of dirt. If the characters decide to dig it up, it will take them around an hour to do so. Once the digging is over, however, they will find that all of the kit's contents are present and in good working order. The kit's distress beacon and locater have not been removed.

If the characters search the ground for tracks, they will automatically locate a few sets of prints heading in a northeasterly direction towards the shuttle used by Arianna Vale and her associates. Characters that do not actively search for tracks can still spot them with a successful Spot or Track roll. Characters that examine the prints using the Track skill will be able to determine that the group consists of around six persons and that they left this area

heading in a northeasterly direction around twentyeight hours ago.

Encounter Four: The Pursuit

Encounter Four will take place sometime after the characters have decided to go north toward the Valley of the Dead Gods. They may have been led to do this by searching the shuttles and locating the tracks heading north or by having picked up Arianna Vale's distress signal. Lastly, they may have found Third Officer Bran Hutchin's hidden datapad and his message that Arianna was taking them to the valley beyond the forest.

As the characters make their way across the hilly savanna, allow each an Easy Listen skill check. Characters that succeed at this check will be able to make out the distant sounds of a whining skyjet engine and explosions. The sounds seem to be coming closer with each passing round. It will not be long before the characters witness the following scene approaching them.

In the distance, you can see a lone skyjet firing twin laser cannons at a threefoot tall bronzeskinned humanoid fleeing for its life. The laser bolts fired by the skyjet throw clouds of dirt far into the air as they explode behind their intended target. The small being seems to be tiring from the chase and it looks as if it will soon be overcome and killed.

The fleeing humanoid is an adolescent male bhalos caught out on the savanna as he was hunting for game. If the characters hesitate for more than three rounds, the bhalos child will be killed by the skyjet. The skyjets used by the Fourth Sword are relatively weak and the vehicle shouldn't pose much of a threat to the characters should they choose to engage it.

If the characters have the S.M.A.W., do not forget that the weapon automatically hits targets with a substantial heat signature (such as the skyjet) on any roll besides a 99 or a 00. The skyjet is manned by two Fourth Sword pi-

lots, but is devoid of passengers. If the characters destroy the skyjet and search the wreckage, they will find nothing of use.

If the characters are able to save the bhalos child by defeating the skyjet before it has a chance to kill him, they will experience the following:

The small humanoid approaches you with its large translucent eyes wide open and its slit like mouth turned up in an awkward smile. With hands outstretched and pointing towards the forest beyond the savanna, the being utters the words, "uterika, uterika".

Even without the skill Knowledge (Linguistics), the characters should be able to determine that the young bhalos is asking them to follow him. If the characters decide to follow the bhalos, he will lead them to his village located within the forest. The young bhalos is called ZarZin (valiant hunter) and has the following characteristics.

ZarZin (Valiant Hunter)
Adolescent Male Bhalos

STR 9	CON 9	SIZ 4	INT 13
POW 9	DEX 14	APP 10	HP 7

Move: 12 **Dmg Bonus**: 1D4

Weapon: Yanguri Spear 80%, 1D8+2+db (impaling)

Armor: 1point (animal hide)

Equipment: one small bag containing three doses of yanguri beetle toxin.

Skills: Brawl 35%, Climb 75%, Dodge 85%, Hide 65%, Jump 50%, Language(Bhalos) 65%, Listen 55%, , Spot 60%, Stealth 45%, Throw 50%, Track 60%

ZarZin will follow the characters at a distance if they refuse to follow him. He will follow them all the way to the Delta Base, helping when he can, unless he is forcefully rebuked.

Encounter Five: Battle in the Sky

As the characters proceed across the savanna towards the Valley of the Dead Gods, or

to the village of the bhalos, they will witness this scene take place within the skies above.

> Out of nowhere, a small black starcraft flying at hypervelocity clears your head by mere meters as it streaks across the savanna towards the valley beyond the forest. When the craft reaches the edge of the forest, it abruptly changes direction, spiraling upwards. You can then make out two blazing points of flame rise from beyond the valley to intercept the craft. SURFACE TO AIR MISSILES! The black starcraft pivots into a diving roll, deftly evading the first missile, but the second projectile manages to catch the tip of the ships wing, exploding in a gout of thick black smoke. The sleek craft spins out of control, billowing white smoke as it disappears into the valley beyond the forest.

The characters have just witnessed the ill-fated arrival of Section X to ION 9. If the characters scan the horizon for signs of a wreck, tell them that they can see a plume of white smoke rising from the valley beyond the forest, which will dissipate after about five hours.

Encounter Six: A Village in the Forest

This encounter should take place just before the characters leave the savanna to enter the forest. Allow the characters a Spot roll to notice smoke plumes rising from the forest. If the adolescent bhalos ZarZin is with the group, this Spot roll becomes Easy due to his constant pointing in the direction of the plumes.

> As you near the edge of the savanna, you can see a number of smoke plumes rising from within the dense forest. The plumes seem to be like those made by campfires; perhaps they are coming from a small village.

If ZarZin is with the group, he will try to get the characters to follow him to his village. If the characters choose to avoid the village, ZarZin will continue to follow them un-

til he is forcibly rebuked. The plumes look to be about a kilometer away, which is about an hours walking distance.

The forests of ION 9 are triple canopy rain forests with wideopen spaces interspersed with thick clumps of briars and bushes. The ground is open for the most part and travel through the forest does not require the hacking away of vines or limbs. Once inside the forest, visibility is limited to around thirty meters in any direction, due to the number of trees.

Chapter 5: The Bhalos

It is possible for the characters to skip Chapter 5 entirely if they failed to rescue ZarZin or choose to avoid interacting with the village. They may elect to ignore the trip to the bhalos village and proceed directly to Chapter 6: The Valley of the Dead Gods. The village lies a kilometer into the forest past the edge of the savanna, slightly to the west of the Valley of the Dead Gods.

Characters that failed to save the bhalos child may Spot smoke rising from the village's campfires as they near the edge of the forest. Regardless of how they come to the village, when they get within a hundred or so meters of its walls, they will experience the following:

> As you make your way through the maze of trees, a large clearing begins to come into view. At the center of the clearing stands a primitive but fearsome looking fortress, its walls fashioned from rows of trees lashed together with vines, the tops sharpened into solid points. The fortress is huge, it could house several hundred inhabitants with ease. Plumes of smoke from numerous campfires can be seen rising from within.

At this point, if ZarZin is with the group, he will bolt ahead of the characters towards the village calling out and flailing his arms. The village's massive gates swing open and

Valley of
the Dead
Gods
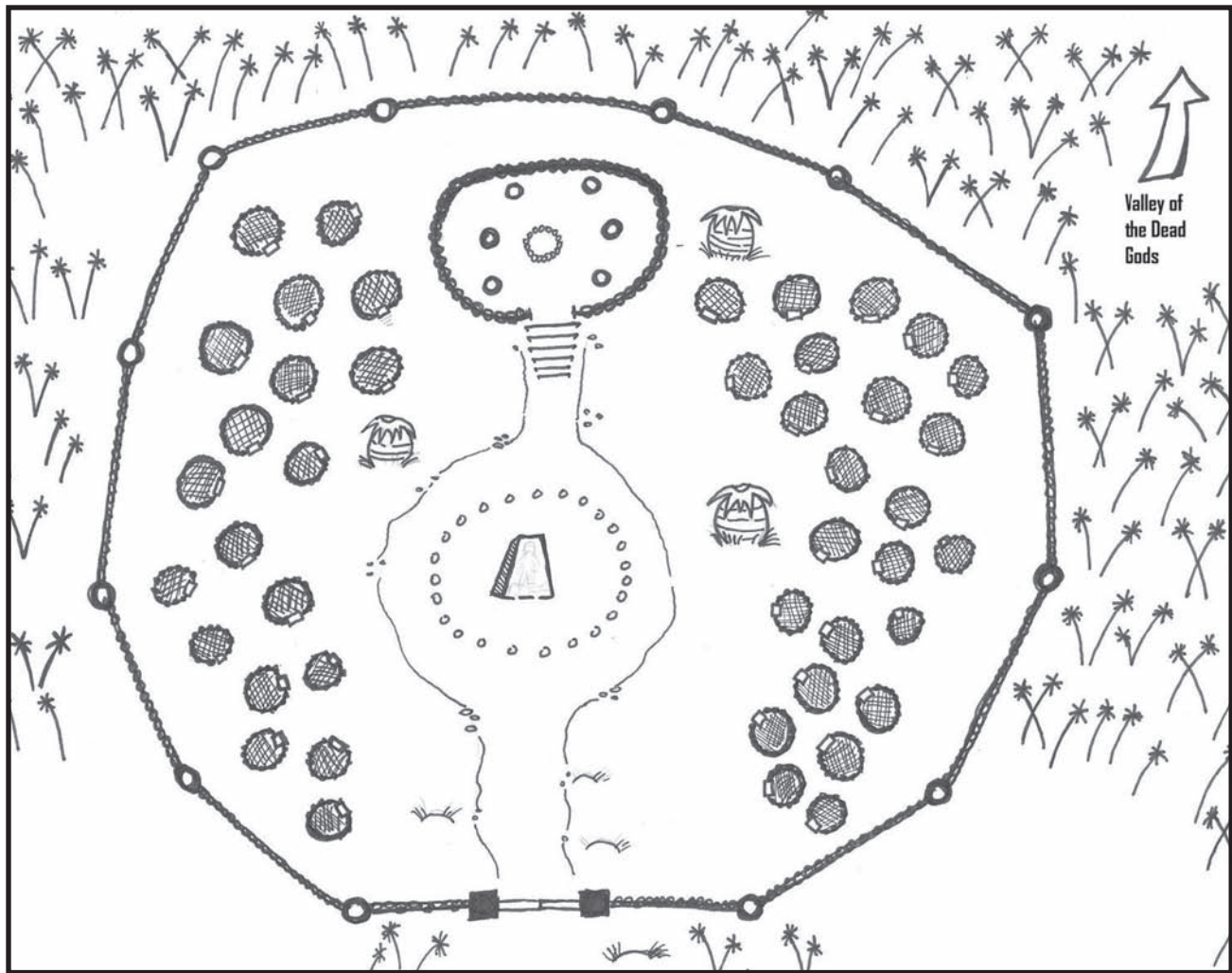
ZarZin is greeted by a horde of bhalos warriors streaming from within the fort. There are around eighty warriors in all, each armed with a long spear and many clutching shields. The young bhalos will leap and gesture before the throng as if relating a story, all the while motioning towards the characters.

After a time, if the characters haven't approached the village, the child will run back to the characters and attempt to pull them towards the village. If the characters still won't approach the village, a few of the warriors will approach the characters halfway and motion for them to come inside the fortress. The characters will be greeted as heroes once inside the village, with the bhalos whooping and dancing around them.

If ZarZin was killed or is not with the group when they approach the village, the reception will be quite different, though not necessarily violent. Bhalos scouts will attempt to Hide and observe the characters as they travel through the forest. If they are successful, they will make their way back to the village and alert their tribemates to the characters advance.

A group of fifteen warriors will be lying in wait once the characters reach the clearing. The bhalos will Hide near the edge of the clearing. Once the characters come into view of the fort, read the boxed text above. Afterwards, the warriors will spring from hiding with spears at the ready. The bhalos will not immediately attack, but will instead hold their spears and jab at the characters in a menacing manner.

If the characters physically assault the bhalos in any way, the entire group will attack. If the characters manage to kill the bhalos, a second group of forty warriors lead by Oro-Kahn will leave the village after nightfall to
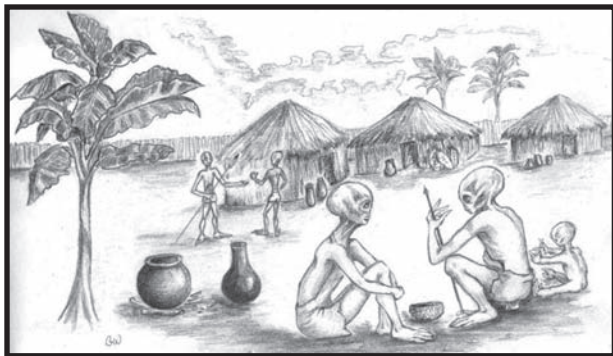
pursue the characters wherever they go, even into the Valley of the Dead Gods.

The characters could instead try to calm the situation by showing the bhalos that they intend no harm. Depending on the characters roleplaying, the GM may require one or more Charisma rolls. Characters that try to use Fast Talk or a similar skill will do so at a Difficult or even Impossible level due to the language barrier. Of course, a Fumble on any of these rolls could have disastrous consequences.

If the characters manage to convince the bhalos that they are indeed friendly, they will be allowed within the village, although the populace will remain mostly out of sight and peer at them suspiciously.

The Village

> Once inside the walls, you can see that this is a village inhabited by hundreds of sentient beings. Rows of thatched huts surround a central clearing dominated by a large grey monolith encircled by smaller glyph covered stones. In the distance, a wooden structure that is much grander than the rest, resides on a raised hillock, flanked by a number of burning torches.

Once the characters are inside the village, depending on how they arrived, a couple of things could happen. If the characters arrived with ZarZin, they will be led to an area before the monolith circle and asked to be seated on colorful blankets laid out before them. The villagers will then bring them baskets full of exotic fruits and encourage them to eat their fill.

If the characters entered the village without ZarZin, they will be led to the same spot before the monolith circle, but they will be brusquely commanded to sit on the bare earth and will not be offered anything to eat. Here the characters will remain until dusk. If the characters attempt to leave the spot, the bhalos will insist that they stay.

If the characters entered with ZarZin, the bhalos will not force the characters to stay, if they persist in leaving. Characters that entered without ZarZin may be attacked if they try to leave or move about the village. Either way, while the characters wait to see what happens next, they will get a chance to inspect the monolith.

The Monolith

As the characters sit before the grey stone monolith, they will have a chance to observe the structure. Allow the players to look at the monolith illustration. There will be no way for the characters to know that the monolith is but one of two monoliths (the second monolith is detailed in Encounter Five of Chapter 6) that relate the story of the xithids arrival to ION 9 aeons ago. Once the characters are able to meet the bhalos chieftain, they may be able to learn more about the monolith and what it represents.

> The monolith stands just under seven foot tall and is carved out of a dark grey stone that has the appearance of polished granite. Carved onto the face of the monolith is an odd picture of what looks to be a tall being with an oversized head with a sunlike disk at the center of it. The larger being's head is surrounded by a number of flat circular disks. The tall being is also standing over a few smaller beings.

The significance of the symbology could possibly be lost on the players and their characters. Characters that have the skill Knowledge/Anthropology or perhaps Knowledge/Ar-

chaeology may be able to deduce a few things about the monolith and its strange iconography. The picture seems to represent one being (the larger) either commanding or controlling some lesser beings (the smaller icons).
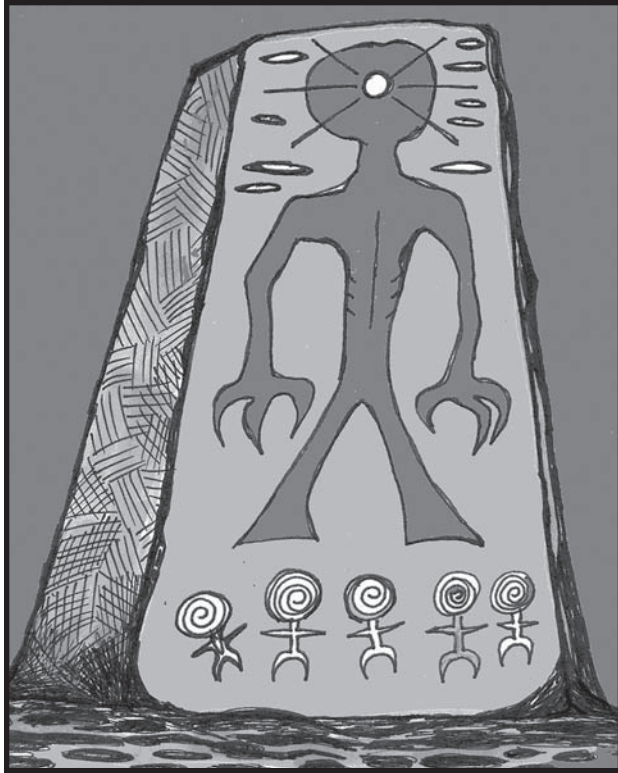
Then again, another interpretation might be that the smaller beings are worshipping the larger one. The meaning of the white disk at the center of the larger being's head is more complex. The disk seems to be casting off rays. The disk could represent his superior intellect or position. In many cultures throughout the universe, the center of the forehead is thought to be the seat of spiritual or mental powers. The flat disks that seem to surround the larger being's head could represent stars, energy or even spacecraft.

The ritual of true speech

As the sun sets in the horizon and dusk begins to settle in, a group of twelve warriors led by the bhalos champion OroKhan (swift warrior) will approach the characters seated before the monolith.

As you sit before the strange monolith, a group of twelve warriors holding spears and led by a taller warrior streaked with decorative scars, wearing a necklace of long claws and gripping a black hatchet approaches you. The tall scarred warrior speaks to you in his native dialect. Although you cannot understand his words, it is obvious that he wants you to follow him.

The bhalos champion OroKhan and the other warriors will lead the characters through the village to the lodge of Chief Ronokawa (the wise one).

The tall scarred warrior leads you to a lodge that is bigger than the rest and situated on top of a small hill. As you near the door of the lodge, you can hear a monotonous chant coming from within. Once inside, you can see that the lodge's interior is a single 50x50 meter chamber. The area is hazy and filled with smoke from three burning fire pits. The smoke flows across the floor and up along the walls, before being channeled through a hole in the lodge's ceiling.

A group of ten heavily painted bhalos sits in a semicircle chanting before one of the glowing fire pits. All but one appears to be in some sort of a trance. An elderly bhalos, sitting near the center of the group, rises to his feet. He is dressed in an ornate breastplate and a woven metal headband beset with jewels. He extends his arms in a greeting, then motions for you to sit.

The tall bhalos wearing the breastplate and bejeweled headband is Chief Ronokawa (the wise one). The bhalos are about to perform the ritual of "True Speech". This ritual involves the drinking of a mindaltering liquid drained from the abdomen of the Yanguri grub, the fat wormlike larvae of the Yanguri beetle. Once this liquid is ingested, its hallucinogenic effects will take hold and put the subject into a dreamlike state. While in this dream state, the

user is granted a limited form of telepathy that will overcome the language barrier. This form of telepathy is automatic and does not require power points to use. It allows the recipients of the drug to speak mind to mind without a language barrier until the drug wears off, which usually takes from 34 hours.

> Once you have seated yourself on the ground, the elderly bhalos takes a large grub-like insect out of a nearby satchel. The bulging creature wriggles four sharp legs in an attempt to escape, but the bhalos holds it tight. The insect's abdomen glows an intense phosphorescent green. The bhalos produces a thin black dagger and slices the grub along the length of its body, spilling the glowing green liquid into a gourd hollowed for drinking. The chanting within the room grows more intense as the bhalos lifts the gourd and drinks the glowing blood; he then offers the gourd to you.

Depending on how the characters arrived, refusing to drink from the gourd and partake of the ritual could lead to a violent conflict. If the characters arrived with ZarZin and refuse to drink, then there won't be any problems, but if they did not arrive with ZarZin and refuse, the bhalos will be extremely insulted.

> The liquid is bitter and leaves behind a sour film in your mouth, even after you have swallowed it. Almost immediately, you feel the sensation of a warm gust of wind blow across your body, although you're not sure if it actually occurred, or you imagined it. The colors within the fires grow brighter and the shadows cast by them onto the walls seem to warp and breathe, growing larger then smaller then larger again.

Characters that have the Medicine skill or who have a history of drug use will immediately recognize that they are experiencing the effects of a strong hallucinogen. All actions or skills attempted while under the influence of the drug will be Difficult.

After a time (3045 minutes), Ronokawa (the wise one) will introduce himself to the characters. He seems to address them in their native language, although his mouth does not move. If the characters speak, Ronokawa will have no trouble understanding them due to the drugs influence. The drug allows affected individuals to communicate telepathically to one another, but does not allow "mind reading". Thoughts an individual does not wish to share remain hidden.

Firstly, Ronokawa will thank the characters for saving ZarZin, who is the son of the bhalos champion OroKhan (swift warrior). If the characters failed to save the young bhalos and the fact is revealed, the chief and his fellow elders will be noticeably saddened, none however as much as the champion OroKhan. The chief will continue the ritual, assuring the characters that he understands their hesitance to engage the flying war machine. If the characters mock or make light of the situation, OroKhan may attack them.

The chief is most curious as to what brought the characters to ION 9, which the bhalos call Motowkwa (endless waters). Chief Ronokawa will answer any questions that he can. The chief knows about the Fourth Sword, but isn't exactly sure where their base is, besides the fact that it lays somewhere beyond the Valley of the Dead Gods. The chief will inform the characters that passage into the Valley of the Dead Gods is forbidden, except by members of the bhalos tribe.

The valley is a sacred spot for the bhalos and is only entered by those who are close to death or who are undergoing the ritual of manhood. If the characters want to enter the valley, they will have to become members of the tribe. Entering the tribe requires the killing of a beast known as a serpagor (stalking terror). Chief Ronokawa can elaborate more on the serpagor and what hunting the creature would involve. See "Rite of passage" later in this chapter for more information on the process.

If the characters ask about the monolith that they viewed earlier in the courtyard, the chief will relate to them the story passed down for generations among the bhalos of the war between the star gods, the cruel overlords (xithid) and the benevolent liberators (gammadon). The chief tells them that many generations ago the stars themselves warred in the skies above Motowkwa. This battle between the stars lasted for many months, until one day a group of stars descended to Motowkwa. The gods who lived within the stars revealed themselves to the bhalos.

The first gods were the overlords (xithid). This is the event depicted in the monolith. The overlords were a tall gaunt race of evil gods with powers that allowed them to control the bhalos. They used the bhalos as slaves and food, until a second group of stars descended. This second group of stars contained the liberators (gammadon). The overlords and the liberators fought a great battle on the surface of Motowkaw, but in the end, the liberators stood victorious.

The liberators abandoned the planet after defeating the overlords, but left behind a single star with three dead gods to protect the bhalos. It is thought that should the overlords ever return, the dead gods will rise to life to defend the bhalos once again. Chief Ronokawa will refuse to elaborate on details as to where the liberators star lies, except that it is in the forbidden Valley of the Dead Gods.

If the characters rescued ZarZin, they will be asked to join the tribe. Even if the characters failed to rescue ZarZin, they may be able to Persuade the chief into allowing them to join. Either way, the characters will need to be members of the tribe if they plan to enter the Valley of the Dead Gods, unless they would rather try sneaking out of the village.

Once the ritual has been concluded, the characters will be shown to their sleeping quarters, a simple thatched hut near the village's outer wall.

Rite of Passage

This encounter will involve the characters hunting and killing a creature known as a serpagor (stalking terror) in order to join the tribe of the bhalos. The characters may want to avoid this encounter, as it can be deadly. The characters can choose to avoid the ritual by sneaking out of the village after dark to enter the Valley of the Dead Gods. This should be a simple matter, as the bhalos only have two guards manning the outer walls at night. Once the characters have slipped away and entered the Valley of the Dead Gods, the bhalos will not pursue them.

If the characters decide to go through with the hunt, they will be asked to leave their "modern" weaponry behind. The ritual must be performed using unpoisoned bhalos weaponry, although the characters may be able to convince the bhalos to let them use their monomolecular blades if they wish. The serpagor is a deadly reptilian creature akin to a giant hooded cobra.

Serpagor inhabit the Valley of the Dead Gods and are its top predator. Serpagor slither through the valley's dense clusters of underbrush using a natural camouflage of leaf-like skin appendages to avoid detection. When they are within striking range of prey, they spring forth to slash their victims with a pair of venomous tusks and then quickly retreat to wait for their poison to take effect. Serpagor will not hesitate to attack large groups of creatures, paralyzing each one by one, until the entire group is immobilized.

The bhalos hunt the serpagor in groups as a test of manhood. Accompanied by their fathers, males who have reached the proper age enter the valley to hunt and battle the serpagor. The tribe waits until five or six males have matured enough to perform the hunt and then allows them to fight the beast as a group. If an entire group of young bhalos is in peril of being defeated, their fathers will step in to save them.

Of course, the characters won't have their fathers there to back them up. Even if they did, (hey, I don't know what kind of weird campaign your running) their fathers would have to fight alongside them.

At this point, if they saved him, it will be revealed that ZarZin wishes to perform the ritual of manhood alongside the characters. OroKhan will agree and both will accompany the characters on the hunt. Even if the characters failed to save his son, OroKhan will lead the characters to the serpagor hunting grounds. The following morning, after the ritual of true speech, OroKhan will lead the characters to an area near the mouth of the valley.

As you approach the entrance to the Valley of the Dead Gods, you reach an area of forest where the triple canopy of trees overhead disappears. You can clearly see the sky above. The ground beneath the opening seems to have been cleared of undergrowth in a 30meter circle surrounded by tall grass. OroKhan motions for you to enter the circle and then retreats to a small ridge. As you stand within the circle, OroKhan lifts the horn of an animal to his mouth and lets out a long shrill call, mimicking a creature in distress.

The characters will now have to wait for the arrival of the serpagor. Play up the tension as the characters wait for any sign of the stalking terror within the grass.

After a time, the tall grass surrounding the circle begins to wave back and forth as if something very large is crawling through it. From the motion of the grass, you can tell that whatever is moving beneath it, is heading directly for you.

Allow the characters to sweat it out a bit before reading them the following boxed text.

A large creature that looks like a seven-foot long demonic snake appears at the edge of the grass. The beast holds itself erect and spreads a hood from its neck in a threatening display. Rows of dangerous looking fangs line both sides of the creatures head. With blinding speed, the serpagor hisses, then moves to attack.

The serpagor will attack mainly with its fang slash, using its tail whip to keep characters at a distance and off its back. Once the serpagor has successfully poisoned a character with its fangs, it will retreat into the grass and Hide, where it will wait for the poison to take effect. Once the poisoned character has been rendered immobile, the serpagor will use Stealth to circle the characters and attack from a different direction.

Serpagor (Stalking Terror)

STR 24	CON 24	SIZ 20	INT 5
POW 9	DEX 20	APP	HP 22

Move 12   **Damage Bonus**: +2D6

Armor: 3point skin

Attacks: Bite 50%, 1D6+ 1/2 db (Impaling)
    Constrict 40%, 1D8+db (Crushing)
    Fang Slash 65%, 1D4+ 1/2 db (Bleeding)+ POT 16 poison
    Tail Whip 40%, 1D6+ ½ db (Knockback)

Skills: Dodge 70%, Hide 90%, Sense (smell) 35%, Stealth 90%, Swim 85%

Combat: Serpagors can perform two Bites or two Fang Slashes in a combat round, in any combination. The Tail Whip can be used only once per round, in combination with either a bite or a slash. If the serpagor chooses to constrict, it can be its only attack for the round. The serpagor's first attack for the round will occur on his DEX rank, his second attack will occur 5 DEX ranks later. If the serpagors Fang Slash causes damage to a characters hit points, they must make a resistance table roll of CON vs. POT. Failing this roll will cause the poison to take effect three rounds later, it will not result in HP damage (serpagor poison never causes HP damage) but rather the character will be paralyzed for 2D6 turns.

If the characters are losing to the serpagor, OroKhan will leave his perch on the ridge to assist them. After the battle, the characters will be led back to the village of the bhalos, where they will receive a hearty welcome and the gift of a

serpagor fang necklace, symbolizing their entry into the tribe.

The characters will probably be anxious to leave and enter the Valley of the Dead Gods once they have successfully joined the tribe. If the group seems weak, the GM may want to have OroKhan escort them through the valley, which he will do if the group saved ZarZin.

Chapter 6: The Valley of the Dead Gods

The trip through the narrow (halfmile wide) valley will take about two days if the characters travel nonstop. If they stop to rest, it could take longer. This chapter consists of five linked encounters. The first encounter will be with the wreckage of an ancient gammadon starfighter. In the second encounter, the characters will hear the sounds of a distant battle. The third encounter will involve the characters finding the crashed Section X vehicle. In the fourth encounter, the characters will discover the scene of a recent firefight. The fifth encounter will occur when the characters are about to exit the Valley of the Dead Gods and consists of them finding a bhalos monolith and then hearing another distant battle.

Encounter One: The Gammadon Starship

As the characters make their way through the valley, they will come to a clearing in the forest that has a large spacecraft at its center. This is the wreckage of a gammadon craft that crashed here aeons ago during the GammadonXithid war. It contains the bodies of three gammadon pilots, one of whom is still alive, and a locker full of gammadon equipment. The characters should realize that this is not the same craft they witnessed being shot down earlier, during the Chapter 4 Encounter Battle in the Sky.

The skeletons of hundreds of bhalos who traveled here to die surround the craft. This area is sacred ground to the bhalos. They be-

lieve the spacecraft is the resting place of the dead gods who will rise to protect them should the overlords return. If OroKhan is with the group, he will try to prevent the characters from entering the ship by crying out and motioning for them to stay away, but he will not use force if they persist. Among the skeletal remains are many bhalos weapons, if the characters take any of the weapons off the dead, OroKhan will be highly offended and will leave the group.
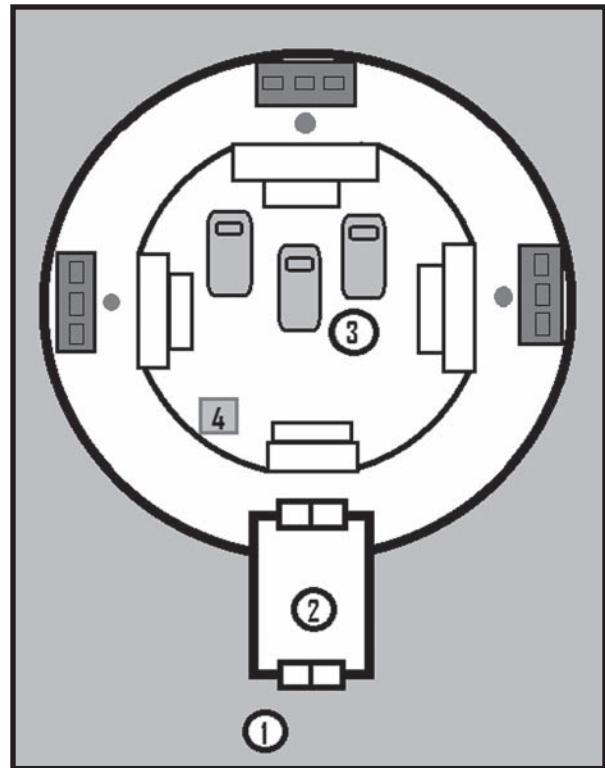
Area 1: This area includes the clearing that surrounds the craft, as well as the entranceway to the ship.

As you make your way through the forest, you arrive at a large clearing. The clearing is a graveyard, littered with the skeletal remains of hundreds of bhalos. Among the remains are spears, swords, axes and sets of yanguri armor. At the center of the clearing lies a circular, thirtymeter wide spacecraft. The craft looks like it wrecked long ago, its gleaming chrome exterior has been ripped in a number of areas and is overgrown by dense clumps of vegetation. Half hidden behind a few clinging vines,

you can make out what could be an entrance-way into the spacecraft, a set of double doors sitting slightly ajar.

The skeletons are positioned about the clearing in a haphazard manner and it is obvious that some have been there longer than others. If the characters approach the ship's entrance, they will see that the doors are separated by a sixinch gap. The interior of the craft is dark. The doors are jammed with a 20 STR by soil that has built up around their base. A STR vs. STR resistance roll will be required to separate them enough to allow entry.

Area 2: This section describes the starcrafts 6x8 meter entrance chamber.

Within the ships entrance hall, rows of metallic frameworks run along the walls, ceiling and floor. A pair of double doors can be seen at the opposite end of the hall, they are closed. Beside the doors sits a simple control panel with two buttons, a large circular white button and a smaller silver one.

Pressing the silver button will cause the entire hallway to become illuminated in a bright white light. Pressing the larger white button will cause the closed doors to open.

Area 3: This area includes the ships command deck, an equipment locker and three cryogenic freezing tubes.

The interior chamber is dimly lit, but the ship must have an operational power source, as some of the lights on the ship's computers are still flashing. An upper deck that runs around the length of the room holds three command stations at its north, east and western ends. Four sets of stairs lead down to a lower deck, where three large casketshaped pods can be seen. Two of the pods are dark and their adjacent computer modules appear to be dormant. However, the third pod looks to be active; its computer module has numerous flashing lights. A dry ice like fog streams from the caskets base and a soft green light is

emanating from within. A sturdy metal locker can also be seen on the lower level.

Characters that inspect the command stations will find that the chairs have been made to seat rather large individuals. The computer control panels that rest before the flight chairs are dormant and cannot be reactivated.

The three pods on the lower deck are cryogenic freezing units. Each unit contains a frozen gammadon pilot. The pilots have been stranded here since the time of the GammadonXithid war centuries ago. Upon closer inspection, the characters will discover that two of the pods have malfunctioned and their inhabitants are now mummified corpses. However, the third cryopod contains a large perfectly preserved gammadon, hibernating in suspended animation. The gammadon and most of the glass pod's interior is covered in a buildup of frost and ice.

Beside the pod is an operational computer module with a series of flashing buttons. Characters that succeed in a successful Idea roll will interpret that the buttons are designed to be pressed in a certain order. If a character has over 20% in the Science/Cryptography skill, this Idea roll becomes Easy.

If the characters are able to discern the proper sequence and then press the buttons, they will initiate the pods unfreezing process. This process takes 30 minutes, but afterward the gammadon known as Athon will awaken. If the characters break the pods glass or damage it or its computer module, Athon will die.

As you key the buttons in the proper sequence, a bright white light begins revolving overhead, accompanied by the rhythmic blaring of a hidden siren. You can see the ice crystals within the pod start to melt, as droplets of water cascade across the casket's glass interior.

Athon will open his eyes and rise from his stasis pod without uttering a word. Athon stands a muscular 6.5 feet tall and is colored a deep olive green. The skin of his face, arms and

neck are crisscrossed by a multitude of scar-like patterns. Athon wears a universal translator attached to his armor so he can speak with the characters if he chooses, but he probably won't.

Athon will ignore the characters and head straight for the equipment locker. The equipment locker will open for Athon when he places his hand on its biometric scanner. If the characters have already opened the locker and taken its contents, Athon will try to get the equipment back. He will demand an arc rifle, blaster and a set of flame grenades, as well as the xithid detector, but will allow the characters to keep his dead comrades equipment. If the characters refuse to grant him his equipment, Athon will attack them handtohand.

At this point, you will need to decide whether you want Athon to join the characters. If the characters already have a substantial following, Athon can simply switch on his xithid locater and leave the group, following the signal towards the xithid colonies to the north. If the group is weak or tries to befriend Athon, he could assist the group and follow them wherever they go. Athon could agree to help the characters under the premise that afterwards, they will assist him in clearing out the xithid colonies on ION 9. If OroKhan is still with the group, he may choose to follow Athon rather than them, believing him to be an awakened god.

Area 4: This area is the gammadon pilots' equipment locker. The locker is two and half meters tall and made of an unidentifiable grey metal. The lockers double doors are locked by a large circular metal mechanism. There is a flat black glass screen affixed to the front of the locker. The screen is a biometric scanner attuned to the three gammadon pilots D.N.A. signatures. Athon can open the locker simply by pressing his hand against the scanner. The scanner will not open for a dead gammadon, it can tell the difference between the living and the dead. If the characters want inside the locker, they will have to cut their way in by removing the circular locking mechanism with

the Isis corp. plasma cutting torch or a similar device. Cutting into the locker using the plasma cutter or a similar device, will take 48 turns (four hours). If the characters have access to a more advanced cutting device, this time could be shortened, at the GMs discretion.

Once inside the locker the characters will find the following: Three gammadon arc rifles, three belts each containing three gammadon incendiary grenades. Three gammadon blaster pistols and a single xithid locater. The Weapon section pg 147 has further details on the guns and grenades. The xithid locater is described under Equipment on pg 140.

Encounter Two: A Distant Battle

As the characters continue through the Valley of the Dead Gods, or whenever they choose to have some downtime (perhaps during the night) they will hear the sounds of a distant gun battle. The characters will hear sporadic gunfire, screaming and the sounds of skyjet engines. Captain Arminoch and his band of pursuers have finally caught up with Arianna and her fellow escapees. When the captain came into comm. range of Echo Base, he ordered several squads of soldiers to be deployed by skyjet to cut off Arianna and her companions. Let the characters know that the battle sounds are miles away and end just as quickly as they began.

The Fourth Sword has just wiped out the entire group of Ulysses survivors, except for Arianna and a single crewmember who have been captured and taken to Delta Base. Arianna still carries the miniature distress beacon hidden on her person. If the characters check their distress beacon locater after the battle, they will realize that the signal has become much weaker and has changed direction. The distress beacons signal now appears to be coming from a distant location miles to the northwest.

Encounter Three: The Section X Shuttle

Sometime after the characters have heard the battle take place between Arianna and the Fourth Sword, they will come upon the wreckage of the Section X infiltration craft. The starcraft is easily recognizable as the one that buzzed them during the Chapter 4 Encounter Battle in the Sky.

The wreckage of a sleek black starcraft lies smoldering against an outcropping of tall jagged rocks. This is the same ship that buzzed you on the savanna only seconds later to be shot down by a surface to air missile. The craft has split into two sections, with smaller bits and pieces strewn across the forest floor. Several trees that were hewn down in the crash partially cover the ship.

If the characters examine the outside of the craft or the smaller pieces of wreckage scattered about, allow them to discover (with a successful Spot roll) a section that is emblazoned with a TriHelix manufacturing stamp. The characters should recall that TriHelix is a rival of Isis corp. and were originally suspects in the hijacking of the Ulysses.

If the characters approach the ship and peer in, they will see five beings wearing black armor and combat vests still strapped into some of the vehicles seats. A drogmord, an osmodian, an alterran and two human pilots, all males, and all dead. Three seats against one of the ships inner walls are empty though.

If the characters attempt to enter the broken sections of the ship to loot the dead or to search for clues, allow them an Easy Listen roll. If they succeed, they will hear a fast rhythmic beepbeepbeepbeep that increases in tempo with every passing second. Section X has rigged the ship to explode.

From the moment the first character sets foot into the ship, the characters will have exactly three combat rounds to get as far away as they can. The craft has been booby trapped with three vibration detecting mines. These mines will detonate in unison to create a single 9D6/3 meter explosion. The mines are hidden within the superstructure of the ship, making any attempt to find them virtually impossible. If the mines are tripped, the resulting explosion will completely destroy the vessel, leaving behind nothing but a flaming crater.

Characters that use the Track skill to search the area can locate three pairs of tracks which linger in the vicinity a short time, before heading north through the valley.

Encounter Four: A Recent Firefight

This encounter will involve the characters discovering the scene of the battle that they heard taking place within Encounter Two: A Distant Battle and finding a mortally wounded Third Officer Hutchins. Use the Third Officer to fill the characters in on any details about Project Darkstar or the Fourth Sword that they might have missed.

As you continue through the forest, you arrive at the scene of a recent firefight. This must have been where the battle you heard earlier took place. Many of the trees are bullet scarred and the ground has been pitted in a number of areas by grenade blasts. There are ten bodies scattered about the area, all wearing ISIS corp. uniforms. One of the bodies raises a bloody arm towards you "Help…me…help"

A lone survivor, Third Officer Bran Hutchins, lies bleeding among the dead. The officer has suffered a number of wounds, but a particularly nasty chest wound, and a serious head wound are the most apparent.

The officer is dying and the characters cannot save him. The gravity of his wounds would require an advanced medical facility and are beyond what can be offered in the field.

Third Officer Hutchins knows about Project Darkstar and will fill the characters in on the details, if they have not already learned about it for themselves. He will also inform

the characters that Captain Erad Arminoch is a traitor and that it was he who sabotaged the navigational control computers aboard the Ulysses, sending it into the Gammadon Fields.

Officer Hutchins will tell the characters that Arianna Vale and Ensign Jenna Lei were captured and whisked away by skyjet; he does not know where they were taken.

Third Officer Hutchins has one last bit of information to offer. He witnessed three black clad individuals pass by a few hours ago. Two humans and a krell, he called to them for help, but they ignored him. Although Officer Hutchins doesn't know it, these were the remnants of the Section X fire team on their way to locate Delta Base and stop Project Darkstar. After Officer Hutchins has outlived his usefulness, he dies.

A search of the area will reveal three blaster energy cells and a successful Spot roll will uncover two Stimgel doses.

Encounter Five: The Second Monolith

This encounter actually involves two separate events and takes place shortly before the characters exit the Valley of the Dead Gods. As the characters leave the valley, they will find a second bhalos monolith. If the characters entered the bhalos village and discovered the monolith there, tell them that this monolith is almost identical in construction. Lastly, the characters will hear the sound of a distant battle taking place between Section X operatives and Fourth Sword forces at Echo Base.

You have made it to the end of the valley, a huge savanna sprawls before you. The savanna is broken by a few mountains, and appears to also be completely surrounded by mountain ranges in the distant horizon. At this spot lies a monolith. The monolith stands just under seven foot tall and is carved out of a dark grey stone that has the appearance of polished granite. Carved onto the face of the monolith is an odd picture of a tall being with an over-

sized head, with a sunlike disk at its center. Underneath that are a number of smaller beings that appear to be sleeping or dead.

The symbology of the monolith may elude the characters. This monolith is a warning that the xithid live beyond the area. Characters that have the Knowledge/Anthropology skill, or perhaps Knowledge/Archaeology, may be able to deduce a few things about the monolith and its strange iconography. Characters that succeed in Anthropology or Archeology skill checks may deduce that the tall being depicted in the monolith (xithid) has mental powers (by the disk on the forehead) and is perhaps some sort of mind controller (by the smaller beings in its hands).

After the characters have had a chance to examine the monolith, read to them the following boxed text.

Suddenly you hear a thunderous explosion in the distance, followed by the sounds of yelling, automatic gunfire and more explosions. Scanning the horizon, you can see a trail of thick black smoke rising from behind a pair of hills, a halfkilometer to the east of your current position.

The sounds are coming from the battle taking place between the surviving members of Section X and Fourth Sword forces at Echo Base. Let the characters know that their distress beacon locator is pointing them in a different direction (NorthWest towards Delta Base) and that if they wish to inspect the battlesite it will require them to go off course a bit.

Chapter 7: The Battle at Echo Base

Echo Base lies a half kilometer to the east of the Valley of the Dead Gods. The battle at Echo Base is an optional encounter; the characters distress beacon locater is actually pointing them in the opposite direction, towards Delta Base. If the characters choose to avoid this encounter,
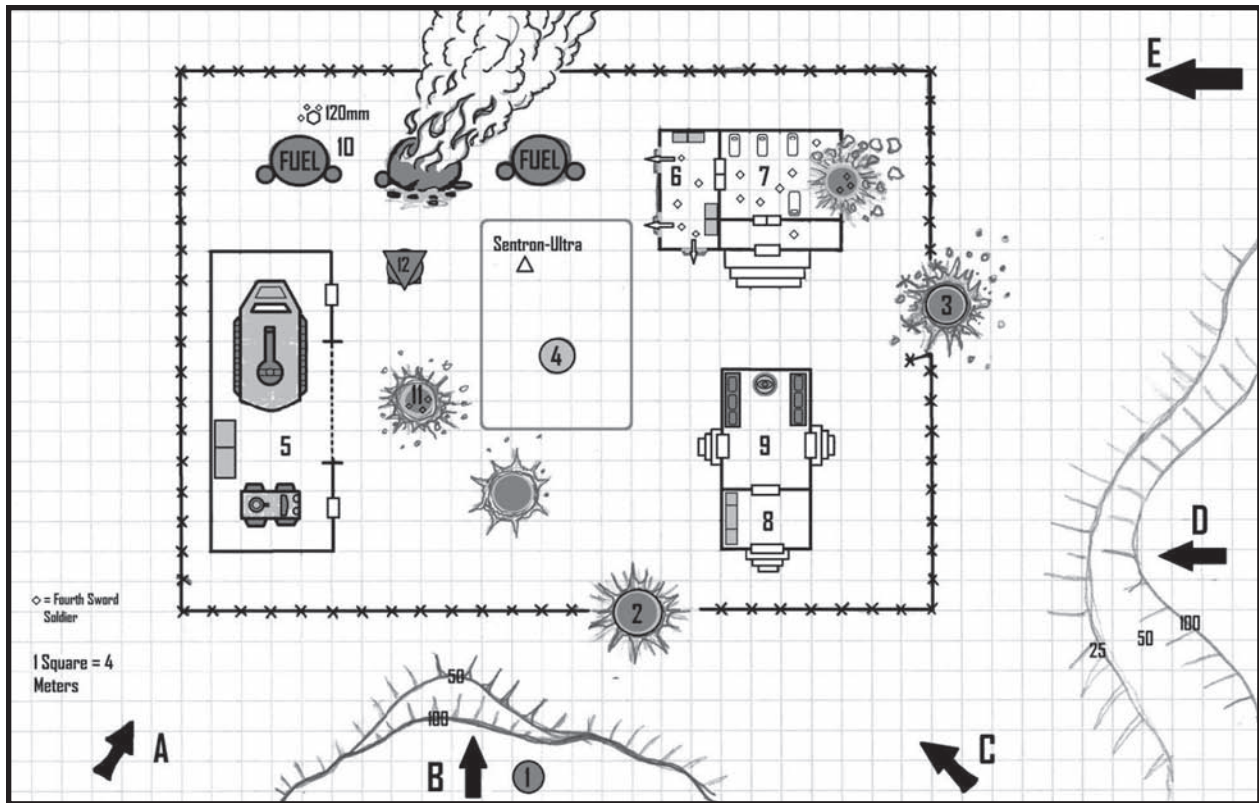
the Section X personnel will be killed and Echo Base may send reinforcements once Delta Base is attacked, at the GM's discretion.

Section X is involved in a heavy firefight with Fourth Sword forces at this location. Section X has underestimated the bases strength and will be pinned down when the characters arrive. The Fourth Sword is currently cut off from their communications equipment in Area 9 and cannot call for reinforcements. Delta Base will not investigate for at least 2 hours (24 Turns), unless they are contacted for assistance or the characters enter Area 9 and trigger the encounter with Asmod Votra's hologram.

When Delta Base does decide to investigate, it will be in the form of three skyjets. These skyjets will not be carrying troops, but each will be manned by two pilots. If the characters destroy the investigating skyjets then the skyjet pad at Delta Base will be empty once the characters arrive.

Should the characters choose to aid Section X, they could make valuable allies. Section X will not initially fire upon the characters (they realize who the characters are) but will return fire if fired upon. Section X, through their undercover operatives within ISIS corp., is aware of the mission to rescue the Ulysses. The discovery of the operation is what prompted Section X to scout ION 9.

However, the Section X recon mission has not gone as planned, the teams shuttle craft was shot down and most of the team was killed, their communications have also been jammed. The remaining operatives are now cut off and alone. Section X is well aware of Project Darkstar and most of its details. Although, they are not certain if the Fourth Sword's super reactor is on ION 9. The team will offer their assistance to the characters should they survive the battle at Echo Base.

The Approach: If the characters decide to proceed to Echo Base, they will need to decide by which route to approach it. The base lies just beyond two steep (100meter) hills. If the characters choose to sweep around the left side of both hills, they will arrive at point A. Going directly over the left hill will bring them to point B. Going between the hills will take them to point C. Going directly over the

right hill leads to point D. Sweeping completely around the right side of both hills will take them to point E. Alternatively, they may choose to split the group up and approach the base from different directions.

The direction from which they approach could have some strategic significance. If the characters choose to approach by entry point B, they will stumble upon Zinok's firing position. The GM should completely familiarize himself with all of the areas described below and the locations of enemies, events and Section X operatives before he attempts to run this chapter.

Craters: There are several craters scattered across Echo Base, created by the 120mm mortar team in Area 10. Taking cover within one of these craters will make an individual Difficult to hit. If a character lies prone, he can still fire over the edge of the crater. Anyone attempting to shoot a character who is proned out within a crater will do so at 1/4 their normal skill rating. (See Cover BRP pg 220 and Prone BRP pg 229.)

Area 1 (Zinok): The Section X operative Zinok has chosen this location as his firing position. Zinok is firing his Kess rifle from a prone position at the sentronultra in Area 4. If the characters approach him from behind by choosing to crest the hill at entry point B, allow Zinok a Sense (Antennae) check to notice them. Zinok will not fire upon the characters, but will instead order them to engage the sentronultra bearing down on Lieutenant Durn in Area 2.

Area 2 (Lieutenant Durn): First Lieutenant Samuel Durn is currently pinned down in this area. The lieutenant is periodically firing his rifle at the sentronultra from out of a crater, which was created by the 120mm mortar team in Area 10. Lieutenant Durn has good cover in the crater, making him Difficult to hit. If Durn sees the characters or they approach his position, he will yell at them to start attacking the sentronultra. Durn is also being fired at from Area 11, the Fourth Sword Firing Position.

Area 3 (Max Krieger): Private Krieger is engaging the Fourth Sword soldiers located in Area 7. He has blown a hole in the side of the barracks building, through which Fourth Sword soldiers are now firing at him. Krieger is proned out in a crater created by an exploded 120mm mortar round. Fourth Sword soldiers from Area 7 have moved out of the barracks building into the crater near the damaged wall. Currently there are three soldiers within the crater. When one is killed, a new soldier from Area 7 will attempt to take his place. Max Krieger is firing at the soldiers with his KLMG7 light machine gun. If the characters approach his position, Max will yell for them to help him kill off the soldiers in Area 7.

Area 4 (SentronUltra/Skyjet Pad): A skyjet pad lies near the center of the base. The pad will be devoid of skyjets, unless the characters failed to destroy the skyjet in the Chapter 4 Encounter: The Pursuit. In which case, a single skyjet will be stationed here.

A single sentronultra is making its way across the skypad, bearing down on First Lieutenant Samuel Durn in Area 2. The sentronultra's strategy will be to fire both lancers (The robot can fire both weapons on its Dex rank) and then move towards Lieutenant Durn's position while its lancers recharge. If the sentron is reduced to 15 HP or less, it will attempt to move behind cover and heal itself.

Area 5 (Motor pool/Weapon/Equipment Storage): Two normal doors lead into this area. They are unlocked. The motor pool contains two vehicles, a Fourth Sword APC and an Armored 4x4. Both vehicles are fully fueled and unlocked. Either vehicle can be started with a level 1 Fourth Sword keycard. Both vehicles are described in the Vehicles section, pg 141. A single metal locker lies against the west wall. The locker will open with a level 2 Fourth Sword keycard. Cutting into the locker using the ISIS corp. plasma torch will take 10 minutes (2 turns). Contained within the locker are two armature lancers. See Weapons pg 146 for more details on armature lancers. The east wall of the building contains a large 4x16me-

ter sheet metal bay door that allows vehicles to enter and exit the motor pool. The bay door can be opened or closed by simply pressing a red button on the wall beside it.

Besides its mounted weaponry (120mm mortar & Vortex minigun), the armored 4x4 has the following armaments and ammunition stored in its cargo container: one X11 AntiArmor Rocket System with six rockets, one spare 2000 rnd ammunition case for the Vortex minigun and twelve 120mm mortar shells.

Area 6 (Defense Post/Weapons Lockers): Four Fourth Sword soldiers and one Fourth Sword Sergeant defend this area. Three of the soldiers are operating KLMG7 light machine guns, which overlook the center of Echo Base. Each one of the machine guns is mounted on a tripod and can fire into the bases courtyard in a 90degree arc. Removing the guns from their mounts will take 2 turns (10 minutes).

There are two weapons lockers in this area as well. One locker is against the north wall and another is against the east wall. Both lockers can be opened with a level 2 Fourth Sword security card. Cutting into either locker using the ISIS corp. plasma torch will take 15 minutes (3 turns).

The locker against the north wall contains an ammo box that holds ten 20mm grenades for an M220 20mm weaponmounted Grenade Launcher, one Fusion Grenade, two rockets for a S.M.A.W rocket launcher and six AntiPersonnel Fragmentation Grenades.

The locker against the east wall contains an ammo crate that holds six fully loaded ammo drums (200 rnds each) for a KLMG7 light machine gun and one unloaded S.M.A.W (Shoulder Launched Multipurpose Assault Weapon). The locker also contains five KA80 assault rifles (Minus silencers or M220 grenade launcher attachments) and fifteen 50rnd KA80 magazines and six 20mm grenades.

Area 7 (Barracks): Max Krieger has blown an 8x8 meter hole into the barrack's east wall. He used a symtac demolition block to create the hole and now Fourth Sword soldiers are pouring through it. There are ten Fourth

Sword soldiers in the area. Three in the crater beside the wall, six inside the barracks itself and one in the south outer hall, near the building's entrance.

If any of the soldiers within the crater are killed, a fresh soldier from within the barracks will attempt to take his place. The soldier within the southern hall will hold his position until an enemy enters the building's front entrance or comes through the hole in its outer wall. He will then try to ambush the intruder.

Within the barracks area are four sets of triple bunk beds. Beneath each set of beds is a single footlocker, four in all. If the characters search the footlockers, have them roll a 1D20 (once per footlocker) on the following table to see what useful items they may find among the clutter. Of course, the GM could choose to forgo random chance and just give the characters whatever he thinks they need, but that isn't as fun.

With a successful Spot roll, the characters can locate another two footlockers buried beneath the rubble, near the blast crater.

1. Three Stimgel Doses & one Stimgel Applicator

2. Two Stimgel Doses

3. One level 5 Fourth Sword Security Card

4. One level 4 Fourth Sword Security Card

5. Two Rebreather Units

6. One S.A.F. (Strength Assistance Frame)

7. Four Smoke Grenades

8. One Flash Welder

9. Three Fragmentation Grenades

10. Two Adrenalin Shots

11. One AMD4 SMG with x4/20rnd Mags

12. Three 20mm Grenades

13. One Vornin Shock Whip

14. One Symtac Demolition Block

15. Two Symtac Grenades

16. Two Stimgel Doses and Two Adrenalin Shots

17. One Fusion Grenade

18. Four 20mm Grenades

19. Five 50rnd KA80 Assault Rifle Magazines

20. Two Boxes of K.E.S.S Rifle Ammunition, 20 rnds each

Area 8 (Weapon/Equipment Storage): The weapons and equipment storage is an 8x12 meter room with three lockers against its west wall. This room is usually abandoned. The lockers can each be opened with a level 3 or higher Fourth Sword security card. If the characters do not have a level 3 Fourth Sword security card, they can cut into the lockers with the ISIS corp. plasma torch or a similar device. Each locker will take about 10 minutes (2 turns) to cut open with the plasma torch.

The contents of the individual lockers are as follows:

North Locker: Two Industrial Grade Fire Extinguishers, Two Repair Kits, Two Flash Welders, One Trauma Kit.

Center Locker: Five KA80 Assault Rifles (Minus silencers or M220 grenade launcher attachments) and Five 50rnd KA80 magazines, Two M220 Grenade Launchers, One MicroBolt SMG with Four 50rnd Magazines, Twelve 120mm Mortar Rounds.

South Locker: Three suits of Light Assault Armor, One Symtac Demolition Block, Two 20rnd Boxes of K.E.S.S. Rifle Ammunition, One K.E.S.S. Rifle Silencer, Three HG11 Pistols with Three 24rnd Magazines each.

Area 9 (Armature Hold/Communications): The armature hold contains one model 88 armature and an array of computers and communications relays. The armature stands on a raised metal platform against the north wall and is flanked by two computer consoles. When the characters enter the room, they will be confronted by a hologram of Asmod Votra. The characters may not recognize the image as a hologram initially; allow them an Idea roll. If they fire at or try to physically interact with the image, the Idea roll will become Easy or even Automatic. When Asmod Votra pulls forth Ensign Jenna Lei (as if from thin air), it will become obvious that the image is a holographic communication image.

> As you enter this area, you can see a 3meter tall armature battle suit on a raised dais. The light grey suit is attached to a network of cords and metal cables. A pair of computer banks lines the walls on either side of the imposing armature.
>
> Near the center of the room stands a 6 foot 5 sinister looking human male dressed in a dark grey leather combat jacket, black pants and knee high black leather boots. The man is bald and his skin is colored an abnormal shade of grey. His eyes contain no irises, only slightly glowing white sclerea.
>
> When the figure sees you, he lets out a menacing laugh and says, "Well, well what have we here. It appears ISIS corp. has sent a band of mental defectives to stop me. Is this what you're looking for?"

At this point, it will become obvious to the characters that they are witnessing a holographic communication image.

> The man pulls forth a struggling female. It is the Ulysses Ensign Jenna Lei. Her hands are bound behind her back and her mouth has been gagged. The diabolic grey human kicks the woman in the back of the legs, sending her to her knees. "Come and face me, pathetic worms." The girl's eyes grow wide as the man produces a large monomolecular blade and then pulls the weapon across the girl's throat, slashing it open. As the hapless girl's throat gushes blood, the grey human looks at you and lets out a maniacal laugh. His image then fades away as the holographic transmission ends.

Once the holographic image has faded, Asmod Votra will send out the three skyjets from Delta Base to assist at Echo Base. The

skyjets will take 45 minutes (9 turns) to arrive.

The characters may want to inspect the computers or the armature. The armature is connected to a series of cables, which are plugged into outlets in the battle suits back. These are systems monitoring and programming cables and can be removed easily. Entering and operating the armature is also a simple matter. The would be operator simply enters into an opening in the rear of the armature and the suit automatically closes to surround him. The machine will then monitor the operator's nervous system and mimic his movements, provided he is not wearing any combat armor and the scanners can get a clear signal. (See Vehicles pg 143 for more information on model 88 armatures)

If the characters want to inspect the computers for information, they will need to succeed in a Computer Use or Computer Programming skill roll. Once they do, they will locate the following messages.

From: Delta Base Maintenance Crew
To: All Fourth Sword Personnel

Vehicle Repair Report 5279

Attention: The command bunkers monorail is back online. Teams may now use the monorail to enter the main base from the command bunker and vice versa, sorry for the delay.

Besides the message hinting about the monorail beneath the command bunker, the characters will also find an area map of Delta Base. The GM should photocopy the map and provide a copy to the players. The map not only details the Fourth Sword's compound, but also gives its exact coordinates. With a successful Idea roll, the characters may think to enter these coordinates into one of the onboard computers within the vehicles in the motor pool, or the armature in Area 9. If they do this, the vehicle computers will supply them with a rudimentary map of the surrounding area and the location of Delta Base.

System Note: The map that the players will find is of Delta Base's outer grounds and does not detail the inside of the main base or the command bunker.

The characters will also find this transmission from the Fourth Sword archeological dig site, dated to the previous day and coordinates that mark its location.

Senior Scientist Riser
Archeological Team Leader
Weekly Transmission: 6658171

Your Dominance,

The dig is on schedule, yet no new artifacts have been located as of this moment. We are hoping to acquire some new tech or some new specimens for the Xenobiology dept. once we locate the ships bridge.

On a side note, The patrols spotted something strange moving in the searchlights last night. The being was tall and walked upright, so It must have been one of those wretched natives, although I can't recall encountering them on this side of the mountains before. Anyway, we will double our patrols.

   Hail Votra

Besides alerting the characters to the fact that an archeological dig site exists, it should also give them the impression that trouble may be brewing at the site. The archeological site has already been wiped out by a horde of xithid, though the characters will not know this without having previously visited the site. As with the Delta Base message, this message also holds a set of coordinates. If the characters succeed in an Idea roll, they may think to enter the coordinates into one of the vehicles in the motor pool, or the armature in Area 9. Doing so will grant them a rudimentary map of the surrounding area and the location of the dig site.

Area 10 (120mm Mortar Team/Fuel Tanks): This area contains a fire team made up of three Fourth Sword soldiers operating a 120mm mortar. The team has an ammo crate

containing ten mortar rounds. The soldiers will fire these rounds into Area 1 and Area 2. The unit is positioned slightly behind a large skyjet fuel tank. There are three fuel tanks, one of which has already been destroyed. The two remaining fuel tanks have been damaged, but have not been destroyed. They are inanimate objects with 25AP/25HP. (See BRP pg 276 for Damage to Inanimate Objects.) If a tank is reduced to 0 HP, it will explode, doing 8D20/4meters damage.

Area 11 (Fourth Sword Firing Position): Three Fourth Sword soldiers have taken up a positions within this crater and are firing at Lieutenant Durn in Area 2.

Area 12 (AntiAircraft Turret): The AA turret contains a compartment for one operator. From this compartment, the operator can locate and engage enemy air vehicles within a 300kilometer range. The AA battery can hold up to six missiles and is fully loaded. The missiles do 8D6+8/2meters damage and hit on any roll except a 99 or 00, though the target may attempt to Dodge. See BRP pg 268 for more on Guided Missiles.

AntiAircraft Missile Turret

Skill: Artillery

Base: 05%

Dmg: 8D6+8/2 meters

Attk: 1

Special: Impaling

Rng: 328,000 (300Kilometers)

Crew: 1

HP: 36

AV: 26

Ammo: Missiles

Cap: 6

Mal: 00

SIZ: 44

After the Battle

If the characters assisted Section X, the remaining operatives will introduce themselves once the battle is over. The commandos are willing to relate the complete history of Section X, Asmod Votra and the Fourth Sword. The Section X operatives are also well aware of Project Darkstar, though they aren't certain if ION 9 is the location of the super reactor yet.

Although ISIS corp. and TriHelix have a history of animosity towards one another, Section X will suggest that they and the characters combine forces to stop the Fourth Sword, as failure to do so could have galaxyending results.

Chapter 8: The Dig Site

The Fourth Sword was excavating a xithid colony ship at this site. The colony ship was severely damaged during the XithidGammadon war centuries ago and has sat buried on ION 9 ever since. The Fourth Sword discovered the ship while scouting for a suitable location to build Delta Base. The dig site is abandoned now, except for a few xithid and some Fourth Sword personnel who have been transformed into xithid thralls.

The xithid colony ship sits partially buried beneath the ground at the bottom of a 12meter deep dugout. The only portion of the ship that is exposed is the entryway doors. Above the hole is a research laboratory building where recovered artifacts and organic specimens were studied before transfer to Delta Base.

The dig has managed to uncover a number of xithid technological artifacts. One item recovered had the ability to locate, target and nullify the litherium hyperdrives of spacecraft, even those travelling through hyperspace. Another device discovered was one that had the ability to control the atomic hypermines located within the Gammadon Fields. Both of these items were transferred to Delta Base.

The Fourth Sword was anxious to locate even more such artifacts.

However, one piece of equipment recovered proved fatal to the dig site. The device was akin to a small computer, but the scientists could not discern its use. The machine would only generate a weak electromagnetic pulse with seemingly no purpose. Unbeknownst to them, the apparatus was actually a communications relay mechanism that emitted signals detectable only by xithid E.S.P, a xithid alarm clock of sorts, which instructed surrounding colonies to awaken from hibernation.

The mechanism revived a few hibernating xithid that the Fourth Sword had recovered from the dig site and a hibernating colony to the north. Upon awakening, the northern colony sent out drones and soldiers to scout the dig site and the surrounding area. When the xithid scouts discovered the dig site, they attacked and killed most of the personnel stationed there, except for a few scientists who they transformed into thralls.

Having learned of Project Darkstar from the minds of their scientist thralls, the xithid are now plotting to invade Delta Base to acquire the Fourth Sword's black hole generation technology for themselves. The dig site has had a major power surge take place within it that has knocked out most of the lights within the research building. Characters operating within the building without nightvision goggles or a similar device or power will suffer the effects of SemiDarkness, which causes all combat skills to become Difficult. (See Darkness, BRP pg 220.)

Area 1 (Foyer): The main entrance to the research facility leads into the foyer. The room served as a lounge area for the facilities staff while off duty.

This 18x14 meter room must have been the facilities lounge area. There is a pair of leather sofas against the north wall and a large circular coffee table near the room's center. The room is dark; in fact, the light fixtures within the ceiling appear to have been blown out by a power surge. The fixtures and the surrounding ceiling have been burnt to a crisp. Electrical wiring and shattered halogen bulbs hang in tatters from the ceiling. Lying not far from the coffee table is a human corpse.

If the characters search the corpse, they will find a level 5 Fourth Sword security card. The corpse is dressed in a lab technicians uniform and looks to have been a Fourth Sword scientist. The corpse's skin is eaten away in many places, as if it was doused in acid. A slimy black tarlike substance coats the corpse, especially around the areas that have been eaten away. The xithid secrete digestive bile onto their prey before feeding, this is what caused the corpses wounds.

Area 2 (Xenobiology Lab One): Three large vats lie at the center of this room. The vats contain a number of hybridized human/xithid clones.

As you enter this room, your eyes are immediately drawn towards three translucent, cylindrecal, liquid filled tanks near the room's center. Tall alien figures float within each tank. Interior lighting contained within the tanks bathing each in a dim glow. The aliens have numerous wires and cables penetrating their emaciated bodies. They are completely still and appear to be dead. The specimens are tall gaunt humanoids with grey lichenlike skin. The arms, legs and fingers are extremely long and the heads have the appearance of exposed human brains. Each aliens face is obstructed from view by a black mask joined to several thick metallic cables. A row of computers against the south wall still flashes a number of lights, it appears to be active.

The tanks contain human/xithid hybrids. The Fourth Sword has been experimenting with genetic material acquired from the colony ship in an effort to create xithid clones, which they could control. If the characters interface with the computers, it will require a successful Computer Use roll to find this relevant entry.

1 Square = 2 meters
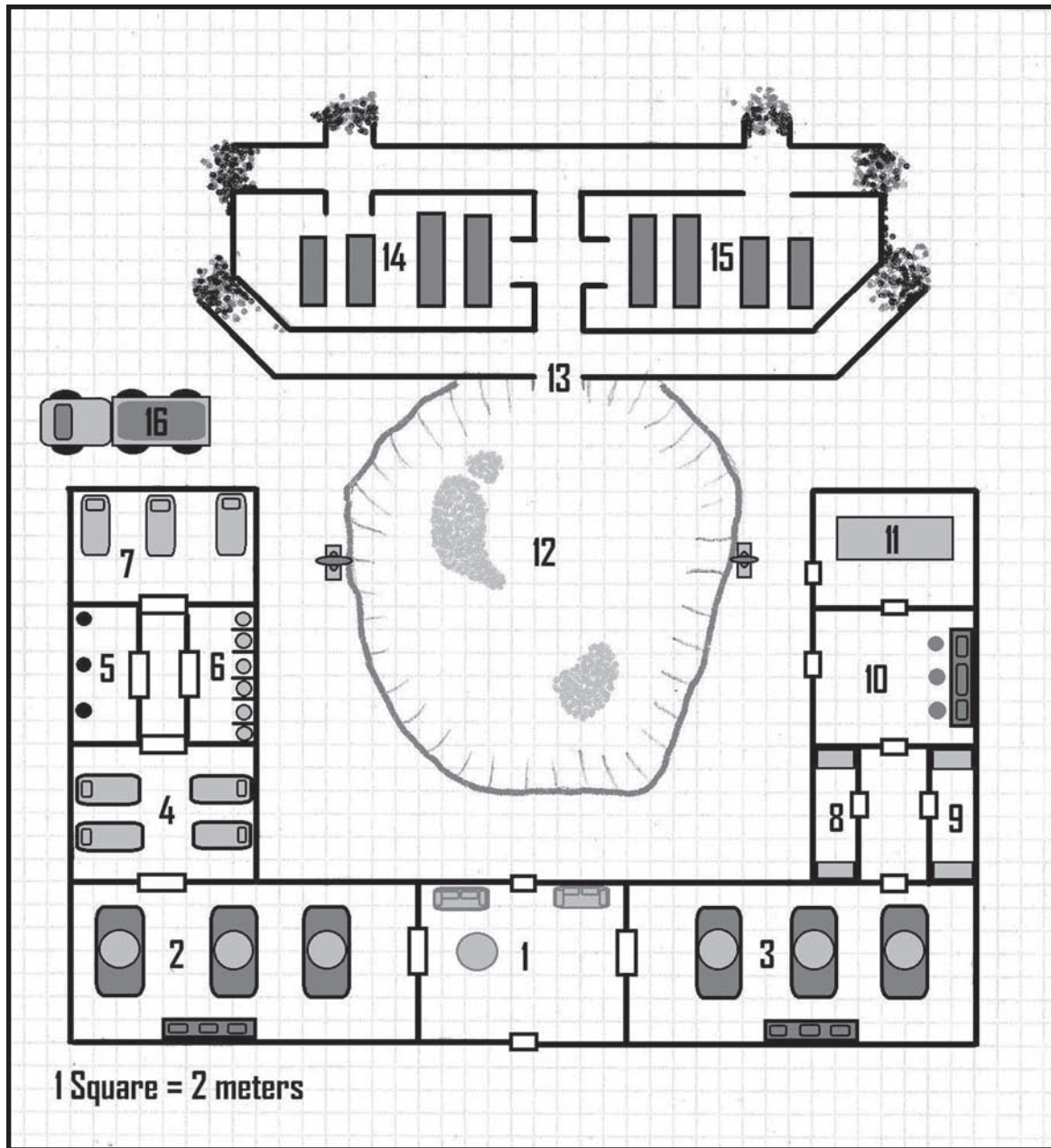
Senior Scientist Holt
Xenobiology Team Leader
Weekly Transmission: 6758875

Your Dominance,

Using the xithid specimens recovered from the colony ship we have again attempted to clone the species. As per your command we have hybridized the xithid D.N.A. with that of a human. Unfortunately, the resulting specimens all died within a matter of weeks, but not before we were able to make some vital discoveries. I am confident that we will have a major breakthrough in the hybridization process within the coming months.

Hail Votra

Area 3 (Xenobiology Lab Two): At the center of this room are three vats containing specimens of purestrain xithid recovered from the colony ship. Two of the vats contain grey-skinned xithid drones, while the third holds a whiteskinned xithid controller. The drones are dead but the controller is still alive, though just barely, with but a single hit point.

This room appears to have been some sort of laboratory. Three large cylindrical vats sit near the center of the room. Each vat contains a tall alien body, connected to a myriad of wires and cords, floating within a clear gel-like liquid. Two of the aliens are greyskinned humanoids with elongated arms and legs and bulbous heads that resemble exposed human brains. The third is a mirror image of the first two, except that it has pale white skin in place of grey. Each of the alien's arms ends in hands that possess long wicked looking claws. The floating aliens are completely motionless, they appear to be dead. Against the south wall a row of computers flash blinking lights.

The xithid controller survives, but has only a single hit point. See the Enemies section pg 119 for a list of the controller's stats and abilities. The xithid that have invaded the dig site left the controller where it was, as removing it from the vat would have killed it. The controller is alert and will be aware of any individuals that enter the room. Normally, the xithid controller was prevented from using its psychic abilities by computer controlled neural inhibitors. However, with the scientists who maintained the inhibitors dead, the controller is again free to use it mental powers.

The xithid controller will attempt to use its Mind Control ability on the first player character to enter the room. The controller will command the PC to attack his comrades once its mental domination is complete. The GM should allow the character a POW x 1 roll to ignore the attack command as per the rules of Mind Control (BRP pg 118). If the xithid is unable to establish control, or the characters subdue or kill the controlled PC, the xithid controller will telepathically summon the xithid destroyer in Area 14 (Colony Stasis Chamber One).

Once the xithid controller begins to use its Mind Control ability, its body will stir ever so slightly within the vat. Allow characters a Difficult Spot roll to notice this movement.

The computer against the south wall contains no relevant information.

Area 4 (Technicians Barracks): This room served as the sleeping quarters for the dig sites technicians and work crew.

This is a barracks room. The room is pitchblack; it appears that the lighting fixtures have been blown out by a power surge. Two sets of triple bunk beds sit against the west wall. Another two sets are against the east wall. Each set of beds has a single footlocker underneath them, four in all.

The footlockers are mostly packed with personal effects and items of no value to the characters. For every footlocker inspected by the characters, allow them a single Spot roll to locate something useful, and then roll 1D10, using the following table to determine what that item is.

1. One Level 4 Fourth Sword Security Card
2. Three Stimgel Doses
3. Two Stimgel Doses
4. One S.A.F. (Strength Assistance Frame)
5. Four Smoke Grenades
6. Five Blaster Energy Cells
7. Three Blaster Energy Cells
8. Four 20mm Grenades
9. One Flash Welder
10. One Electronics Kit

Area 5 (Showers): The shower area, like the rest of the complex, is dark. A single Fourth Sword scientist is hiding here. Although the scientist is no longer completely human, he has been transformed into a xithid thrall. Insight rolls made against the scientist to notice that something is odd about his mannerisms and attitude will be Difficult, since he is a stranger to the characters. See pg 182 for more information on xithid thralls and their strange behaviors. The scientist thrall uses the standard Fourth Sword scientist template (Enemies List pg 115) for his stats, skills and equipment.

As you enter this darkened room, you can see that this was the shower area for the facility. Rows of stainless steel showerheads line the west wall. The room is filled by a foul stench, emanating from the decomposing body parts (arms, legs, torsos) lying in a heap on the floor. The body parts look to have been partially dissolved and are surrounded by a puddle of thick viscous black liquid. Huddled in one corner of the room is a terrified Fourth Sword scientist. "Please…Please don't kill me," He says.

The scientist seems to be terrified, but actually isn't. Now that he is a thrall of the xithid, he lacks proper emotions and is overacting a bit. His mouth and nostrils are coated with a black bile identical to the liquid that surrounds and coats the body parts on the floor. This is the route the xithid chose to introduce its mind controlling blood.

If questioned, the scientist will beg the characters to allow him to accompany them. He will claim that he has no recollection about what happened or how he came to be within the shower area. The only thing he can remember is his name, Damek Holt.

If Holt is allowed to accompany the group, he will try to assist them, but will not engage xithid in combat, instead hiding behind objects and "appearing" to help. After an hour or so, he will claim that his memory is slowly returning. Damek will insist that he wants to stop Project Darkstar from occurring because he doesn't want to die. This is a lie; Damek just wants the characters to take him to Delta Base so he can assist in the impending xithid attack. If a prime opportunity presents itself to betray or murder the characters, Damek will take full advantage of it.

If the characters refuse to allow Damek to join them, he will follow to observe and to cause havoc whenever he can.

Area 6 (Lavatory): This is the facilities restroom area. The room is dark and empty, except for six toilets against the east wall.

Area 7 (Scientists Barracks) This room served as the scientists sleeping quarters.

This room is abandoned except for three sets of triple bunks beds against the north wall. Underneath each set of beds is a single footlocker.

The footlockers contain mostly personal items that belonged to the facilities scientists. For every footlocker inspected by the characters, (There are three in all), allow them to locate something useful. Roll 1D6 and use the following table to determine what item was found.

1. One Level 5 Fourth Sword Security Card

2. One Level 4 Fourth Sword Security Card

3. Three Adrenalin Shots

4. One G.E.I.S.T. Suit

5. Two Stimgel Doses

6. One Stimgel Dose

Area 8 (Equipment Room One): This is one of two equipment storage rooms in the facility. The room is empty, except for some metal shelving against its north and south walls. The north shelf contains a repair kit and three flash welders. The south shelf contains a single Symtac demolition block.

Area 9 (Equipment Room Two): A xithid drone has taken up residence within this equipment room. The drone has dragged five corpses here to feed upon. The bodies are smeared with black bile and partially dissolved. The xithid will lie on top of the bodies and play dead until someone steps within range, at which time it will rise up and attempt to claw. The drone is unarmed and carries no equipment.

As you enter this room, a gruesome sight greets you. The partially dissolved corpses of five technicians lie in a mangled heap at the center of the room. A thick black residue coats the bodies and lies in puddles on the floor. Sprawled atop the corpses is a morbidly elon-

gated dead alien with an enormous brainlike head.

The xithid drone will fight until it is killed. There is a 25% chance that the drone will send a telepathic summons to the xithid destroyer in Area 14.

Once the drone has been killed, the characters may search the corpses or the shelving on the north and south walls. The corpses have no useful items, but the shelf to the north contains a small ammo box with four 20mm grenades for an M220 grenade launcher. The southern shelf holds an ammo crate containing one rocket for a SMAW rocket launcher.

Area 10 (Computer Lab): The computer lab's lights have been blown out like the rest of the facility, but the computers against the east wall are still active. There is a single decaying and partially dissolved corpse lying in a pool of black bile upon the floor. The corpse is a Fourth Sword scientist with a nametag declaring him as Senior Scientist Riser. Searching the corpse will reveal a level 4 Fourth Sword security card. Searching the computers for information will uncover these two relevant messages.

From: Delta Base Maintenance Crew
To: All Fourth Sword Personnel
Vehicle Repair Report 5279

Attention: The command bunkers monorail is back online. Teams may now use the monorail to enter the main base from the command bunker and vice versa, sorry for the delay.

This message is a clue that there is a monorail stationed beneath the command bunker at Delta Base and that the characters could use it to enter the main base if they wished.

The second message is six months old but relates details about some of the equipment recovered from the colony ship.

Senior Scientist Riser
Archeological Team Leader
Weekly Transmission: 7855135

Your Dominance,

The team is happy to report that we have recovered a few marvelous examples of xithid technology. The first item seems to be a control module for the atomic hypermines that litter the Gammadon Fields. The other is even more amazing. The item is a beam weapon that can target starship's litherium hyperdrives and render them inert. The weapon can even track and target vessels while they are in hyperspace. We at the facility are elated with the discovery of these artifacts and hope that you will be pleased as well. We will transport these items to Delta Base at the first opportunity.

Hail Votra

Area 11 (Artifact Examination Room): This room is empty, except for a large table at its north end. The table contains a few pieces of xithid technology, specifically, xithid laser rifles and E.M.P. grenades.

This room is empty except for a large 4x10 meter table near its north wall. The table is arrayed with a number of strange objects, tubes, odd circuit covered panels, gleaming coils and four multicolored crystalline spheres. Three sleek, chromiumplated rifles are also laid out on the table.

The metallic rifles are xithid laser rifles. See Weapons, pg 155 for a further description.

The multicolored spheres are actually xithid electromagnetic pulse (E.M.P.) grenades. The fact that the spheres are a weapon may not be readily apparent. Characters will need to examine the objects and succeed in an Idea or Spot roll (whichever is higher) to notice a small flat button sitting flush within the sphere. A Fumble on this roll could cause the weapon to detonate. See Weapons pg 155 for more details on xithid E.M.P. grenades.

Area 12 (Dig Site Crater): The pit is 12 meters deep and 32x36 meters wide with inclined sides.

Two large halogen lamps overlook this area. Their generators are still running, allowing the lamps to cast bright beams into this sizable crater in the planet's surface. The crater is around 32x36 meters wide and 12meters deep, with gently sloping sides that can be easily traversed. Three large gravel piles and a number of giant land mover tracks are visible within the bottom of the crater. Inside the crater, at its northern end, is a pair of open metal doors. The doors look to be to a spacecraft or some type of buried facility that the dig site has uncovered.

Once inside the crater, a successful Spot roll will locate sets of misshapen circular tracks scattered about the crater's floor. A successful Knowledge/Anthropology or Track roll will identify the tracks as a large bipedal animal weighing around 1200 pounds. The tracks are most abundant near the doors into the buried spacecraft.

Area 13 (Colony Entrance): This area describes the xithid colony ship entranceway and the hallway beyond. The doors are 10 feet high, but the ship's interiors are 20 feet high from floor to ceiling.

A set of 10 feet tall black metal doors are sitting at the bottom of the crater, the doors are open leading into a blackened hallway. The doors and the interior metal of the hallway are covered in bizarre mazelike patterns and designs.

There are more tracks in front of the doors than in the crater, making Spot rolls to find them Easy. A successful Knowledge/Anthropology or Track roll will still be needed to identify them, as that of a large bipedal animal, weighing around 1200 pounds. The xithid destroyer lurking in Area 14 created the tracks on the ground. If the xithid controller in Area 3 or the drone in Area 9 summoned the destroyer, he will not be in Area 14.

Area 14 (Colony Stasis Chamber One): This 12x26 meter room contains four rows of xithid stasis tanks. The stasis tanks were used to contain a number of xithid in hibernation. These dormant xithid would awaken and populate the colony once the colony ship arrived at its chosen destination.

Four rows of black metal machinery, holding long vertical glass tubes, stand at the center of this room. The tubes look similar to those used in space travel as hibernation or stasis units. The tubes show signs that they were once occupied, but they are empty now. An odd, black, gelatinous substance is smeared about the tubes interiors. On the floor, several large tracks can be seen. The tracks are an unusual circular shape and look as if a tree stump made them.

The xithid destroyer that has made this area its home produced the tracks. If the destroyer hasn't been summoned away to help in Area 3 or Area 9, it will hide at the west end of the room until a character approaches close enough for it to perform a close range ambush. The xithid destroyer will not retreat and will fight until it is killed.

Area 15 (Colony Stasis Chamber Two): This area is exactly like Area 14, except that there is some xithid equipment stored here and there are no enemies. A bizarrely decorated metal box holds four xithid laser rifles and two xithid E.M.P. grenades. The characters may not recognize initially that the grenades are weapons, as they appear like oddly colored transparent spheres. See Area 11 for more details on what the characters must do to recognize that the grenades are indeed weapons.

Area 16 (Burnt Land Mover): This is the site of a massive land mover truck. The truck has been set on fire and is now a smoldering, burned out wreck. Searching the wreckage will reveal nothing of use.

Litherium Cargo Container

Area 1

Chapter 9: The Ulysses Cargo Container

If the characters happen to travel the road that runs between Delta Base and Echo Base, they will come across this encounter. The characters should be able to spot the huge cargo container from a couple of kilometers away. The encounter consists of two areas, the cargo container itself and Area 1 (The Fueling Station). There are also three Fourth Sword cargo trucks parked outside the fueling station. The trucks run but are out of fuel. They will need to be refueled with the refueling tank if the characters want to drive them. The Fourth Sword cargo trucks are described fully in the Vehicles section, pg 141.

The Cargo Container: The Ulysses cargo container is enormous and can be spotted across the savanna from over two kilome-

ters away. The container is rectangular and has walls that are made of super strong metals over ten inches thick.

An Easy Spot roll will reveal huge indentions in the planet's surface near the cargo container. Characters that have Knowledge skills relating to starships or that have extensive experience with starcraft will recognize the indentions as having been made by interstellar towing ships.

The cargo container's massive loading bay doors have been retracted, leaving the west end of the container open. Looking into the container the characters will find that it is still about halffull of glowing blue litherium ore.

Area 1 (The Fueling Station): The fueling station is a rather small building that consists of only two rooms and a refueling tank. Two Fourth Sword technicians are perma-

nently stationed here. When the characters arrive, roll a D100 for each technician. On a roll of 150, the technician will be in the northern control room, a 5180 he will be outside and an 8100 he will be asleep in the southern sleeping quarters.

Computer Control Room: The northern room of the fueling station is the computer control room. The room contains a table and two chairs against the north wall and a computer control station that controls the refueling tank against the east wall. The computer turns the refueling tank on or off and can be operated by anyone with even a casual knowledge of computers. A door leading to the sleeping quarters is at the south end of the room.

Sleeping Quarters: The sleeping quarters section of the building contains two beds and a single footlocker against the east wall. The footlocker is unlocked and contains two blaster energy cells and a level 5 Fourth Sword security keycard.

The Refueling Tank: The refueling tank is an inanimate object with 15AP/15HP. (See BRP pg 276 for Damage to Inanimate Objects.) The tank is filled with petrol. If the tank is reduced to 0 HP, it will explode, doing 6D12/3meters damage.

Chapter 10: Delta Base

Delta Base is built into the side of a mountain and is heavily fortified. Lying within a small valley, Delta Base is encircled by low hills and mountains on all but its eastern side. When the characters arrive at the base, they will find the compound bathed in a purple light cast off from the super reactors litherium enhanced beam. A tenfoot tall chain link fence topped with razor wire surrounds the compound along with several guard towers. Delta Base is the final showdown between the characters and the Fourth Sword. While the characters are still a few kilometers away from the base enact encounter one.

Encounter One: Super Reactor Activation

As the characters approach Delta Base, they will witness an astonishing event take place over the horizon. Asmod Votra has just activated the super reactor.

Suddenly, over the horizon, a massive beam of purple energy leaps from the planet's surface into the sky. When the beam pierces the clouds, they recoil from it in a circular pattern, creating a huge swirling vortex in the upper atmosphere. The column of energy continues to radiate into the sky, glowing like a gigantic pillar of purple fire. The beam seems to extend up from the surface of ION 9 into the very depths of space.

The beam will continually emanate from the reactor dome, Area 6 of Delta base. The beam will not stop radiating into outer space until the characters can successfully shut down or destroy the super reactor. The characters will have a limited time to stop the reactor before it can create its galaxy ending black hole. Their time frame should be limited, but it is left up to the GM as to exactly how limited it should be. Alternatively, the GM could use the "implication" that the characters have a limited amount of time to shutdown the reactor. Whether the characters actually face annihilation or not, the GM should use the threat of limited time to heighten the suspense. Familiarize yourself completely with the obstacles the characters must face within this chapter, before deciding how much time (real or implied) the characters have to stop the Fourth Sword.

Encounter Two: The Xithid Attack

Encounter Two is an optional and elastic encounter that can take place whenever the GM chooses. The GM has a number of options as to when to begin this particular event. The encounter involves a xithid assault upon Del-

ta Base. The xithid have learned about Project Darkstar from the scientists they transformed into thralls at the Fourth Sword archeological site. Not only do the xithid want to stop Project Darkstar to save themselves from destruction, they also hope to acquire more information on the creation and use of black holes as a weapon.

The assault would involve the xithid crashing through the outer compounds fence in a Fourth Sword cargo truck near the Area 3: Command Bunker. Ten xithid soldiers armed with xithid laser rifles, accompanied by a single xithid destroyer and four Fourth Sword scientist thralls, would then exit the vehicle and enter the command bunker using a level 5 Fourth Sword security card. The thralls would disable the bunker's sentry guns while the soldiers and destroyer cleared out any Fourth Sword personnel.

If this event occurs, Captain Arminoch will escape the command bunker to the main base using the monorail. The xithid would then access the main base via the underground monorail tunnel. The xithids ultimate goal will be to reach the Main Base Area 3 (Security Station) to access information on Project Darkstar and relay it to their hive lord.

If this encounter is enacted, the player characters could potentially meet xithid anywhere within the main base as they battle with Fourth Sword forces. The GM will need to decide exactly how this encounter will affect the scripted text before he decides if he will use it.

Assaulting the Compound

By now, Project Darkstar is well underway and all of the bases towers and machinegun nests are occupied. The Fourth Sword is on heightened alert. Any sign of trouble will cause sirens to blare, searchlights to turn on and the base to go to full alert.

Delta Base Fortifications: The following is a list and description of the bases various fortifications.

Razor Wire Fence: A tenfoot tall chain link fence topped with razor wire completely surrounds the perimeter of the base. Climbing the fence will cause it to rattle, possibly alerting the sentries in the guard towers. The razor wire on top of the fence will do 1D3 Dmg to anyone that tries to crawl over it. Cutting through the fence is a simple matter with the right tools.

Guard Towers: The guard towers are symbolized on the outer compound map by circles with an X at their center. A single Fourth Sword soldier staffs each guard tower and is equipped with the standard equipment for Fourth Sword soldiers detailed in the enemies list. While in the upper portion of the tower, the soldiers are considered to have cover, making all attack rolls against them Difficult. The guard towers are simple 30feet tall, hollow, concrete columns (20AP/100HP) with flimsy metal doors (8AP/HP) at their base. These doors have an 85% chance of being locked with a STR of 22. Once opened, these doors will reveal a single ladder leading up into the towers upper level.

Each tower's upper level contains a communications relay box, which allows the guard to contact the main base, an alarm button and a large searchlight. During the night, the search light can be used to Spot intruders hiding in darkness.

Machinegun Nests: Situated throughout the base are thirteen machinegun nests, each manned by three Fourth Sword soldiers. They are symbolized on the outer compound map as light grey rectangles with two or three white arrows protruding from them. The white arrows represent the directions in which the bunkers mounted KLMG7 light machine guns point. The nest's walls are made from hardened concrete and have 18AP/HP. If an attack reduces a section of wall to 0 HP, a 12x12 inch diameter hole has been punched into it, but the wall still stands. If the attack occurs with explosives, the hole could be larger, use your own judgment. The SMAW launchers rockets are designed to penetrate concrete fortifica-

1 Square = 8 Meters
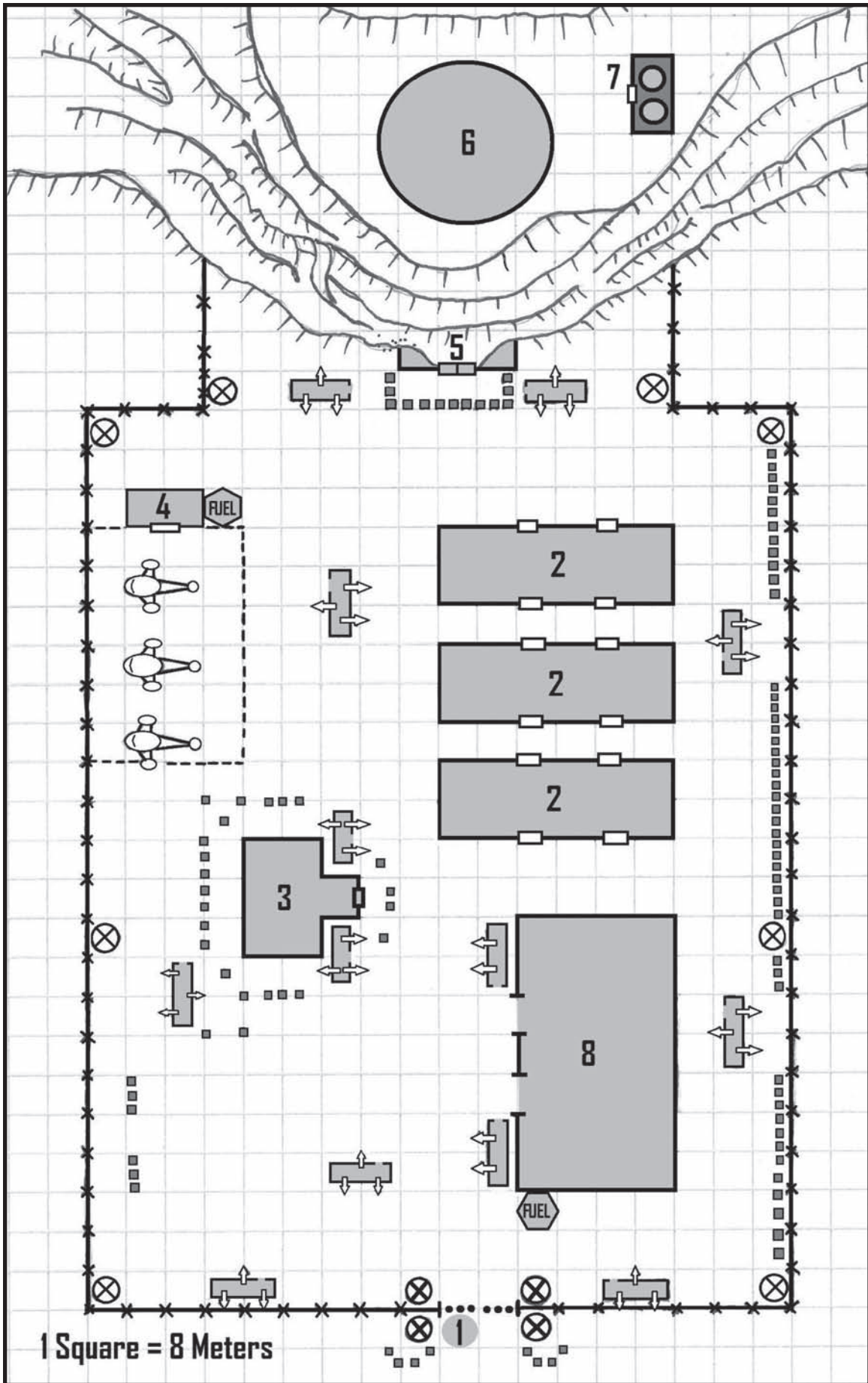
tions and can ignore the bunkers walls, punching straight through to explode within.

The bunkers are halfburied in the ground and are entered by walking down a set of steps situated in an open entryway, as the bunkers have no doors. Once inside a bunker, the observer will find a simple open room with three and in some cases, two 12x30 inch firing ports carved out of the walls. Before each port is a mounted KLMG7 light machine gun with one full drum each. These mounted machineguns have a 90degree firing arc. The guns can be removed from their mounts, but doing so will take will take 2 turns (10 minutes).

Individuals firing from the ports within a bunker are considered to have cover, making all attack rolls against them Difficult.

Dragons Teeth: Dragons teeth are three-feet tall obelisks of reinforced concrete used to impede the movement of tanks and mechanized vehicles. These are symbolized on the outer compound map as small dark grey squares. Driving a vehicle or tank across them will require a Difficult Drive or Heavy Machine skill roll. A Failure will result in the vehicle becoming stuck and a Fumble will cause it to become impaled. If a vehicle becomes stuck on the teeth, it will require a Special success or better in Drive or Heavy Machine to free it. If it has been impaled, only a Critical success can free it. Armatures are walking vehicles and can ignore dragons teeth, simply stepping over or between them.

Security Cameras: Scattered about the Delta Base grounds are several security cameras. Once the bases personnel have spotted the characters, the cameras can be used to monitor their movements. The cameras will not Spot anyone on their own.

THE OUTER COMPOUND

Area 1 (Main Gate): The main gate is surrounded by four guard towers; the outer towers have rows of dragons teeth positioned in front of them. A single Fourth Sword soldier mans each tower. The main gate is 16x10 meters and is made of a steel alloy mesh. The gate has 40AP/HP. (See BRP pg 276 for Damage to Inanimate Objects.)

Area 2 (Barracks): There are three barracks buildings. These windowless buildings each house ten Fourth Sword soldiers, ten Fourth Sword technicians, and one Fourth Sword sergeant. When the characters arrive at Delta Base, the soldiers and technicians will be ready for action, but confined to the barracks. Should an alert be raised, the technicians and soldiers will move to the main courtyard to assist within 5D4 combat rounds. Each barracks building consists of four areas.

Barracks Area 1: Area 1 is the sleeping and living quarters. There are twenty single beds situated about the room. When the characters arrive at Delta Base, the ten soldiers and ten technicians stationed in each barracks will be waiting here, all fully equipped.

Barracks Area 2: Area 2 is the barracks lavatory.

Barracks Area 3: Area 3 is a communal shower area.

Barracks Area 4: Area 4 is the weapons and equipment storage. The door (8AP/HP) is usually locked (75% chance), but the sergeant within each barracks holds the key. Two weapons lockers are located at the north and south end of this narrow room. Each locker contains 2D6 SMW-13 assault rifles with three 30rnd magazines apiece and 1D12 antipersonnel fragmentation grenades.

Area 3 (Command Bunker Exterior): The command bunker is surrounded by rows of dragons teeth and machine gun nests. The compound has two machine gun nests on it east side and one at its southwest. The com-

mand bunker is fully detailed later in this chapter.
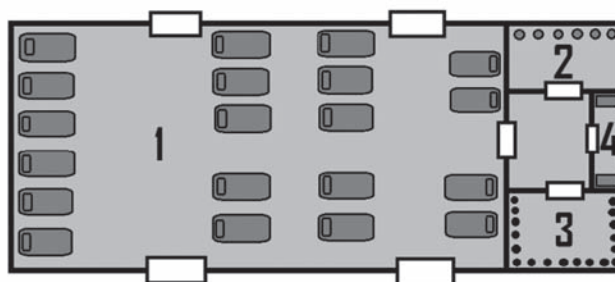
Area 4 (Skyjet Facility): Six Fourth Sword pilots staff the skyjet pad and the skyjet facility at all times. If the base goes on full alert, the pilots will attempt to get the three skyjets airborne to engage the attackers. The three skyjets may have already been destroyed if the characters fought them at Echo Base, in which case the skyjet pad will be empty. Even if the skyjets have been destroyed in a previous engagement, six Fourth Sword technicians will still staff the skyjet facility.

Just beside the skyjet facility is a refueling tank. The refueling tank is an inanimate object with 18AP/HP. (See BRP pg 276 for Damage to Inanimate Objects.) The tank is filled with jet fuel. If the tank is reduced to 0 HP, it will explode, doing 10D12/2meters damage.

Area 5 (Main Base Entrance): Built into the side of a mountain, the entrance to the main base is flanked by two machinegun nests and surrounded by rows of dragons teeth. The huge metal doors (50 AP/HP) are sealed and can only be opened with a level 5 Fourth Sword security card. Cutting into the large doors with an ISIS corp. plasma torch would take 12 turns (60 minutes).

Area 6 (Reactor Dome): The reactor dome is a large metallic halfsphere that sits atop a plateau on the side of a low mountain. The reactor dome is constructed of a solid metal alloy that is virtually indestructible. Explosives, small arms and energy weapons will barely affect it. The dome acts as a type of lens that focuses the litherium beam as it passes through it. Climbing the side of the mountain to the plateau will require three Average difficulty Climb rolls and take 3 turns (15 minutes) to accomplish.

Once on top of the plateau, the litherium beamemitting dome and the Area 7 exhaust fan facility will be clearly visible. If the characters search the plateau just west of the dome, a successful Spot roll will locate a large set of partially buried doors lying flush within the ground. The doors are metal, 20x20 me-

ters wide and look to be connected to some type of elevated lift; they appear to open only outward.

Characters that have Knowledge skills related to spacecraft may recognize these doors as those of a shuttle lift platform. Off to one side of these doors is a manhole cover. The doors and the manhole cover are sealed, but the manhole cover can be easily cut open with an ISIS corp. plasma torch or a similar cutting device. Cutting into the lid will take 2 turns (10 minutes).

Although the characters have no way of knowing this, these doors are connected to the shuttle lift used by Asmod Votra's personal spacecraft the "Inferno", located in Area 14 of the main base. If the characters remove the manhole, they will find a narrow (1x1 meter) cement tunnel with a ladder inside leading down into darkness. The tunnel terminates in Area 14 (The Inferno Shuttle Bay) of the main base.

Area 7 (Exhaust Fan Facility): The exhaust fan facility is a 8x16 meter cement building with two large circulating exhaust fans on top of it. There is a locked door on the west side of the building but it is rather flimsy as metal doors go (5 AP/HP). The doors lock could be cut out with a plasma torch in a single combat round. The air being forced out of the complex through the exhaust fans is extremely hot.

If a character tried to enter the building through the exhaust fan vents, he would suffer 1D6 Dmg from the super heated air for every round spent within the vent. If the fans are sabotaged, the complex's overall temperature will be raised by about 10 degrees, but other than that, it will not be hindered. Three Fourth Sword technicians, accompanied by a Fourth Sword sergeant, will come to investigate the damaged fans within 8D6 rounds.

The inside of the exhaust fan facility consist of two large vent tubes and a descending stairwell that comes out in Area 9 of the main base, the Environmental Control and Reactor Cooling Station.

Area 8 (Motor pool): The motor pool is a 32x56 meter building that houses the base's vehicles. The inside of the building is basically a single large empty room where three Fourth Sword armored 4x4s are housed. The motor pool is usually abandoned, but if the base goes on full alert, soldiers from the barracks area will come here to take command of the 4x4s. The soldiers will then use the 4x4s to defend Delta Base. Each armored 4x4 is armed with a Vortex minigun with a 2000 rnd ammunition case. Each 4x4 is loaded with one spare ammunition case, containing an extra 2000 rnds.

The Command Bunker

The command bunker sits near the center of the Delta Base compound, surrounded by three machine gun nests and rows of dragons teeth. From this bunker General Arminoch, or as the characters know him "Captain Erad Arminoch", oversees the compounds operations. Any attempts made to penetrate the command bunker's defenses will result in a loud siren, signaling the entire base to go on full alert. 3D4 Fourth Sword soldiers, accompanied by 1D4 Fourth Sword sergeants, will arrive within 2D10 combat rounds to investigate any trouble at the command bunker.

Command Bunker Area 1 (Defense Room): The command bunker is sealed off behind a pair of ultrahard steel doors (50 AP/HP). Characters with the Demolition skill, or skills that relate to architecture, will realize that the walls are weaker than the doors, having only 25 AP/HP. The doors can be opened with a level 4 or 5 Fourth Sword security card. The characters can also employ the tactical security bypass system against the door, but the accompanied roll to hack it will be Difficult. Once beyond the doors, the characters will find a 6x9 meter room. This room is mainly a bulwark against attackers entering into the main complex and is monitored by a single sentry gun.

As you peer into the command bunker's entrance, you can see a 6x9 meter stainless steel room with another set of steel doors at its far end. In one corner of the room stands a 1meter tall tripod. The tripod is topped with a metallic sphere that protrudes a short cylinder of minigun barrels. The sphere begins flashing a red light, then whirs and spins the barrels in your direction; flames leap from the ends of the barrels as the automated sentry gun unleashes a torrent of lead.

The sentry gun is described under Weapons on pg 150. The weapon will attack any nonFourth Sword personnel until it is destroyed, shut down, or reprogrammed. The doors within Area 1 are locked and identical to the outer doors in every way, except that they can be opened with a level 3 or higher Fourth Sword security card.

Command Bunker Area 2 (Outer Hall): The outer hall completely encircles the control room. A pair of sentry guns monitor the side hallways and will engage any enemies that come into view. Also, within the hall are the control room's outer doors. These doors can be opened with a level 3 Fourth Sword security card or hacked with an Average difficulty Computer Use roll. The doors are slightly weaker than some of the complex's other doors, with only 25 AP/HP.

Command Bunker Area 3 (Control Room): General Arminoch (aka Captain Erad Arminoch) is stationed within the control room, along with three Fourth Sword Special Forces soldiers and a single hidden sentron security droid.

This must be the control center for the command bunker. A large cylindrical column with hundreds of security screens across its surface dominates the center of the room. A long row of computer monitors and a pair of control stations surround the column. You recognize the face of Captain Erad Arminoch as he steps from behind the monitor column, flanked by three rather grim looking soldiers

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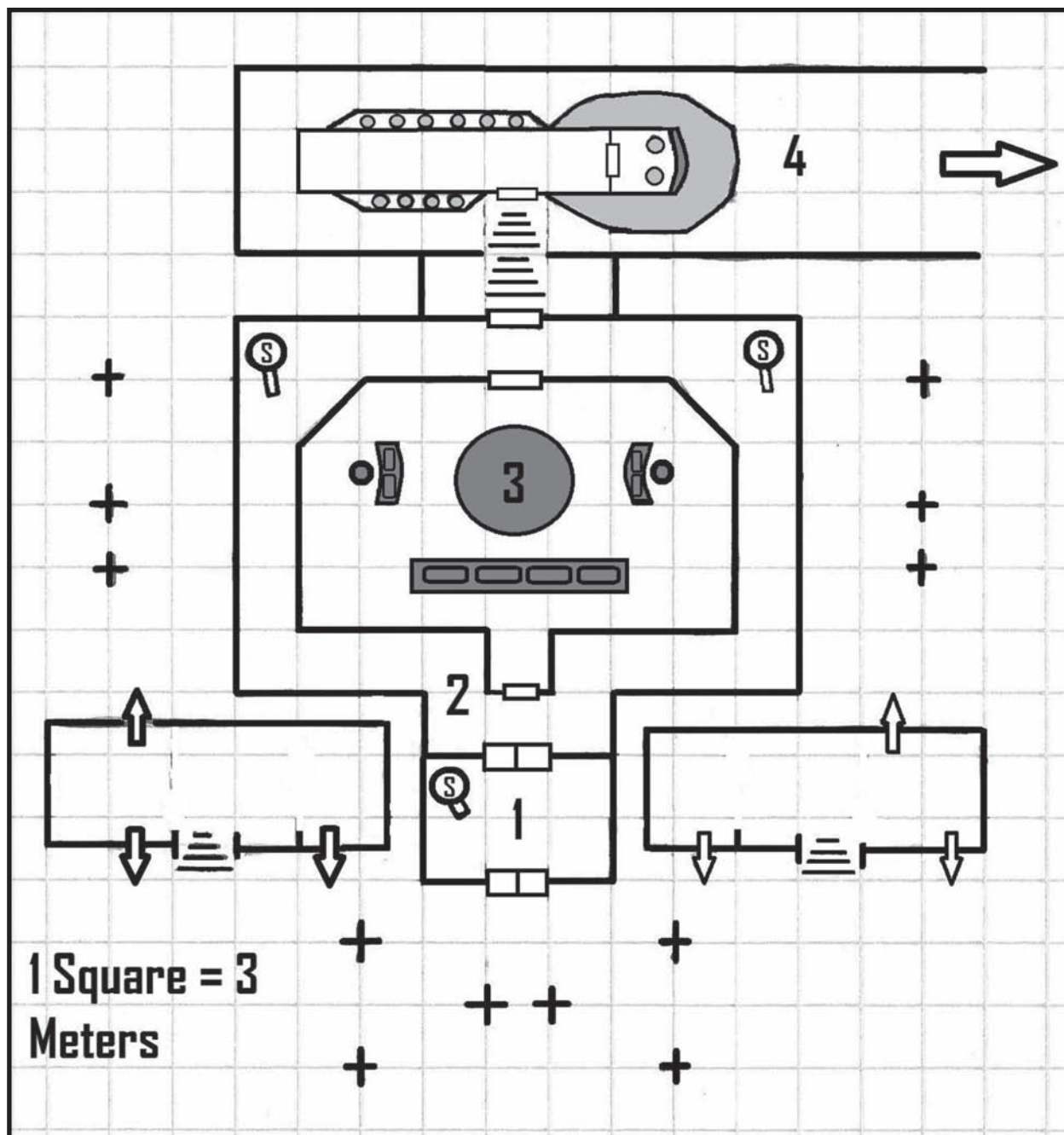
clutching assault rifles. "So…you've made it this far, I congratulate you. But the game is over, as with all who oppose Overlord Votra, it is time for you to die!" With this, Arminoch levels a blaster pistol and begins firing.

Captain Arminoch will only engage in combat for a single round before fleeing to the monorail in Area 4. If the character group looks particularly strong, he may not even engage in combat before fleeing. The Special Forces units are fanatical and will fight until

killed. The sentron will Hide behind the monitor column until an opportunity presents itself, at which point the robot will rush into close combat.

If the characters are able to secure the control room, they will have access to Delta Base's security cameras. The security cameras within the main base will be shut off when the Fourth Sword realizes that the command bunker has been compromised. This should occur within 1D3 turns of the command bun-

kers takeover. The outer compound's cameras will continue to function however.

Before the main base can shut off its interior security cameras, the characters will have a bit of time to look at the various rooms within the main base (all except for Area 13 and 14). This should give them an idea about what types of defenses they will face. Although they can see into the rooms for a limited time, they will not be able to tell where the rooms are located within the main base.

Command Bunker Area 4 (Monorail Tunnel): The monorail tunnel runs from the command bunker to Area 11 of the main base. The length of the entire tunnel being around 180 meters. The tunnel's monorail is always stationed beneath the command bunker when not in use. Captain Arminoch will attempt to come here and escape via the monorail should the characters infiltrate the command bunker, in which case the tunnel could be empty.

Down several sets of stairs, the bases monorail can be seen. The 22meter vehicle is painted a monochrome black and white and seems to be devoid of passengers or crew. The area is well lit, fixtures within the tunnel's ceiling casting a pale white light along its entire length.

Starting the monorail will require a level 3 Fourth Sword security card and a successful Computer Use roll. The monorails computer system will not allow it to collide into the opposite ends of the tunnel. The monorail is equipped with magnetic brakes that will slow the vehicle to a stop before it crashes, but this feature can be overridden with a Difficult Computer Use roll.

The Main Base

The main base is sealed off while Project Darkstar is underway, although there are a few breaches in its security. The base can be rather easily entered through the Area 7 (Exhaust Fan Facility) and through a hidden manhole near the shuttle lift. Both of these entrances are lo-cated above the main base on the mountain plateau that accommodates the reactor dome. The doors to the main base are made from a super strong metal (50 AP/HP). The doors can be opened normally with a level 5 Fourth Sword security card. Another option is to take the monorail tunnel into the main base. The monorail tunnels entrance is situated underneath the Command Bunker in Area 4.

Most of the doors inside the base are sealed (85% chance of being sealed). Unless the text specifies otherwise, the base's inner doors have 25 AP/HP and can be opened by a level 4 or 5 Fourth Sword security card. Hacking the doors will require a Difficult Electronics, Computer Use or Computer Programming roll. Cutting into the doors with a plasma torch would take 6 turns (30 minutes).

Main Base Area 1 (Defense Room): The defense room is a simple 9x18 meter chamber just beyond the main entrance. This area is monitored by two sentry guns that will immediately fire on any intruders that venture into the room. The sentry guns are described under Weapons on pg 150.

This room is empty, except for two robotic spheres equipped with miniguns sitting atop a tripod of metal legs. The spheres quickly revolve atop their tripods, pointing the guns in your direction. A red light begins to blink just before both automated spheres let loose a volley of bullets.

If the characters overcome the sentry guns, they will find that the doors at the rooms north end are sealed shut. A level 4 security card will be required to open them. If the characters try to hack the door using the tactical security bypass system, they can succeed with an Average Computer Use or Electronics roll. Cutting through the doors with a plasma torch would take 6 turns (30 minutes). The doors are 20 AP/HP.

Main Base Area 2 (Monorail Access): This 15x30 meter room is the security checkpoint for troops entering and exiting the monorail

tunnel. Two fourth sword soldiers, a Fourth Sword sergeant and a sentron security droid staff this room at all times.

As you enter this 15x30 meter room, you can see that it is an access station for the monorail tunnel, designed like a long hall with three support columns at the center of the room. There is a checkpoint near the eastern door consisting of a desk with a computer terminal. Sitting at the desk are two Fourth Sword soldiers talking to a standing sergeant. As you enter the room, the sergeant lunges for an automatic rifle lying on the desk.

The sergeant and two soldiers are near the desk at the northwest corner of the room. The sentron will be hidden behind one of the three support columns when the characters enter. The soldiers

will fight until killed, but the sergeant may begin to throw grenades as he retreats to the Area 10 Detention ward to summon help. The sentron will Hide behind the support columns until someone comes close enough for him to lay an ambush. The sergeant is carrying a level 5 Fourth Sword security card, in addition to his normal equipment.

Main Base Area 3 (Security Station): The security station not only monitors the main base's security cameras, but it also safeguards two xithid artifacts. The room can be entered with a level 3 Fourth Sword security card. The three computers against the east wall have screens displaying security camera imagery. The fourth computer, near the center of the room, interfaces with the nearby xithid hypermine console.

The xithid hypermine console is a hexagonal shaped computer that controls all of the atomic hypermines within the Gammadon Fields. The other xithid artifact in the room sits against its north wall. This is a beam weapon capable of targeting and nullifying litherium hyperdrives. The Fourth Sword used this

same weapon against the Ulysses as it traveled through hyperspace.

This room looks to be a security room. Various computers display imagery that appears to be from remote camera footage. Four technicians are milling about a strange hexagonal globe, hooked up to a myriad of cables and wires that run into a nearby computer. When the technicians notice you, one of them, an older gentleman, steps forward and asks, "What are you doing in this area, it's restricted?"

The technicians will attack with their blaster pistols at the slightest provocation, although if the battle is going against them, a few may drop to their knees and plead for mercy. Once the technicians within the room have been immobilized, the characters may examine the artifacts.

The hypermine console glows a weird yellow and is not instantly recognizable as a computer. It will require a Difficult Idea roll to realize that the glowing, hexagonal orb is an advanced computer. If the characters examine the files within the computer that is wired to the hypermine console, they could discover this fact with a successful Computer Use roll. Once the hypermine consoles purpose is ascertained, it is a simple matter for anyone skilled in computers to command the xithid hypermines. The characters could order the mines to selfdestruct, float away, or even bombard the planet. It is up to them.

The second artifact is the hyperdrive disruptor beam. This xithid weapon looks like a long jagged blue crystal attached to an ornate metal stand. The base of the crystal is surrounded by a multitude of smaller black crystals and metal tubing. Recognizing the artifact as a weapon is virtually impossible.

To learn the artifacts purpose, the characters will have to search the computer wired to the hypermine console. They must search specifically for the purpose of the beam weapon or they will learn nothing. Even if they make

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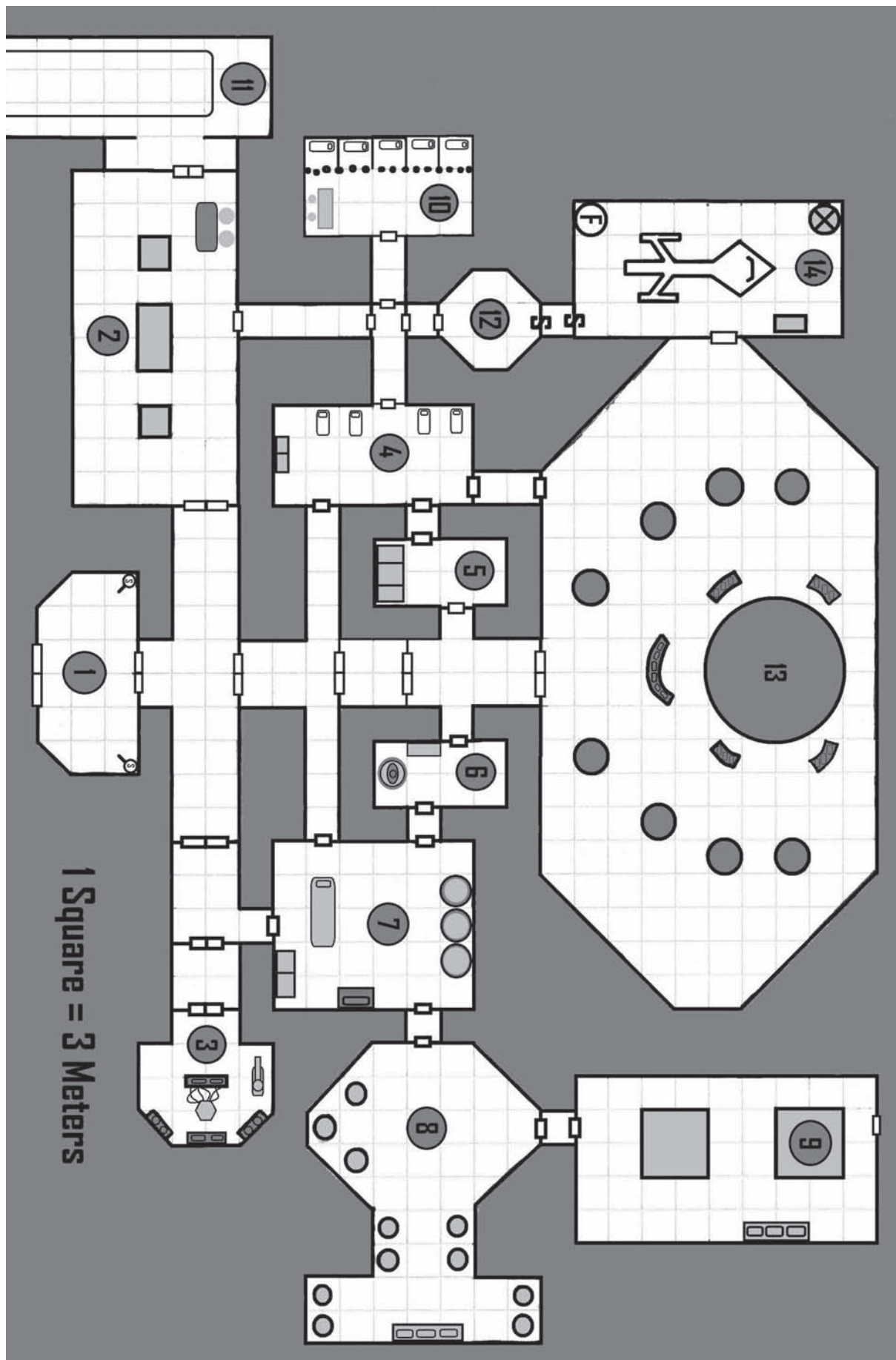
a specific search, a Difficult Computer Use or Research/Electronic Data roll will be needed to learn anything. Once the objects purpose is realized, an Easy Idea roll will suggest that ISIS corp. would be willing to pay handsomely for such a weapon.

If Section X operatives are with the characters when they learn about the weapon, they will want to take it for TriHelix industries instead. The operatives will not overtly demand the weapon; on the contrary, they will act as if it doesn't exist. Nevertheless, at an opportune time the Section X commandos will steal the weapon out from under the characters. They may sneak away with it while the characters are preoccupied or suddenly turn their guns on them and demand it. It is up to the GM as to how Section X will go about taking the weapon, but a lethal ambush is discouraged, unless the characters have been given hints that one might be coming.

Lastly, the computer that controls the Fourth Sword's communications jamming software is located within this room. An Average Computer Use roll will locate the program needed to shut the jamming software off. However, a Computer Programming roll will be required to actually shut the jamming program down. After the jamming software is disabled, the tachyon communications array will be functional and the characters can contact ISIS corp.

Main Base Area 4 (Special Forces Garrison): This area houses the Fourth Sword's Special Forces units, the personal bodyguards of Asmod Votra.

This 9x18 meter room appears to be some sort of barracks. Four sets of triple bunk beds are positioned against the west wall. Against the room's south wall is a large metal cabinet, perhaps a weapon or equipment locker.

While Project Darkstar is underway, the Fourth Sword units that normally inhabit this room will most likely be in Area 13, the Reactor Control Room. There is only a 15% chance that 1D3 Fourth Sword Special Forces units will be here.

The locker against the south wall is locked, but can be opened with a level 2 Fourth Sword security card. Contained within the locker are three AMD4 submachine guns with four 20rnd magazines apiece. In addition, there is an ammo box containing ten 20mm grenades for an M220 launcher and 1D8 Stimgel doses.

Main Base Area 5 (Armory): This room is the base's armory. Both doors leading into this 6x12 meter room are sealed with a STR of 50. The doors themselves have 30 AP/HP and can be opened with a level 3 security card. The room is empty, except for a large weapons locker sitting against the south wall.

This room is well lit by multiple halogen light fixtures in the ceiling. Stenciled in bold white letters onto one of the slate grey walls is the word "Armory". Against the south wall stands a large and very solid looking weapons locker.

The weapons locker will open for a level 4 security card. If the characters are not in possession of a level 4 or 5 card, they will need either to hack or cut their way into the locker. The locker has 30 AP/HP and will take 6 turns (30 minutes) to cut into with a plasma torch or a similar device. If the characters decide to hack their way into the locker, it will require a Difficult Computer Use roll or an Average difficulty Electronics roll to succeed.

Once inside the locker the characters will find the following:

Ten antipersonnel fragmentation grenades

Two smoke grenades

One SMAW rocket launcher

Three rockets for a SMAW rocket launcher

Six SMW-13 assault rifles, with six 30rnd mags apiece

One vornin plasma cannon

Two rockets for an X11 antiarmor rocket system

Three sets of ablative plate armor

Main Base Area 6 (Armature/Equipment Hold): The 6x12 meter armature hold contains one model 88 armature and a single equipment locker. The armature is armed with two armature lancers.

On a raised metal dais near the south wall stands a rather imposing 3meter tall armature battle suit with two armature lancers attached to its weapons mounts. Beside that is a tall metal equipment locker. Near the north wall resides another dais, but this one is empty.

A Fourth sword Special Forces soldier in Area 13 is in possession of the missing armature. The equipment locker is identical to the weapons locker in the Area 5 armory, except for its contents. Use the Area 5 lockers statistics if the characters attempt to access the equipment locker. If the characters successfully open the equipment locker, they will find the following:

1D6 Stimgel doses

One Stimgel applicator

One electronics kit

One repair kit

One ISIS corp. plasma cutting torch

Four rebreather units

Main Base Area 7 (Xenolab): The xenolab is a recent addition to the main base. Fourth Sword scientists are attempting to unravel genetic information on xithid specimens they have cloned from genetic material gathered at the dig site. Three gel filled containment tubes, each holding a living xithid clone, stand against the north wall. An examination table is near the center of the room and a computer stands against the east wall. Lastly, there is an equipment locker against the south wall.

This 16x15 meter room is obviously a laboratory. Three tall vertical gel filled tubes stand against the north wall. Each tube contains a living alien specimen that writhes and thrashes about. The aliens are tall gaunt humanoids with elongated arms and legs and a huge exposed brain for a head. Three scientists stand over an examination table near the center of the room. Another alien, similar to the ones within the tubes, lays dissected upon the table. As you enter the room, the scientists draw blaster pistols and begin firing as one scientist runs toward a computer against the east wall.

The xithids within the tubes are all soldiers. They cannot escape from the tubes, unless the tubes are damaged enough to allow them to break through its glass exterior. Each tube has 10 AP/HP. If the tube loses half its HP, the soldier can free itself by breaking the glass. Once free, the soldier will attempt to release its brethren, if it can. The three Fourth Sword scientists will fight the characters and attempt to summon help via the computer. If one of the scientists manages to reach the computer and successfully work its intercom, 1D6 Fourth Sword soldiers accompanied by a single Fourth Sword sergeant will arrive within 1D12 rounds.

Once the room has been secured, the characters may want to examine it for clues. Lying near the examination table is a datapad with the following entry.

Entry one: Xithid Reproduction

From what we have gathered about this species, it appears that they reproduce through a process of cloning and genetic engineering. It seems that the species is able to modify genetic material to produce a wide array of xithid varieties. The most common seems to be the drone, followed by the soldier. The psionic xithid controllers appear to be leaders among their species, why more controllers are not produced it is hard to say. According to the information we have retrieved from the clones, it is possible that xithid types exist which we have not yet encountered.

Junior Scientist Bergwitz

If the characters search the computer against the east walls database, a successful Computer Use roll will be required to find this piece of information.

Entry Two: Xithid Genotypes

So far, we have recorded four distinct classes of xithid, the drone, soldier, destroyer, and the controller. The drones are by far the most common with the soldiers coming in second. After the drones and soldiers, we have found that the destroyers seem to be the next most common type and controllers the the rarest. The controllers have white skin, but otherwise appear exactly as drones. Most astonishing of all though is the controller's ability to use psionic abilities. We have recorded controller specimens using telepathy and a sort of "mental blast" that can stun targets into unconsciousness. We aren't sure what other psychic abilities the species may possess, but of these two, we are certain.

Junior Scientist Bergwitz

The equipment locker against the south wall has 15 AP/HP and can be opened with a level 2 security card. Cutting into the locker will take 3 turns (15 minutes). The locker may be hacked with a successful Electronics or Computer Use roll. Once the locker has been opened, the characters will find the following:

Five Stimgel doses

One Stimgel applicator

One trauma kit

Three blaster energy cells

Six smoke grenades.

Main Base Area 8 (Sentron Storage Bay): The sentron storage bay houses a number of sentron security droids stationed on diagnosis and repair pads. There are a total of eleven diagnosis and repair stations situated around the edge of the room. The diagnosis stations perform maintenance routines and analyze the sentrons for mechanical or cognitive malfunctions. These diagnosis stations are also where the robots are housed while not on patrol.

Currently, there are five sentrons stationed on the pads. Four are functional, but the fifth is inoperative as it undergoes a reprogramming routine.

Besides the four sentrons, there are also three Fourth Sword technicians in the room. The technicians will immediately attack anyone who enters the room. The four sentrons situated on the diagnosis stations are alert and will not require any special commands from the technicians to begin an attack.

This large room looks to be some sort of robotics maintenance and storage area. There are a number of circular glowingblue platforms positioned around the edge of the room. Very hostile looking humanoid robots occupy five of the platforms. The droids have chainsawlike blades instead of hands and forearms. Three startled Fourth Sword technicians standing near a computer console stare perplexed in your direction. After an awkward silence one of the technicians suddenly shouts, "Destroy them!" and points in your direction. One of the droids, with an extremely electronic accent, utters the words "Destroy the intruders" as its steps from its platform and whirs its chainbladed arms to life.

The sentrons will fight until they are destroyed. The technicians, however, will run to Area 9 (Environmental Control /Reactor Cooling Station) if things start to go badly. The inactive sentron droid can be reprogrammed to serve the characters. Reprogramming the droid to fight for the characters will require a Special success with the Computer Programming skill.

Main Base Area 9 (Environmental Control/Reactor Cooling Station): If the characters enter the main base through the Area 7 (Exhaust Fan Facility), this is the room they will come out in. The door on the north side of the room leads to the exhaust fan facility out-

side the main base. There are two large cooling vents at the center of the room and a computer console against the east wall. Three Fourth Sword technicians (65% chance) usually staff this room. If the characters sabotaged the Area 7 (Exhaust Fan Facility) and the Fourth Sword investigated the damage, this room will be abandoned.

> Two large cooling vents are positioned at the center of this 27x15 meter room. This room appears to be the environmental control room for the facility. The cooling fans appear to be venting heat from the base.

Characters that have Knowledge or Technical skills relating to reactors or physics will know that sabotaging the cooling vents will have no affect on the litherium reactor.

Main Base Area 10 (Detention ward): The detention ward is sealed off from the main base behind a large steel door. The door has 30 AP/HP and will take 8 turns (45 minutes) to cut through with a plasma torch. A level 4 security card would also open the door.

If the characters are following Arianna Vale's distress beacon, it will lead them here. Arianna still has the miniature beacon hidden on her person. First Officer Arianna Vale is being held within the cell at the northernmost end of the room. The southernmost cell contains the bloodied corpse of a Fourth Sword technician with the nametag Fulton.

> Characters that examine the corpse will notice that the subject's hands have had their fingers cut off. Characters with Medicine or First Aid that examine the corpse will notice a few more details with a successful skill roll. The subject died from a combination of blunt-force trauma and blood loss. It also appears that after Mr. Fulton's fingers were removed, he was forced to eat them.

> As you enter this room, the first thing that you notice is a series of five detention cells running the length of the east wall. The cells do not have bars or doors. Instead, the prisoners are detained behind shimmering blue energy fields. First officer Arianna Vale can be seen lying in the northernmost cell. A table at the south end of the room contains a desk with a number of objects laid out atop it. Sitting at the desk are two Fourth Sword sergeants. When they see you, they rise to attack.

Once the characters have secured the room, they may search the desk. They will not be able to open the cells without a level 5 security card. They may already have a level 5 card. If not, they can acquire one by searching through the objects lying on the desk. If the characters search the desk, they will locate the security card, Arianna's disintegrator pistol and a manila envelope marked "EVIDENCE". Within the manila envelope are a datapad and a scrap of paper with the code "AAK456582" written on it. The datapad holds the following message written by the dead technician in the southernmost cell.

Junior Technician, Wyle Fulton
BROADCAST/7105263259
RECEIVER/7451231374

Mother,

You were right about this Fourth Sword outfit. They are complete lunatics. I wish that I had never left Nova Prime to join them. If only I'd listened to you. This Asmod Votra is definitely not the "savior" of the universe he portrayed himself to be. I feel like such an imbecile for having bought into the hype.

These idiots are actually planning to destroy the Hadrion galaxy, can you believe that! They are calling it "Project Darkstar"…what a lame name. They have built a huge litherium reactor that they think will create a galaxywide black hole. I seriously doubt they can pull it off, but just to be on the safe side I have programmed a backdoor access command into the reactors mainframe so I can fry its circuitry. Anyway, once things have cooled down I plan to desert, so I should be home soon.

Love Always,

Wyle

Characters that have Computer Programming or Computer Use or Knowledge skills related to computers have a chance to recognize the code on the scrap of paper as a computer access and command code. Entering this code into the mainframe in Area 13 will cause the reactor to meltdown. The access code and its effects are described in further detail within the Area 13 (Reactor Control Room) text.

When the characters free Arianna Vale from the northernmost cell, she will be extremely thankful. Arianna knows about Project Darkstar and will be anxious to prevent it. She will assist the characters in any way possible to keep the project from coming to fruition. Arianna has spent time being tortured in the Area 12 (Worship Chamber) and will inform the characters of the secret door within it.

Main Base Area 11 (Monorail Tunnel): The monorail tunnel is usually abandoned. The monorail itself will only be here if the characters or Captain Arminoch previously brought it here.

Main Base Area 12 (Worship Chamber): This octagonal room served as a combination torture chamber/worship chamber for the Fourth Sword. The Fourth Sword would bring captives here to question them, as they were tormented for Asmod Votra's amusement. The infliction of suffering to appease Votra served as the main form of worship for Fourth Sword adherents.

This room is formed from blocks of onyx stone and is shaped like an octagon, having eight walls. Traces of blood fleck the walls and run in rivulets across the floor. At the center of the room stands a onemeter tall obelisk of black stone covered with metal rings, manacles and chains.

This room contains a secret door located at its north end. The door can be discovered with a successful Spot roll by anyone that enters the room. If the characters have rescued Arianna Vale, she can show them the door's location as well. Once the door is discovered, it can be opened simply by pressing on it. The door leads into a small hall with another hidden door at its opposite end. This second door can be located automatically, once the first door is found. The hallway leads to the Area 14 shuttle bay.

Main Base Area 13 (Reactor Control Room): The reactor control room is where the majority of the base's staff currently resides. Twelve Fourth Sword scientists, six Fourth Sword Special Forces units (one of whom is wearing armature power armor), two sentron security droids and Asmod Votra himself staff the area. The reactor is in full swing, projecting a large column of purple litherium energy up through a metal lens in the ceiling. Eight large coil pillars surround the main reactor hub. Periodic bursts of Electricity arc from the coils towards the central reactor.

As you enter this large 30x60 meter room, the first thing that you notice is an immense beam of purple energy radiating from an enormous dome mechanism in the floor, towards a circular lens in the ceiling. Eight pillarlike coils surrounding the central hub sporadically arc electricity towards it. The entire

room is bathed in purple light cast off by the beam and arcs of electrical radiation. Several scientists and Special Forces units scurry between computer consoles situated around the beams central hub.

Close to a large console near the room's center stands an ominous looking greyskinned human male dressed in knee high boots and a leather trench coat. Standing beside him is an immense armature armed with dual miniguns.

If the characters have entered the room by stealth, they may choose to attack now. If the characters did not enter by stealth, the following text will apply.

As you enter the room, the ominous human turns to face you. "Curse your loathsome flesh; it's a shame that you've come all this way simply to die." With that, the armature standing near Asmod Votra lifts its miniguns and begins to fire.

The sentrons, scientists and Special Forces units will attack the characters at random until someone starts to specifically target Asmod Votra. They will then make that attacker their main target. Asmod will viciously mock the characters as he attacks them. Asmod will only retreat if he is seriously wounded, in which case he will attempt to flee to his personal spacecraft in Area 14. Capturing Asmod will not be possible, due to his explosive neural implants. See pg 129 for a listing of Asmod Votras various abilities.

The characters have a number of options when it comes to shutting down the reactor.

Access/Command Code: If the characters obtained the access/command code from the detention ward (Area 10), they could try to enter it into the reactor's mainframe. The mainframe computer is a little larger than the rest of the consoles within the room and is located just south of the reactor hub. The Fourth Sword have discovered the code, but have not yet worked out a way to remove it.

Entering the code into the mainframe is a simple matter; a successful Computer Use roll is all that is required. Once the code is entered, it will take exactly 6 turns (30 minutes) for the reactor to meltdown. The resulting explosion will completely destroy the main base and spread radioactive fallout (POT 15) in a 10kilometer radius. See Radioactivity, BRP pg 230.

Destroying the Reactor Hub: Destroying the reactor hub is perhaps the easiest way to halt the reactor. The reactor hub is the dome shaped machine in the center of the room's floor that is producing the litherium beam. The mechanism itself is not armored, but has 300 HP. Reducing the mechanism to 0 HP will destroy it and halt the reactor, without causing a meltdown.

Destroying the Reactor Coils: Eight reactor coils surround the central reactor hub. Each one of these coils has 40 AP/HP. Reducing a coil to 0 HP destroys it. Destroying three of these coils will force the rector to shut down.

Hacking the System: It is possible to shutdown the reactor without using the access/command code from Area 10. The characters can use any of the computer consoles within the room to hack into the reactor's system. Hacking into the system will first require a Difficult Computer Use roll, followed by a Difficult Computer Programming roll. These rolls must be performed in sequence.

The characters can employ the tactical security bypass system while hacking the system to help them succeed at one of these rolls. A Failure at one of the rolls will require the character to start the process over from the beginning. A Fumble will cause the reactor to go into meltdown mode, as described under the Access/Command code text. Completing both of these rolls in succession, will shutdown the reactor, without a meltdown.

Main Base Area 14 (Shuttle Bay): There are a number of ways into the shuttle bay. One option is to use the hidden manhole cover near the reactor dome (Area 6) in the outer

compound. See the outer compound Area 6 description for further details on the lift platform and its associated manhole cover. Another way of entering this area is through the concealed doorway at its south end. The characters may have discovered this method of entry on their own (by succeeding in a Spot roll while in the Area 12 worship chamber) or with the assistance of Arianna Vale. The third option is through the main doorway on the east side of the room. Opening the main door will require a level 5 security card.

> Sitting atop a magnetic lift platform is a small star fighter. The grey and red spacecraft has the title "INFERNO" stenciled across its side in bold black letters. A small metal cabinet sits along the east wall. What appears to be a refueling tank lies against the south wall. A ladder in the corner of the room leads up to a circular hatch in the ceiling.

The starcraft is Asmod Votra's personal ship, Inferno. The ship can only be entered with a level 5 security card. The Inferno is described in detail on   141. The small cabinet is an equipment locker, which holds two repair kits. The refueling tank is filled with liquid litherium and has 20 AP/HP. If the fuel tank is destroyed, it will explode doing 6D10/1 meter Dmg. Anyone with the Pilot/Starcraft skill can have the Inferno up and running within three combat rounds. The ship contains internal controls that will operate the lift mechanism.

Chapter 11: The Xithid Colony

This chapter is an optional encounter that deals with the characters discovery of a recently awakened xithid colony. Depending on previous decisions made by the characters, this chapter could take place before or after the assault on Delta Base.

The base's entryway doors are open and the xithid have stationed only a few guards around the colony. The characters will have a 20% chance of encountering 1D4 xithid soldiers for every turn (5 minutes) spent outside the base. Xithid within the base are more likely to be unarmed than armed. Each xithid encountered has a 20% chance to be armed with a xithid laser rifle and a 15% chance to be carrying two xithid E.M.P. grenades.

Xithid Telepathy: Xithid communicate through a highly advanced form of mental telepathy. Once a xithid spots an intruder, the entire colony will know the intruders location and appearance. One xithid witnessing an event is the same as the entire colony witnessing the event. Therefore, xithid from remote areas of the colony may come to the assistance of their fellow xithid, at the GM's discretion.

Chamber 1 (Stasis Chamber One): This 12x26 meter room contains four rows of xithid stasis tanks. The stasis tanks contain twelve xithid drones in hibernation. Two awakened xithid soldiers mind the tanks.

> Four rows of black metal machinery, each containing four long vertical glass tubes, stand at the center of this room. The tubes (12 in all) look similar to those used in space travel as hibernation or stasis units. Each tube holds a tall gaunt motionless alien with an oversized, brainlike head. Two tall aliens that seem much more muscular than their sleeping brethren are moving amongst the stasis chambers.

The xithid soldiers will attempt to awaken the sleeping drones. While one soldier attacks the intruders, the other will manipulate a control panel on the side of the tanks. Once the control panel has been manipulated, the second soldier will join in the attack. The stasis tubes will rise to deploy their inhabitants within two combat rounds. The awakened drones will then engage intruders normally. While the drones are contained within their tubes, they cannot Parry or Dodge and attacks made against them are considered Easy.

System Note: If the characters should assault chamber 2 first, the soldiers within cham-

ber 1 will immediately begin the awakening procedure. After the drones within the tubes have awakened, the entire group will move to assist in chamber 2.
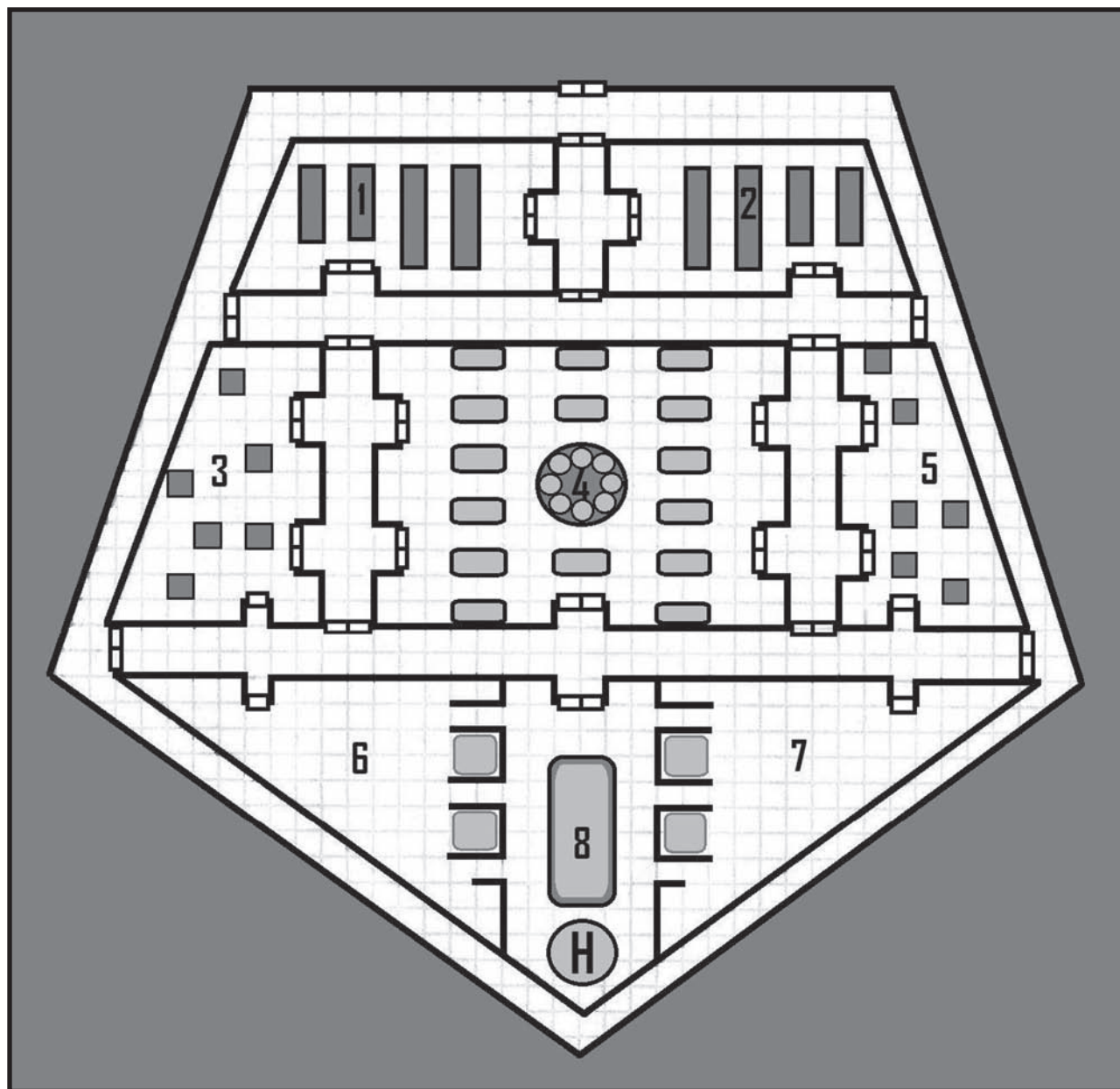
Chamber 2 (Stasis Chamber Two): This 12x26 meter room contains four rows of xithid stasis tanks. The stasis tanks contain twelve xithid drones in hibernation and two awakened xithid drone guards.

Four rows of black metal machinery, each containing four long vertical glass tubes, stand at the center of this room. The tubes (12 in all) look similar to those used in space travel as hibernation or stasis units. Each tube holds

a tall gaunt motionless alien with an oversized, brainlike head. Two tall aliens identical to their sleeping brethren can be seen moving amongst the stasis chambers.

The xithid drones will attempt to awaken the sleeping drones. While one drone attacks, the other will manipulate a control panel on the side of the tanks. Once the control panel has been manipulated, the second soldier will join in the attack. The stasis tubes will rise to deploy their inhabitants within two combat rounds. The awakened drones will then engage intruders normally. While the drones are still contained within the tubes, they can-

not Parry or Dodge and attacks made against them are considered Easy.

System Note: If the characters assault chamber 1 first, the drones within chamber 2 will immediately begin the awakening procedure. After the xithid within the tubes have awakened, the entire group will move to assist in chamber 1.

Chamber 3 (Drone Section A): This section of the ship/colony is a drone waiting area. Drones linger here until they receive a command from the colony hive lord telling them to do otherwise.

> This darkened area of the ship has several strange columns jutting from the floor into the ceiling. The columns are bizarrely fashioned from some type of black biomechanical substance. A number of elongated aliens meander back and forth between the columns.

It is possible that the drones in this area (eight in all) will be expecting the characters. It is also possible that they will have left to assist elsewhere, in which case the room will be empty.

Chamber 4 (Replication Section): The central chamber of the colony is the replication section. This 22x32 meter room functions as the xithid's cloning and procreation center. Fifteen horizontal cloning vats serve as incubators for newly cloned specimens. Upon reaching a certain stage of development, the larval clones are transferred into the circle of containment tubes at the room's center. The clones then reach adulthood within the tubes. Once the clones have fully matured, they are released to serve the colony.

> At first glance, this room looks like some kind of twisted nursery. A multitude of glowing incubation chambers are situated around the room. Within each chamber, an insipid creature with glistening skin swells and undulates. The sickening organisms look like oversized pale larvae clawing to get free. These must be alien neonates. At the center of the room stands a raised circle of clear glass tubes, each holding an unmoving adult alien.

> As you enter the room, seven aliens that where milling about between the incubation chambers move to intercept you. Four of the aliens look similar to the others you have encountered so far, except with stark white skin. The other three are vastly different, appearing as thick slimy insects that drag themselves along on four wickedly sharp legs. The bloated creatures retain the brainlike heads, but with oversized translucent abdomens containing what appear to be squirming humanoid bodies.

The controllers will attempt to Mind Blast the strongest looking character into submission, as the incubators rear up to Bile Spray them. Each of the controllers is equipped with a xithid laser rifle and a single xithid E.M.P. grenade. The xithids within the incubation chambers and tubes are not fully developed; they cannot assist the others in any way.

Chamber 5 (Drone Section B): This section of the ship/colony is a drone waiting area. Drones linger here until they receive a command from the colony hive lord telling them to do otherwise.

This darkened area of the ship has several strange columns jutting from the floor into the ceiling of the room. The columns are bizarrely fashioned from a type of black biomechanical substance. A number of elongated aliens meander back and forth between the columns.

It is possible that the drones in this area (ten in all) will be expecting the characters. It is also possible that they will have left to assist elsewhere, in which case the room will be empty.

Chamber 6 (Soldier Section A): This section of the ship/colony is a xithid soldier staging area. Soldiers linger here until they receive a command from the colony hive lord telling them to do otherwise. Besides the xithid soldiers here (twelve in all), there are also two xithid destroyers.

There are a number of aliens positioned about this triangular room, two of them huge behemoths with scythe shaped arms. However, all are somewhat larger than the aliens you have previously encountered. They appear to be in some sort of trance, but quickly move to attack once you enter the room.

The soldiers within this room may have left to assist elsewhere, but the destroyers will not leave this area, except to defend the hive lord.

Chamber 7 (Soldier Section B): This section of the ship/colony is a xithid soldier staging area. Soldiers linger here until they receive a command from the colony hive lord telling them to do otherwise. Besides the xithid soldiers here (ten in all), there are also two xithid destroyers.

A number of tall aliens are positioned about this triangular room. They look more muscular than most of the aliens you have previously encountered. Two especially large aliens with scythebladed arms linger near the back of the group. They seem to be in some sort of trance, but quickly move to attack once you enter the room.

The soldiers within this room may have left to assist elsewhere. The destroyers will not leave this area except to defend the hive lord.

Chamber 8 (Hive Lord Chamber): This is the colony's control room and the home of its resident hive lord. The hive lord is positioned at the south end of the room (symbolized by a circle containing an H) and is partially hidden behind a large telepathic control hub.

As you enter this gloomy chamber, the first thing you notice is a 2x12meter object at the room's center. The large rectangular device seems to be made of onyx or polished black glass, glowing yellow electrical patterns streak across its surface, creating a network of constantly shifting geometric patterns.

From behind the device, a number of squirming white tentacles suddenly plunge

across the room's floor, as a massive disembodied brain lurches into view. The monstrosity propels itself towards you on a mass of serpentine appendages, lashing about a much larger tentacle lined with cruel spikes. Two tall white aliens slowly emerge from behind the massive brain, as it extends the barbed tentacle towards you.

If the characters enter this area without having first cleared out the colony, any remaining xithid will rush to assist the hive lord. The two controllers will use their Mind Blast and Mind Control abilities to delay the characters, as the hive lord attempts to grapple them with its cerebral tentacle and employ its Mine Wipe power. The hive lord can take cover behind the control hub if it chooses, and still extend its cerebral tentacle around the device to attack anyone in the room.

Conclusion: Leaving ION 9

Once the adventure is concluded, there may be questions the characters have yet to answer. Were the characters able to stop Project Darkstar? If not, the galaxy will probably have been destroyed. Did they kill Asmod Votra, or did he escape? Even if he was killed, Asmod will rise again and a new sword will be born. Can the characters contact ISIS corp. for extraction? If they didn't destroy or disable the communications jamming equipment in the main base, probably not.

What about the hypermines that patrol the star system, where those disabled? A rescue could be weeks away, unless they were. What about the xithid, were they destroyed? Did the xithid manage to acquire the black hole creation technology, what then? There are many possibilities for further adventures on and off ION 9. If the characters learned about the sinister Soros Gazordan and the secret cloning facility on Xon, they may decide to join Section X to continue the fight.

If you liked this adventure, the upcoming adventure "Operation Broken Sword" will de-

tail the continuing conflict between Section X and the Fourth, or perhaps, Fifth Sword.

ENEMIES LIST

Armature Clad Special Forces Unit

STR 35	CON 40	SIZ 40	INT 14
POW 13	DEX 14	APP 14	HP 40

Move: 15

Damage Bonus: +4D6 (Melee attacks only)

Attacks: Vortex Miniguns 90%, 2D6+3 (Impaling)

Armor: 25point (composite plating)

Skills: Brawl 90%, Dodge 85%, Hide 33%, Jump 60%, Listen (Parabolic Reflector) 90%, Martial Arts (CQC) 70%, Navigate (Radar) 80%, Spot (Headup Display) 100% Automatic*, Stealth 30%

Powers & Disadvantages: Adaptation, Dual Wield, Forward Looking Infrared (FLIR), Headup Display (HUD), No Hands, Parabolic Reflector, Radar Navigation, Skill Modification. See Vehicles pg 143 for more information on Armatures.

Bhalos Warrior

STR 11	CON 13	SIZ 14	INT 11
POW 12	DEX 15	APP 9	HP 14

Move: 11

Damage Bonus: +1D4

Attacks: Yanguri Spear 75%, 1D8+2+db (Impaling) Yanguri Short Sword 65%, 1D6+2+db (Bleeding) Yanguri Throwing Hatchet 55%, 1D6+db (Bleeding)

Armor: 4point Yanguri Armor, Effective vs. Melee, Firearms and Energy weapons *covers chest, arms & legs.

Skills: Brawl 40%, Climb 60%, Dodge 45%, Grapple 45% , Hide 65%, Jump 35%, Language (Bhalos) 65%, Listen 55%, Spot 60%, Stealth 45%, Throw 55%, Track 70%

Equipment: Rations x3, Yanguri Beetle Toxin doses x2

Powers & Disadvantages: A bhalos warrior possesses all of the powers and disadvantages inherent to the bhalos species.

CEL 5 and CEL 8

STR 18	CON 16	SIZ 18	INT 15
POW 11	DEX 10	APP 9	HP 17

Move: 8

Damage Bonus: +1D6

Attacks: Blaster Rifle 75%, 2D8+3 (Impaling) Fist 50%, 1D3+db (Crushing)   Grapple 50%, Special

Armor: 8point metal plating

Skills: (Innate) Climb 40%, Computer Use 80%, Dodge 55%, Fine Manipulation 75%, Hide 30%, Jump 40%, Language (Human/Basic) 75%,Listen 40%, Spot 55%, Stealth 30%, Throw 25%

Skills: (Downloaded) Brawl 50%, Energy Weapon 75%, First Aid 75%, Grapple 50%, Martial Arts (Striking) 30%

Equipment: Stimgel Doses x2, Energy Cells x2

Powers & Disadvantages: CEL 5 and CEL 8 possess all of the powers and disadvantages inherent to CEL clones.

Fourth Sword Medic

STR 10	CON 12	SIZ 12	INT 13
POW 10	DEX 9	APP 10	HP 12

Move: 10

Damage Bonus: None

Attacks: Blaster Pistol 25%, 1D8+2 (Impaling)

Armor: None

Skills: Dodge 25%, Energy Weapon 25%, Etiquette (Military protocol) 30%, First Aid 65%, Grapple 25%, Hide 35%, Listen 30%, Medicine 60%, Research 65%, Science (Biology) 45%, Spot 40%, Stealth 35%, Throw 30%

Equipment: Energy Cell x1, 50% chance to have 1D4 Stimgel Doses, 25% chance to have one Stimgel Applicator

Fourth Sword Pilot

STR 10	CON 12	SIZ 12	INT 13
POW 10	DEX 9	APP 10	HP 12

Move: 10

Damage Bonus: None

Attacks: Blaster Pistol 30%, 1D8+2 (Impaling)

Skyjet Laser Cannon 30%,

Armor: None

Skills: Artillery (Laser Cannon) 30%, Dodge 20%, Energy Weapon 30%, Etiquette (Military protocol) 30%, First Aid 30%, Grapple 30%, Hide 20%, Listen 30%, Pilot (Skyjet) 65%, Repair (Mechanical) 70%, Spot 45%, Stealth 30%, Throw 35%

Equipment: Smoke Grenade x3, Energy Cell x1

Fourth Sword Scientist

STR 7	CON 11	SIZ 9	INT 16
POW 13	DEX 9	APP 13	HP 12

Move: 10

Damage Bonus: 1D4

Attacks: Blaster Pistol 25%, 1D8+2 (Impaling)

Armor: None

Skills: Computer Use 45%, Dodge 35%, Energy Weapon 25%, Etiquette (Military protocol) 15%, Fine Manipulation 65%, First Aid 35%, Grapple 25%, Hide 35%, Listen 30%, Medicine 50%, Research 65%, Science (Biology) 70%, Science (Genetics) 80%, Science (Physics) 85%, Spot 55%, Stealth 40%, Throw 30%

Equipment: Energy Cell x2

Fourth Sword Sergeant

Fourth Sword sergeants wear grey assault armor with black stripes on the shoulders.

STR 13	CON 13	SIZ 14	INT 12
POW 12	DEX 12	APP 13	HP 14

Move: 10

Damage Bonus: +1D4

Attacks: SMW-13 Automatic Rifle 45%, (Impaling) Blaster Pistol 25%, 1D8+2 (Impaling)   Frag Grenade x2, 35%, 4D6/4 meters (Impaling)

Armor: Light Assault Armor, 4point vs. Melee, Firearms, Explosives & Energy Weapons, 5% to Physical skills

Skills: Brawl 45%, Command 35%, Dodge 40%, Energy Weapon 25%, Etiquette(Military protocol) 80%, Fast Talk 30%, First Aid 35%, Grapple 30%, Heavy Weapon (120mm mortar) 35%, Hide 35%, Jump 30%, Listen 30%, Spot 30%, Stealth 35%, Strategy 25%, Teach 60%, Throw 35%

Equipment: Fourth Sword Comm. Unit, SMW-13 Magazines x3, Frag Grenades x2

Fourth Sword Soldier

Fourth Sword soldiers wear grey assault armor.

STR 12	CON 13	SIZ 13	INT 10
POW 11	DEX 12	APP 9	HP 13

Move: 10

Damage Bonus: +1D4

Attacks: SMW-13 Automatic Rifle 35%, 2D6, (Impaling)

Armor: Light Assault Armor, 4point vs. Melee, Firearms, Explosives & Energy Weapons, 5% to Physical skills

Skills: Brawl 35%, Dodge 30%, Energy Weapon 20%, Etiquette (Military protocol) 60%, Fast Talk 20%, First Aid 20%, Grapple 25%, Heavy Weapon (120mm mortar) 35%, Hide 30%, Jump 27%, Listen 25%, Machine Gun (Vortex Minigun) 60%, Spot 25%, Stealth 20%, Throw 30%

Equipment: SMW-13 Magazines x 3

Fourth Sword Special Forces

Special Forces units act as recon units and infantry leaders. These units also make up the personal protection squad of Supreme Commander Votra.

STR 15	CON 14	SIZ 15	INT 14
POW 13	DEX 14	APP 14	HP 15

Move: 10

Damage Bonus: +1D4

Attacks: SMW-13 Automatic Rifle 75%, 2D6, (Impaling)

AMD4 SMG 80%, 1D8 (Impaling)

Blaster Pistol 25%, 1D8+2 (Impaling)

Frag Grenade 35%, 4D6/4 meters (Impaling) M22020mm Grenade Launcher 45%, 3D6/2 meters (Impaling)

Monomolecular Blade 65%, 1D6+3+db (Impaling or Bleeding)

Armor: Ablative Plate, 9Point vs. Melee, Firearms & Explosives, 4Point vs. Energy Weapons * covers all but head.

Skills: Artillery (Cannon, Launcher, Turret) 65%, Brawl 70%, Climb 65%, Command 60%, Dodge 65%, Energy Weapon 45%, Etiquette(Military protocol) 100%, First Aid 60%, Grapple 65%, Heavy Weapon (120mm mortar) 60%, Hide 65%, Jump 40%, Listen 55%, Martial Arts (CQC) 50%, Navigate 40%, Spot 55%, Stealth 60%, Strategy 45%, Teach 70%, Throw 35%

Equipment: Fourth Sword Comm. Unit, 20mm Grenades x6, Frag Grenades x2, Smoke Grenade x1, Monomolecular Blade x1, SMW-13 Magazines x9, AMD4 SMG Magazines x2

Powers & Disadvantages: CQC System: Special Forces units practice a martial arts regimen known as CQC, or the close quarters combat system. This martial art can be used in conjunction with Brawl through punches and kicks, or the Grapple skill through submissions, chokeholds and bonebreaking techniques.

Fourth Sword Technician

STR 10	CON 12	SIZ 12	INT 13
POW 10	DEX 11	APP 9	HP 12

Move: 10

Damage Bonus: None

Attacks: Blaster Pistol 25%, 1D8+2 (Impaling)
Dagger 25%, 1D4+db (Impaling)

Armor: None

Skills: Computer Programming 60%, Computer Use 75%, Brawl 25%, Dodge 40%, Energy Weapon 25%, Etiquette(Military protocol) 15%, Fast Talk 40%, First Aid 30%, Grapple 30%, Hide 35%, Knowledge (Physics) 55%, Listen 40%, Repair (Electronic) 55%, Repair (Mechanical) 55%, Repair (Quantum) 65%, Research 50%, Sarcasm 25%, Spot 35%, Stealth 30%, Throw 35%

Equipment: 25% chance to have a Repair Kit, Energy Cell x2, Dagger x1

Green Grahl Mercenary

Grahl mercenaries are used by unscrupulous employers throughout the universe as cannon fodder and shock troops. Most green grahl mercenaries will be armed with a blaster pistol, with a few (20% chance) having a blaster rifle.

STR 13	CON 15	SIZ 13	INT 9
POW 7	DEX 12	APP 7	HP 14

Move:10

Damage Bonus: +1D4

Attacks: Blaster Pistol 30%, 1D8+2 (Impaling)

Blaster Rifle 40%, 2D8+3 (Impaling)   Claw 30%, 1D3+db (Bleeding)   Bite 30% *special, 1D4+db (Bleeding)

Grapple 45%

(Green grahl can attempt to grapple, perform 2 claw attacks,1 bite attack or attack with a weapon each round, they cannot intermingle different melee and weapon attacks)

Armor: 2point (Leathery hide, effective against melee, energy weapons & firearms)

Skills: Climb 65%, Dodge 30%, Grapple 45%, Hide 65%, Hiss 90%, Jump 50%, Language (Grahl 65%), Language (Human/Basic 25%), Listen 30 %, Sense (smell) 45%, Spot 35%, Stealth 40%, Swim 85%, Technical skill (Computer use 5%), Throw 25%

Explosive Vest (Explosive)* automatic detonation, 6D6/3 meters (Knockback). See grahl description on pg 148 for a further description of explosive vests.

*grahl mercenaries are not normally equipped with suicide vests unless specified.

Powers & Disadvantages: A green grahl mercenary possesses all of the powers and disadvantages inherent to green grahl. See the green grahl description under Species, pg 164, for more information.

Red Grahl Commando

STR 14	CON 15	SIZ 15	INT 10
POW 7	DEX 13	APP 9	HP 15

Move: 10

Damage Bonus: +1D4

Attacks: Claw 35%, 1D3+db (Bleeding) Bite 30% *special , 1D4+db (Bleeding) SA-17 Automatic shotgun 65%, 4D6/2D6/1D6 (Impaling) Blaster Pistol 45%, 1D8+2 (Impaling) Blaster Rifle 50%, 2D8+3 (Impaling)   Grapple 50% Symtac Grenade (Explosive) 35%, 5D6/2 meters (Knockback)

(Red grahl can attempt to grapple, perform 2 claw attacks, 1 bite attack or 1 weapon attack each round, they cannot intermingle melee and weapon attacks) * Bite Attack: once a red grahl has successfully grappled and immobilized a target his Bite becomes an automatic hit each round until the defender can escape.

Armor: 3point (Leathery hide, effective against melee, energy weapons & firearms)

Skills: Climb 65%, Command 55%, Dodge 45%, Hide 65%, Hiss 30%, Jump 50%, Own Language (Grahl 80%), Language (Human/Basic 40%), Listen 35%, Sense (smell) 50%, Spot 45%, Stealth 45%, Swim 85%, Technical skill (Computer use 35%), Throw 35%

Equipment: Energy Cell x2, 25% chance to have 1D2 Stimgel Doses, 10% chance to have one Stimgel Applicator

Powers & Disadvantages: A red grahl commando possesses all of the powers and disadvantages inherent to green grahl, except Suicidal Combat.

Sentron (Fourth Sword Security Robot)

Sentron are hyperaggressive droids manufactured by the Fourth Sword to fulfill guard duties. Sentrons possess mechanized chainsaw lined blades instead of arms.

STR 16	CON 15	SIZ 15	INT 10
POW	DEX 9	APP -	HP 15

Move: 12

Damage Bonus: +1D4

At-

tacks: Chainblade 65%, 1D10+3+db (Bleeding)

 * A sentron can attack once with a chainblade on its Dex rank and once again five Dex ranks later.

Armor: 7point (Metal Plating)

Skills: Brawl 65%, Dodge 45%, Hide 40%,Listen 35%, Sense (radar) 40%, Spot 55%, Stealth 45%

Powers & Disadvantages: HyperAggressive: The sentron has a 20% chance each combat round to begin attacking friends just as readily as foes.

No Hands: Sentrons cannot manipulate or pick up small objects.

SentronUltra (Fourth Sword Security Robot)

The sentronultra is a large (4meter tall) bipedal robot designed for assault and defense duties. A sentronultra possesses two armature lancers instead of arms. The lancers are built into the robot and cannot be removed without destroying the weapons. The droid will slam an opponent with these weapons, if they approach too closely. SentronUltras are slow and somewhat dull witted. Their strategy in combat is usually to fire both lancers (they can fire both weapons on their Dex rank) and then move towards their target while the lancers recharge. If the sentron is reduced to 15 HP or less, it will attempt to move behind cover and heal itself.

| STR 30 | CON 30 | SIZ 50 | INT 7 |
| POW - | DEX 13 | APP - | HP 40 |

Move: 4

Damage Bonus: +4D6

Attacks: Dual Armature Lancers 85%, 3D6+2 (Impaling)*

 Lancer Slam 75%, 1D4+db (Crushing)

* Each one of a SentronUltra's armature lancers can fire four times before needing to recharge for one round

Armor: 10point (Metal Plating)

Skills: Brawl 75%, Dodge 20%, Listen 35%, Navigate 65%, Repair (internal diagnostics and repair) 60%, Sense (radar) 65%, Spot 45%

Powers & Disadvantages: No Hands: SentronUltras cannot manipulate or pick up small (to them) objects.

Internal Diagnostics and Repair: SentronUltras have a 60% chance to heal themselves for 1D4 Dmg once per combat round, if they take no other actions.

Vornin Mercenary

| STR 10 | CON 13 | SIZ 14 | INT 15 |
| POW 13 | DEX 14 | APP 3 | HP 14 |

 Move: 11

Damage Bonus: None

Attacks: Blaster Pistol 45%, 1D8+2 (Impaling)
  Vornin Plasma Rifle 60%, 2D10+4 (Impaling)
  Symtac Grenade (Explosive) 40%, 4D6/4 meters (Knockback)

Vornin Shock Whip 75%, 1D4+db+stun (Entangle/Electricity)

  Armor: Vornin Combat Vest: 6point vs. melee and firearms, 3point vs. energy weapons and explosives. *Protects chest only

Skills: Command 70%, Dodge 55%, Fine manipulation 35%, Hide 65%, Jump 45%, Language (Vornin 85%), Language (Grahl 65%), Language (Human/Basic 45%), Listen 35%, Spot 65%, Stealth 65%, Strategy 60%, Swim 30%, Throw 40%, Track 35%

Equipment: Energy Cell x2, Symtac Grenade x2, Vornin Shock Whip x1, Adrenalin Shot x1

Powers & Disadvantages: Vornin mercenaries possess all of the powers and disadvantages inherent to the vornin species.

Xithid Controller

| STR 8 | CON 12 | SIZ 15 | INT 18 |
| POW 15 | DEX 10 | APP - | HP 14 |

Power points: 15

Move: 10

Damage Bonus: None

Attacks: Claw 45%, 1D8+db (Bleeding)

Mind Blast 95 % (Stun)

Xithid Laser Rifle 40%, 2D8 (Impaling)

Armor: None *Frail Structure

Skills: Climb 40%, Dodge 20%, Energy Weapon 40%, Fine Manipulation (disassemble, reassemble technology) 95%, Hide 20% (within colony 50%), Science (Genetics 95%), Sense (E.S.P.) 80%, Stealth 20% (within colony 50%), Technical skill (Computer use 100%)

Powers & Disadvantages: Create Thrall, E.S.P. 80%, Frail structure, Hive Mind, Mind Blast 95%, Mind Control

Xithid Destroyer

STR 32	CON 21	SIZ 28	INT 8
POW 8	DEX 12	APP -	HP 25

Move: 10

Damage Bonus: +3D6

Attacks: Scythe Arm Blade 75%, 1D10+3+db (Bleeding) A destroyer can perform two arm blade attacks per round, the first on its DEX rank and the second occurring five DEX ranks later.

Armor: 8point carapace

Skills: Climb 40%, Dodge 45%, Hide 20% (within colony 45%), Jump 55%, Sense (E.S.P.) 80%, Stealth 20% (within colony 45%)

Powers & Disadvantages: Create Thrall, E.S.P 80%, Hive Mind, No Hands

Xithid Drone

STR 9	CON 9	SIZ 12	INT 12
POW 9	DEX 11	APP -	HP 11

Move: 10

Damage Bonus: None

Attacks: Claw 40%, 1D6+db (Bleeding)

Xithid Laser Rifle 40%, 2D8 (Impaling)

Armor: None *Frail Structure

Skills: Climb 40%, Dodge 20%, Energy Weapon 40%, Fine manipulation (disassemble, reassemble technology) 85%, Hide 20%, Hide within colony 50%, Science (Genetics 70%), Sense E.S.P 70%, Stealth 20% (within colony 50%), Technical skill (Computer use 100%)

Powers & Disadvantages: Create Thrall, E.S.P 70%, Frail Structure, Hive Mind

Xithid Hive Lord

STR 34	CON 31	SIZ 63	INT 26
POW 26	DEX 12	APP	HP 47

Power points: 26

Move: 2

Damage Bonus: +5D6

Attacks: Mind Blast 95% (Stun)

Tentacle Whip 85%, damage=db

Tentacle Grapple 45% (Mind Wipe after immobilization)

* The hive lord can perform two tentacle whips per round on its DEX rank or one tentacle grapple, but not both.

Armor: 10point carapace

Skills: Grapple (Tentacle) 45%, Insight 100%, Science (Genetics 200%), Sense (E.S.P) 120%, Technical skill (control hub 150%)

Powers & Disadvantages: Create Thrall, E.S.P. 120%, Hive Mind, Mind Blast 95%, Mind Wipe

Xithid Incubator

STR 9	CON 12	SIZ 14	INT 16
POW 19	DEX 9	APP	HP 13

Power points: 19

Move: 10

Damage Bonus: None

Attacks: Bile Spray 70% (Blind/Create Thrall)

Leg Spear 65%, 1D8+db (Impaling)

Mind Blast 45% (Stun)

Armor: None *Frail Structure

Skills: Climb 40%, Dodge 30%, Hide 20 % (within colony 50%), Science (Genetics 70%), Sense (E.S.P) 60%, Stealth 20% (within colony 50%)

Powers & Disadvantages: Bile Spray 70%, Create Thrall, E.S.P 60%, Frail Structure, Hive Mind, Mind Blast 45%, No Hands

Xithid Soldier

STR 18	CON 16	SIZ 19	INT 10
POW 9	DEX 14	APP -	HP 18

Move: 12

Damage Bonus: +1D6

Attacks: Claw 80%, 1D8+2+db (Bleeding)

Xithid Laser Rifle 65%, 2D8 (Impaling)

Armor: 3point carapace

Skills: Climb 45%, Dodge 35%, Energy Weapon 65%, Fine Manipulation (disassemble, reassemble technology) 45%, Hide 30% (within colony 75%), Science (Genetics 50%), Sense (E.S.P) 80%, Stealth 30% (within colony 75%), Technical skill (Computer use 60%)

Powers & Disadvantages: Create Thrall, E.S.P 80%, Hive Mind

MAJOR NPCs

Following are the statistics for all major NPCs within Operation Ulysses, ordered by chapter of appearance.

CHAPTER 1: ISIS COMMAND

Magnus Reinholt, Age 57
CEO ISIS Corp.
Human

STR 10	CON 10	SIZ 11	INT 17
POW 17	DEX 8	APP 16	HP 11

Move: 10

Damage Bonus: None

Attacks: Disintegrator Pistol 45%, 3D4+1 (Disintegration)

Armor: None

Skills: Appraise 85%, Bargain 90%, Command 95%, Computer Use 60%, Etiquette (Corporate Culture) 130%, Fast Talk 70%, Insight 90%, Knowledge (Accounting 85%), Knowledge (Business 100%), Lan-

guage (Human/Basic 85%, Alterran 80%), Persuade 90%, Status (ISIS corp.) 100%

Description: Magnus Reinholt is a stern but caring man, highly thought of by his employees. Though the return of the Ulysses and its cargo are of the utmost importance to him, the safety of his workers comes first.

Varrel XiGanit, Age 36
Executive Assistant
Alterran

STR 11	CON 13	SIZ 9	INT 20
POW 13	DEX 12	APP 17	HP 11

Move: 10

Damage Bonus: None

Attacks: Laser Pistol 55%, 1D8 (Impaling)

Armor: None

Skills: Bargain 65%, Command 75%, Computer Use 96%, Etiquette (Corporate Culture) 100%, Fast Talk 45%, Insight 95%, Knowledge (Accounting 95%), Knowledge (Business 90%), Language (Human/Basic 85%, Alterran 100%), Persuade 80%, Research 90%, Status (ISIS corp.) 95%

Description: An uptight perfectionist, Varrel has no patience for the apathetic or incompetent. He has served Magnus Reinholt flawlessly for over a decade.

Powers/Disadvantages: Varrel XiGanit possesses all of the powers and disadvantages inherent to the alterran species.

Nolan Blake, Age 43
ISIS SOCOM Commander
Human

STR 15   CON 14   SIZ 14   INT 16
POW 13   DEX 15   APP 14   HP 14

Move: 10

Damage Bonus: +1D4

Attacks: Blaster Pistol 75%, 1D8+2 (Impaling)

Brawl 85%, 1D3+db (Crushing)

Armor: 5point ballistic cloth uniform (3point vs. melee)

Skills: Artillery 80%, Brawl 85%, Climb 45%, Command 95%, Demolition 55%, Dodge 55%, Etiquette (Military Protocol) 100%, First Aid 55%, Grapple 50%, Hide 35%, Jump 45%, Knowledge (Military History) 75%, Listen 35%, Navigate 75%, Science (Natural History) 85%, Spot 65%, Status (ISIS corp.) 90%, Strategy 92%, Throw 55%

Description: A Veteran of the Hyperinion wars, Nolan is as tough as they come. His infantry battalion was among the most decorated units to serve, making him a natural candidate for ISIS corp. special operations commander at war's end.

CHAPTER 3: THE ULYSSES

Dr. Ryan Paulson, Age 54
ISIS Corp. Surgeon
Human

STR 10   CON 13   SIZ 17   INT 14
POW 9   DEX 11   APP 12   HP 15

Luck Roll: 45%

Move: 10

Damage Bonus: +1D4

Attacks: Blaster Pistol 45%, 1D8+2 (Impaling)

Armor: 4point ballistic cloth uniform (2point vs. melee)

Skills: Brawl 35%, Cry 50%, Dodge 45%, Fast Talk 70%, Fine Manipulation 55%, First Aid 90%, Hide 85%, Language (Human/Basic) 95%, Listen 60%, Medicine 95%, Persuade 65%, Research 70%, Science(Biology) 65%, Spot 50%, Throw 32%

Equipment: Trauma kit, 10 Stimgel doses, 1 Stimgel applicator, 4 blaster energy cells.

Powers/Disadvantages:

Bundle of Nerves: The events of the past few days have had a traumatic impact upon Dr. Paulson and he can no longer handle extremely stressful situations. Whenever he is confronted by an atrocity or abnormality, he must attempt a Luck roll. If he fails this roll, he will suffer a nervous breakdown. He may run away and hide, start to cry or become catatonic. It is up to the GM how to handle each particular situation. He can attempt to regain control of himself every other round by succeeding at a Luck roll. Once he has succeeded at the Luck roll, he need not roll again during the encounter. If a new horror or situation arises, of course, he will have to roll again.

If you're using the optional sanity rules, use Sanity instead of Luck.

Adam Alvarez, Age 33
Ulysses Warrant Officer
Human

STR 14	CON 15	SIZ 14	INT 12
POW 11	DEX 13	APP 13	HP 15

Move: 10

Damage Bonus: +1D4

Attacks: AMD4 SMG 70%, 1D8 (Impaling)

M220 Launcher 60%, 3D6/2 meters (Impaling)

Armor: 4point ballistic cloth uniform (2point vs. melee)

Skills: Brawl 55%, Climb 65%, Command 25%, Dodge 75%, Drive (Armored 4x4) 85%, Energy Weapon 75%,Fast Talk 55%, Grapple 50%, Hide 75%, Knowledge (Ulysses Deck Plans) 85%, Listen 75%, Spot 30%, Stealth 80%, Throw 55%

Equipment: Spare 20rnd mags for AMD4 x 5, 20mm grenades x 2

Description: Harsh and abrasive, but brave. Adam wants to go to the planet of ION 9 to look for survivors and stop the Fourth Sword from destroying the galaxy.

Karl Reist, Age 45

ISIS Corp. Lieutenant/Fourth Sword Secret Agent
Human

STR 13	CON 13	SIZ 15	INT 16
POW 14	DEX 14	APP 10	HP 14

Move: 10

Damage Bonus: +1D4

Attacks: MicroBolt SMG 65%, 1D8+1 (Impaling)

Armor: AblativePlate (AP 9 vs. Melee, Firearms & Explosives, AP 4 vs. Energy Weapons)

Equipment: Radiation suit, Symtac demolition blocks x 3

Skills: Brawl 35%, Climb 65%, Command 25%, Demolition 85%, Dodge 75%, Fast Talk 75%,Grapple 50%, Hide 75%, Knowledge (Ulysses Deck Plans) 50%, Listen 45%, Sleight of Hand 95%, Spot 60%, Stealth 80%, Throw 55%

Description: A purely evil person, Karl Reist is slavishly devoted to Asmod Votra and the ideals of the Fourth Sword. Karl would like nothing more than to die in service to Supreme Commander Votra.

CEL 4 and CEL 12
Cyberneticlly Enhanced Labor Clones
Human

STR 13	CON 15	SIZ 13	INT 14
POW 9	DEX 17	APP 8	HP 14

Move: 10

Damage Bonus: +1D4

Attacks: Flash welder 80%, 1D6+2 (Electrical)

Armor: 4point Light work chassis

Skills: (Innate) Climb 40%, Computer Use 80%, Dodge 55%, Fine Manipulation 75%, Hide 30%, Jump 40%, Language (Human/Basic) 75%, Listen 40%, Persuade 30%, Spot 55%, Stealth 30%, Throw 25%

Skills: *(Downloaded) Heavy Machine (Remote Heavy Lifter) 40%, Knowledge (Logistics) 30%, Knowledge (Ulysses Deck Plans) 70%, Repair (Electrical) 60%, Repair (Mechanical) 50%, Technical (Computer Programming) 30%

***System Note**: If the players desire a different set of downloaded skills for CEL 4 and 12 they will need to reprogram the clones in Ulysses Area A24: CEL Clone Preparation. See CEL Clones under Species, pg 159, for more information on the CEL clone Variable Skill Set ability.

Equipment: Flash welder

Description: CEL 4 and CEL 12 are currently equipped with light work chassis and have downloaded skill sets related to repair and inventory work. Both clones desire to be downloaded with skill sets more applicable to the task at hand, preferably combat related ones.

Chapter 4: Ion 9

ZarZin (Valiant Hunter), Age 13
Adolescent Hunter
Bhalos

STR 10	CON 12	SIZ 7	INT 13
POW 9	DEX 14	APP 10	HP 8

Move: 11

Dmg Bonus: None

Attacks: Yanguri Spear 80%, 1D8+2+db (Impaling)

Armor: 1point (animal hide)

Skills: Brawl 35%, Climb 75%, Dodge 85%, Hide 65%,

Jump 50%, Listen 55%, Spot 60%, Stealth 45%, Throw 50%, Track 60%

Equipment: One small bag containing three doses of yanguri beetle toxin.

Description: ZarZin is a fiercely loyal ally. If the characters rescue him, he will follow them at a distance. He will follow all the way to Delta Base, helping them when he can, unless he is forcefully rebuked.

Powers/Disadvantages: ZarZin possesses all of the powers and disadvantages inherent to the bhalos species.

Chapter 5: The Bhalos

OroKhan (Swift Warrior), Age 39
Tribal Champion
Bhalos

STR 15   CON 15   SIZ15   INT 14
POW 11   DEX 17   APP 13   HP 15

Move: 11

Damage Bonus: +1D4

Attacks: Yanguri Spear 90%, 1D8+2+db (Impaling)

Yanguri Short Sword 80%, 1D6+2+db (Impaling)

Yanguri Throwing Hatchet 75%, 1D6+db (Bleeding)

Armor: Yanguri Armor, AP 4 vs. Melee, Firearms, & Energy Weapons

Skills: Brawl 60%, Climb 60%, Dodge 65%, Grapple 85% , Hide 75%, Jump 55%, Listen 70%,Navigate 85%, Spot 60%, Stealth 75%, Throw 65%, Track 70%

Equipment: Four days worth of rations (yanguri beetle eggs), water skin

Description: OroKhan is a fearless warrior, who won't back down from a fight.

Powers/Disadvantages: OroKhan possesses all of the powers and disadvantages inherent to the bhalos

Chief Ronokawa (The Wise One), Age 95
Chieftain/Shaman
Bhalos

STR 11   CON 11   SIZ 12   INT 15
POW 17   DEX 13   APP 16   HP 12

Move: 11

Damage Bonus: None

Attacks: Yanguri Short Sword 65%, 1D6+2+db (Impaling)

Armor: Yanguri Armor, AP 4 vs. Melee, Firearms, & Energy Weapons

Skills: Brawl 35%, Craft (Hallucinogenic potion) 100%, Dodge 45%, Hide 75%, Jump 45%, Knowledge (ION 9 lore) 45%, Knowledge (Herbalism) 100%, Language (Bhalos) 85%, Listen 65%, Spot 40%, Stealth 55%, Throw 55%, Track 85%

Description: Chief Ronokawa has led the bhalos for the last halfcentury. He is a patient and merciful ruler.

Powers/Disadvantages: Ronokawa possesses all of the powers and disadvantages inherent to the bhalos species.

Chapter 6: The Valley of the Dead Gods

Athon, Age 143
Gammadon Starpilot
Gammadon

STR 16   CON 19   SIZ 15   INT 12
POW 7   DEX 11   APP 8   HP 17

Move: 10

Damage Bonus: +1D4

species.

Attacks: Gammadon Arc Rifle 80%, 3D6+2 (Knockback)

Gammadon Blaster Pistol 65%, 1D8+4 (Impaling)

Gammadon Incendiary Grenade 70%, 2D6/3 meters +fire

Armor: Gammadon Reactive-Plate (AP 6 vs. Melee, Firearms & Explosives, AP 10 vs. Energy Weapons)

Skills: Brawl 80%, Climb 75%, Dodge 45%, Grapple 75%, Hide 25%, Jump 30%, Knowledge (xithid variations) 65%, Listen 65%, Martial Arts (Choking) 35%, Pilot (gammadon starcraft) 85%, Spot 65%, Stealth 45%, Throw 70%

Equipment: Universal translator, xithid locater

Description: Athon is a typical member of his species, unfriendly, stonefaced and silent. Athon is only concerned with destroying any xithid that might inhabit ION 9, everything else is secondary.

Powers/Disadvantages: Athon possesses all of the powers and disadvantages inherent to the gammadon species.

Chapter 7: The Battle at Echo Base

Samuel Durn, Section X Operative
First Lieutenant
Human

STR 16	CON 15	SIZ 15	INT 15
POW 12	DEX 17	APP 16	HP 15

Move 10

Damage Bonus: +1D4

Attacks: KA80 Assault Rifle 85%, 2D6+3 (Impaling)

HG11 Pistol 66%, 1D8+2 (Impaling)

M220 20mm Grenade Launcher 50%, 3D6/2 meters (Impaling)

Armor: AblativePlate (AP 9 vs. Melee, Firearms & Explosives, AP 4 vs. Energy Weapons)

Skills: Brawl 75%, Climb 80%, Command 75%, Demolition 55%, Dodge 70%, Fine Manipulation 45%, First Aid 55%, Grapple 60%, Hide 70%, Jump 55%, Knowledge (Fourth Sword) 70%, Listen 55%, Martial Arts (Boxing) 50%, Navigate 75%, Spot 75%, Stealth 65%, Strategy 60%, Swim 50%, Throw 60%, Track 80%

Equipment: KA80 mags x 8, HG11 mags x 2, 20mm grenades x 2, Monomolecular Blade x1, Kyat assault vest

Description: Samuel Durn has been with Section X since its inception. Lieutenant Durn is determined to hunt down and kill Asmod Votra and to stop Project Darkstar.

Zinok, Section X Operative
Sniper/Medic
Krell

STR 13	CON 14	SIZ 12	INT 16
POW 14	DEX 15	APP 12	HP 13

Move 10

Damage Bonus: +1D4

Attacks: Kess Rifle 80%, 3D6+6 (Impaling)

Blaster Pistol 75%, 1D8+2 (Impaling)

Fusion Grenade 70%, 6D6/1 meter

Armor: AblativePlate (AP 9 vs. Melee, Firearms & Explosives, AP 4 vs. Energy Weapons)

Skills: Brawl 55%, Climb 70%, , Demolition 30%, Dodge 85%, Fine Manipulation 65%, First Aid 75%, Grapple 35%, Hide 60%, Jump 100%, Listen 45%, Language (Human/Basic) 80%, Medicine 65% , Navigate 60%, Science (Biology) 80%, Sense (Antennae) 95%, Spot 75%, Stealth 75%, Throw 70%

Equipment: Kess rifle x 20 rnds, energy cells x 2, fusion grenade x 1, fragmentation grenade x 2, Kyat assault vest

Description: His dynasty crushed by a trio of traitorous clans, Zinok is an outcast from his homeworld of Helioxus. He is now a dedicated member of Section X, willing to lay down his life for his superiors, if need be.

Powers/Disadvantages: Zinok possesses all of the powers and disadvantages inherent to the krell species.

Max Krieger, Section X Operative
Demolitions
Human

STR 18	CON 16	SIZ 17	INT 12
POW 13	DEX 15	APP 10	HP 17

Move: 10

Damage Bonus: +1D6

Attacks: KLMG7 LMG 65%, 2D6+5 (Impaling)

AMD4 SMG 65%, 1D8 (Impaling)

M220 20mm Grenade Launcher 45%, 3D6/2 meters (Impaling)

HG11 Pistol, 55% 1D8+2 (Impaling)

Armor: AblativePlate (AP 9 vs. Melee, Firearms & Explosives, AP 4 vs. Energy Weapons)

Skills: Brawl 80%, Climb 80%, Demolition 85%, Dodge 55%, Fine Manipulation 75%, First Aid 55%, Grapple 70%, Hide 60%, Jump 60%, Listen 55%, Spot 55%, Stealth 60%,Throw 55%

Equipment: Symtac demolition block x 1, fragmentation grenades x 3, KLMG7 drums x 2, AMD4 magazines x 6, 20mm grenades x 3, HG11 magazines x 2, Kyat assault vest

Description: Private Krieger is a recent recruit to Section X. Krieger lost a wife and child when the Fourth Sword attacked Nova Prime. A man of few words, Krieger prefers to let his guns do the talking.

Chapter 10: Delta Base

Captain Erad Arminoch, Age 47
Ulysses Commander/Fourth Sword General
& Cultist
Human

STR 13	CON 14	SIZ 14	INT 13
POW 7	DEX 13	APP 15	HP 14

Move: 10

Damage Bonus: +1D4

Attacks: Blaster Pistol, 70%, 1D8+2 (Impaling)

Fusion Grenade, 65%, 6D6/1 meter

Armor: Light Assault Armor (AP 4 vs. Melee, Firearms, Explosives & Energy Weapons)

Skills: Brawl 35%, Climb 45%, Command 80%, Dodge 65%, Etiquette (Military Protocol) 85%, Fast Talk 40%, Hide 55%, Insight 55%, Listen 45%, Navigate 65%, Pilot (Starcraft) 85%, Spot 75%, Status (ISIS corp.) 20%, Status (Fourth Sword) 70%, Stealth 55%, Throw 65%, Track 55%

Equipment: Adrenalin Shots x 9, Energy Cells x 2, Level 5 Fourth Sword Security Card, MXP Hypos x 24

Description: Captain Erad Arminoch converted to the ideology of the Fourth Sword after he became addicted to the stimulant Methriax Phencyclidine. In his time of weakness, Fourth Sword disciples ministered to him and convinced him of Asmod's divinity. Formally a virtuous individual, Captain Arminoch is now a depraved, backstabbing liar that will sink to any level to get what he wants. Arminoch is a constant user of the drug MXP and suffers from its various symptoms of incessant talking, paranoia, sweating etc.

Powers/Disadvantages: Methriax Phencyclidine (MXP) Addiction: Erad Arminoch must take MXP at least once per day or suffer the effects of withdrawal. See Methriax Phencyclidine, pg 138, for details.

Arianna Vale, Age 28
Ulysses First Officer
Human

STR 12	CON15	SIZ 12	INT 15
POW 15	DEX 16	APP 17	HP 10

Move: 10

Damage Bonus: 1D4

Attacks: Disintegrator Pistol, 65%, 3D4+1, (Disintegration)

Armor: 4point ballistic cloth uniform (2point vs. melee)

Skills: Brawl 45%, Climb 45%, Command 70%, Dodge 65%, Etiquette (Military Protocol) 90%, First Aid 55%, Hide 55%, Jump 55%, Listen 35%, Martial Arts (Striking) 30%, Navigate 55%, Pilot (Starcraft) 70%, Science (Natural History) 55%, Sleight of Hand 30%, Spot 45%, Status (ISIS corp.) 20%, Throw 55%

Equipment: Distress Beacon Locator

Description: Arianna Vale entered the ISIS corp. space academy at the age of 18 and has since risen through the ranks to achieve the grade of First Officer. Arianna is a resolute and tenacious individual. Once she sets her sights on an objective, she is rarely dismayed. Currently, her sights are set on defeating the Fourth Sword and putting a stop to Project Darkstar.

Asmod Votra
Supreme Commander of the Fourth Sword
Bioengineered Human

STR 22   CON 27   SIZ 17   INT 25

POW 20   DEX 20   APP 23   HP 22

Power Points: 20

Move: 10

Damage Bonus: +1D6

Armor: 5point ballistic cloth uniform (3point vs. melee)

Attacks: SMW-13 Assault Rifle, 85%, 2D6 (Impaling)

Disintegrator Pistol, 60%, 3D4+1, (Disintegration)

Fusion grenade, 55%, 6D6/1 meter

Monomolecular Blades, 95%, 1D6+3+db (Impaling or Bleeding)

Skills: Artillery (Inferno Laser Cannon) 40%, Brawl 80%, Climb 75%, Command 95%, Dodge 85%, Energy Weapon 60%, Fast Talk 75%, Grapple 75%, Hide 65%, Jump 70%, Listen 65%, Martial Arts (CQC) 70%, Persuade 120%, Pilot (Starcraft) 80%, Spot 65%, Stealth 70%, Strategy 95%, Swim 65%, Teach 90%, Throw 55%

Equipment: Level 5 Fourth Sword security card, Fusion grenades x 3, Stimgel doses x 3

Description: Created under the AVS (Advanced Version Soldier) program by Triple Helix Industries, Asmod Votra was to serve as the template for a new series of bioengineered ultrasoldiers. The scientists within the AVS program underestimated their new creation. Asmod was able to convince a number of the senior staff that he was a divine being. After destroying the AVS facility, Asmod Votra and his new disciples spread out through the galaxy seeking converts. Within a short time, Asmod had developed a private army that he dubbed his First Sword. The TriHelix blackops group Section X has since killed Asmod on three occasions, only to have him rise again and take command of a new Sword. Asmod Votra is currently in his fourth incarnation. Votra is a merciless genocidal maniac, intent on putting to death anyone or anything that resists his tyranny, the first commandment of his theology being "Surrender".

Powers/Disadvantages:

CQC System: Asmod Votra practices a martial arts regimen known as CQC, or the close quarters combat system. This martial art can be used in conjunction with Brawl through punches and kicks, or the Grapple skill through submissions, chokeholds and bonebreaking techniques.

Dark Vision: This power functions exactly as the power Dark Vision described on pg 164 of the BRP rulebook. Asmod Votra possesses two levels of Dark Vision, allowing him to see 30 meters in absolute darkness, despite the absence of light.

Explosive Neural Implants: Asmod Votra's brain contains microscopic explosive implants. He will not allow himself to be captured. Asmod can trigger the implants with a thought and the explosives are powerful enough to decapitate him.

Intellect Transfer: Asmod Votra's brain is equipped with a network of tachyon implants that constantly upload his thoughts and experiences into a dormant clone. This clone body is concealed in a secret base and is identical to his current form in every way. Whenever Asmod is killed, this new incarnation is awakened possessing all of the thoughts, memories and experiences of the former. Through this method, Asmod is able to reincarnate himself continuously. Asmod will not allow two of himself to exist simultaneously, knowing that the separate incarnations would vie for supremacy.

Overconfident: Asmod Votra is selfabsorbed and arrogant. This extreme narcissism, combined with the fact that he can never truly be killed, leads him to be overconfident. Boasting when he should be fighting, allowing enemies he should execute to languish in deathtraps, etc.

Regeneration: Asmod Votra has an enhanced cell structure, giving him amazing regenerative capabilities. This power is identical to the super power Regeneration described on pg 159 of the BRP rulebook. Asmod Votra possesses three levels of Regeneration, allowing him to heal up to 3 hit points of damage every combat round at the end of the combat round (DEX rank 0), as long as he has power points to fuel the power.

Super Speed: Asmod Votra's bioengineered musculature and skeletal system allows him to move with blindingly fast speed. This power is identical to the power Super Speed described in the BRP rulebook on pg 166. Asmod Votra possesses two levels of Super Speed.

CREATURES OF ION 9

This chapter details some of the various fauna that inhabit the planet of ION 9. It also provides the GM with suggestions for optional encounters. These optional encounters could take place during the main adventure, or afterwards while the characters wait to be rescued. The GM is encouraged to take the strength of

the players group into consideration before deciding whether to include optional encounters with wildlife.

Brendor (Behemoth)

The plains and savannas of ION 9 are populated by many creatures, the largest of which are the tusked and horned brendor. Brendor, which means "behemoth" in the bhalos tongue, are large temperamental herbivores. Brendor commonly inhabit the dry lowlands, feeding on grass, roots and low hanging fruit. It is not an uncommon sight on the savanna to see a brendor lean its bulk against a tree, break it in half, and then eat its fruit.

Brendor are easily angered. Approaching too closely, loud noises, or just having the wrong smell are all ways to provoke a brendor attack. Brendor can be encountered in groups or solitarily. When encountered in a group, the herd usually consists of 34 females, 23 calves and a single male bull. If a solitary brendor is encountered, it will usually (85% chance) be a male bull. Once a brendor has become enraged, it will fight to the death. Slashing, goring and stomping the antagonist until it ceases to move.

Characteristic	Roll	Average
STR	6D6+14	35
CON	3D6+16	2627
SIZ	6D6+22	43
INT	5	5
POW	3D6	10-11
DEX	3D6	10-11

Move: 10

Hit Points: 35

Damage Bonus: +4D6

Armor: 8point hide

Attacks: Tusk 45%, 2D6+db (Impaling)

Horn Gore 35%, 3D6+db (Impaling)

Rear and Plunge 30%, 4D6+db (Crushing)

Trample 40%, 2D8+db (Crushing)

Skills: Listen 80%, Scent something offensive 65%, Spot 20%

Powers/Disadvantages: None

Optional Encounter: As the characters are traversing the savanna, they will encounter a herd of 1D6 brendor feeding among a cluster of trees. A particularly large bull is breaking down a sizeable tree to get at its fruit. The bull will become enraged if the characters venture too close, fire their weapons or get upwind of it. Alternatively, for a more deadly encounter, a brendor bull could charge from a clump of thick foliage after having been awakened by the noisy characters, ambushing them.

Mok-Shar (Death Fang)

The mok-shar are catlike reptilian predators that roam the forests and savannas of ION 9. MokShar hunt as individuals and in small (2D2) groups, occasionally forming larger (2D4) packs. Possessing the attributes of a reptile, the mokshar is able to heal its wounds at an accelerated rate. MokShar usually prefer to ambush smaller prey from hiding, but will hunt and stalk larger prey, especially when in a group.

Characteristic	Roll	Average
STR	3D6+12	2223
CON	3D6	10-11
SIZ	3D6+6	1617
INT	5	5
POW	3D6	10-11
DEX	3D6+6	1617

Move: 12

Hit Points: 13-14

Damage Bonus: +1D6

Armor: 3point skin

Attacks: Bite 50%, 1D8+1/2 db

Claw 60%, 1D6+1/2 db

Skills: Climb 45%, Dodge 50%, Hide 60%, Jump 60%, Listen 50%, Sense (Smell) 40%, Spot 55%, Stealth 60%, Track 25%

Powers/Disadvantages:

Regeneration: This power functions as the "major" version of regeneration, described on pg 109 of the BRP rulebook. MokShar are able to heal one hit point in the powers phase of each combat round. Damage to mokshar from fire or lasers cannot be healed with regeneration and will have to heal normally.

Optional Encounter: Characters that set up camp for the night may attract mokshar. If the characters light a fire, they have a 20% chance of attracting the beasts. Cooking food will raise this chance to 30%. If the characters are in the Valley of the Dead Gods, double these chances. To see how many mokshar are attracted, have the character with the highest Luck score make a roll. A Critical success attracts no mokshar, a Special attracts only one, a Normal success attracts 2D2, a Failure 2D4, and a Fumble 2D6.

SerpaGor (Stalking Terror)

The serpagor is a deadly reptilian creature akin to a giant hooded cobra and only dwells in areas of thick overgrowth and vegetation. Fortunately, for other life forms on ION 9, this limits their habitat to the Valley of the Dead Gods. SerpaGor slither through the valley's dense clusters of underbrush using a natural camouflage of leaflike

skin appendages to avoid detection. When within striking range of prey, the serpagor springs forth to slash its victims with a pair of venomous tusks, and then quickly retreats to wait for its poison to take effect. Serpagor will not hesitate to attack large groups of creatures, paralyzing each one by one, until the entire group is immobilized.

Characteristic	Roll	Average
STR	4D6+12	26
CON	3D6+18	2829
SIZ	4D6+12	26
INT	5	5
POW	3D6	10-11
DEX	3D6+6	1617

Move: 12

Hit Points: 28

Damage Bonus: +2D6

Armor: 3point skin

Attacks: Bite 50%, 1D6+ 1/2 db (Impaling)

Constrict 40%, 1D8+db (Crushing)

Fang Slash 65%, 1D4+ 1/2 db (Bleeding) +POT 16 poison

Tail Whip 40%, 1D6+ 1/2 db (Knockback)

Skills: Dodge 70%, Hide 90%, Sense (Smell) 35%, Stealth 90%, Swim 50%

Combat: Serpagors can perform two Bites or two Fang Slashes in a combat round, in any combination. The

Tail Whip can be used only once per round, in combination with either a bite or a slash. If the serpagor chooses to constrict, it can be his only attack for the round. The serpagor's first attack for the round will occur on his DEX rank, his second attack will occur 5 DEX ranks later. If the serpagor's Fang Slash causes damage to a characters hit points, they must make a resistance table roll of CON vs. POT. Failing this roll will cause the poison to take effect three rounds later, it will not result in HP damage (serpagor poison never causes HP damage) but rather the character will be paralyzed for 2D6 turns.

Powers/Disadvantages: None

Optional Encounter: Characters travelling through the Valley of the Dead Gods are always at risk of encountering serpagor. As the characters traverse the valley, lone serpagor or even a small group (1D3) hunting as a pack could set upon them. SerpaGor are attracted to fresh blood and bleeding or unattended wounds will tend to lure them (35% chance).

Shnarf (Nuisance)

The bhalos word "shnarf" roughly translates as nuisance, but is also used as an expletive, meaning dung or manure. Shnarf are found in every terrain type, from rocky outcroppings to jungles and savanna. Shnarf are strictly herbivorous, feeding only on fruits and vegetation. These small creatures are always encountered in groups of 220 (2D10). Shnarf are attracted to movement and sound and will scurry to investigate anything that is passing through their territory. Once an intruder is spotted, the small creatures will yip and howl until the offender leaves. Shnarf are fascinated by shiny and unfamiliar objects and will seek to inspect, and if possible, steal them. If the object is too large or heavy to easily carry, the shnarf will content itself by merely spraying the item with its anal scent glands.

Characteristic	Roll	Average
STR	1D3	2
CON	1D3	2
SIZ	1D3	2
INT	6	6

POW   3D6   10-11

DEX   2D6+12   19

Move: 13

Hit Points: 2

Damage Bonus: 1D6

Armor: None

Attacks: Gland Spray, 30% (Reek)

Bite, 20%, 1D3db (Impaling)

Skills: Climb 100%, Dodge 100%, Hide 50%, Jump 80%, Listen 95%, Sense (Smell) 50%, Spot 55%, Stealth 60%

Powers/Disadvantages:

Gland Spray: Shnarf have the ability to spray a stream of sticky foulsmelling liquid from glands located on either side of their anus. This liquid gives off a highly offensive smell that can best be described as a combination of rotten eggs, burnt rubber and vomitus. Characters or items that are sprayed will continue to stink for up to fortyeight hours, unless thoroughly washed. Sense rolls that simulate a creatures sense of smell become Easy against sprayed characters. Items or characters that are hit with a Special success or better by a shnarf's Gland Spray will reek so profusely that anyone within five meters of them suffers a 10% modifier to physical skills.

Optional Encounter: WARNING! If the GM or players prefer a rigidly serious game, it is probably best to avoid using the shnarf altogether, as a pack of shnarf has real potential to kill the mood. That being said, the shnarf could present a challenge for characters, even in a serious game. Shnarf that invade a campsite could make

off with critical gear, such as weaponry, clothing or anything else the GM sees fit. Although, having shnarf steal the distress beacon locater is highly discouraged. The howls of the shnarf can give away the characters position and characters sprayed by a shnarf's scent glands make prime targets for predators, besides just smelling bad.

Equipment

Ablative Plate Armor: Ablative plate armor uses ceramic plates infused with reactionary nanotechnology. The plates are woven within a jumpsuit of soft ballistic material. Ablative plates react to gunfire and melee attacks by expanding slightly outward to deflect the attack. The plates then quickly return to their original size. This process of expansion and contraction occurs too quickly to view with the naked eye.

AP 9 vs. Melee, Firearms & Explosives

AP 4 vs. Energy Weapons

Burden: Light

ENC: 4.0

Skill Modifier: 5% to Physical skills

Time: 3

Locations: All but head

Adrenalin Shot: Adrenalin shots can be found in trauma kits and the ISIS corp. specop medical kit. Adrenaline shots will temporarily boost Hit Points and STR. The effects of an adrenalin shot last for two turns (Ten minutes). STR is boosted by +2 and hit points by +5. These temporary hit points are not lost first if any damage is taken, but last. If after two turns, when the character loses the temporary hit points, he is left with zero or less HP, he collapses and begins to die. Adrenalin shots can assist in reviving characters whose hit points have fallen to zero or below. Although, they may begin to die again after two rounds when the temporary HP are lost, if First Aid or Medicine is not applied. Adrenalin shots automatically revive characters that have been knocked unconscious.

Energy Cells (Blaster Cells): Energy cells or blaster cells, as they are commonly called, are

small block shaped metallic batteries used to fuel blaster pistols, rifles, disintegrators, tools and machinery. Energy cells feature a digital readout that lets an operator know how many charges remain within the cell. The standard energy cell holds 40 charges.

SIZ/Enc: 0.1

Datapad: A datapad is a small electronic device used for storing information. A datapad can store textual, graphic, and audio data. They are commonly used as notebooks, cameras, calculators and recording devices. Datapads can interface with and download information from larger computer networks. Most datapads come equipped with a touchsensitive screen, audio pickups, headphone jacks, and an energy cell. Datapads also feature GPS technology, but on worlds without a satellite network, this feature is useless.

SIZ/Enc: 0.2

Electronics Kit: Electronic kits aid in the Technical skills of Cybernetics, Electronics, Electronic Security, Robotics and Sensor Systems by adding a onetime bonus of 20% per encounter. Electronic kits include transistors, resistors, diodes, attachment clips, integrated circuits, wires and an array of insulated electricians tools, pliers, cutters, screwdrivers etc.

SIZ/Enc: 3.0

Flash Welder: Flash welders are handheld, pistol shaped devices used in maintenance and repair work. Flash welders are capable of quickly (1/2 round) welding together materials that are made of metal using a highly concentrated electronic beam. They are used exclusively to weld, they cannot cut. They can be used to seal metallic doors shut or to connect materials made of metal. In a pinch, they can also become a nasty close quarters weapon.

Skill: Other

Base: Brawl

Dmg: 1D6+2 (electrical)

Attk: 1

Special:

Rng: Short

Hands: 1H

HP: 7

Parry: No

STR/DEX: 5/7

Mal:

Ammo: 40 (Energy Cell)

SIZ/Enc: 0.4

Fourth Sword Comm. Unit: The Fourth Sword uses small hand held comm. units to communicate over short distances. These walkietalkies usually require a separate computer system running telecommunications software to handle their traffic.

SIZ/Enc: 0.5

Fourth Sword Security Cards, levels 15: These small metallic cardkeys are used to access various doors, computers and machinery throughout Fourth Sword facilities. Higher security clearance cards are numbered with a larger numeral, with five being the highest. The higher level cards can open any door or computer designated for a lower value card. For instance, a door that required a level three card can also be opened by a level four or five card.

SIZ/Enc: 0.1

Gammadon Reactive-Plate: Reactive-Plate is the standard issue armor within the Gammadon Empire. The armor is composed of interlocked metallic plates overlaying a tough mesh fabric. Reactive-Plate contains nanotechnology that causes the armor to solidify whenever an impact is detected. The underlying fabric is specifically designed to dissipate energy blasts and electrical attacks.

AP 6 vs. Melee, Firearms & Explosives

AP 10 vs. Energy Weapons

Burden: Moderate

ENC: 12.0

Skill Modifier: 10% to Physical skills

Time: 4

Locations: All but head

G.E.I.S.T. Suit: (Graphical, Evasion, Infiltration, STealth): The GEIST is a skintight, active camouflage suit that creates the effect of partial invisibility by projecting a semitransparent image and bending light around the operator. The effect is not perfect and close observation will reveal the lightdistortion effect. The wearer of a GEIST suit appears only as a translucent, shimmering, waterlike silhouette. GEIST suits also feature sound absorbing dampeners that increase a character's Stealth. All Spot, Listen, Parry and Dodge rolls made against cloaked individuals are Difficult. Attacks made against cloaked individuals are also Difficult. Cloaked characters receive a +50% bonus to their Stealth and Hide skills. If an individual attempting to Spot the characters is within 15 meters, the Hide bonus is nullified.

GEIST suits feature weapon shrouds that can be draped over rifles, handguns or SMGs thus transferring the cloaking effect to the weapon. The weapon shroud will not hinder the weapons operation or effectiveness in any way. However, large weapons such as rocket launchers or miniguns will not fit beneath the shroud. Carrying large items or wearing equipment over a GEIST suit, such as backpacks, vests or helmets, ruin its visual effects, causing Spot, Parry, Dodge and attacks made against the wearer to suffer a 10% penalty, rather than becoming Difficult. Likewise, armor is prohibited while using a GEIST suit. The bulky nature of all but the most discreet body armors (such as ballistic cloth) prevent the suit from being worn or functioning properly. SIZ/Enc: 2.5

System Note: Xithid sense their surroundings through E.S.P. and are not subject to the GEIST suits effects.

Industrial Grade Fire Extinguishers: These 1/2 meter cylindrical plastic canisters are standard issue on starcraft and industrial facilities across the galaxies. Industrial grade extinguishers fire a jet of flame retardant foam that expands to smother a fire. They are effective against any class of fire, electrical, chemical, combustible liquid etc. When combating fires using an industrial grade fire extinguisher, apply a STR rating to the fire based on its size and intensity. Consider the extinguishers foam agent to be STR 15. Determine the outcome through a STR vs. STR contest on the Resistance Table.

SIZ/Enc: 4.0

ISIS Assault Armor: ISIS assault armor is made of super lightweight metal alloys and polycarbonates. The armor completely covers the entire body, including the head.

AP 8 vs. Melee, Firearms, Explosives & Energy Weapons

Burden: Light

ENC: 3.0

Skill Modifier: None

Time: 4

Locations: All

ISIS Assault armor also features a number of technological enhancements.

Night Vision Goggles: ISIS armor features a pair of drop down night vision goggles attached to the front of armor's helmet. These goggles use ambient light, allowing the user to see as if it were day, even when in complete darkness. Modifiers due to darkness are nullified when using NVGs.

System Note: ISIS armor night vision goggles do not allow the user to see through smoke.

Communications Headset: ISIS armor features an internal communications system, which allows all team members within a onekilometer range to freely communicate with one another. The armors comm. units have been designed to resist jamming and surveillance.

Realtime Video Feed: ISIS armor helmets contain miniature video cameras that record and transmit visual images to the entire team. With the simple flick of a button, any team member can see what any other team member is viewing at any time. The video images are displayed on a small circular lens that sits in the corner of the helmet's visor. Viewing a teammate's camera does not obscure the viewer's vision in any

way. The camera has a onekilometer transmission range.

ISIS corp. Master Security Card: This electronic keycard can be used within any ISIS corp. facility or starship to open doors and access computers.

    System Note: The Fourth Sword has overridden all but a few of ISIS corp.'s computer and door codes within the Ulysses. Unless the text specifies otherwise, consider the master security card to be useless.

SIZ/Enc: 0.1

ISIS corp. Plasma Cutting Torch: ISIS corp. cutting torches super heats gas acquired from the atmosphere and then focuses it into a sharp jet for cutting. The plasma torch can cut through about one inch of metal per turn. Used as a weapon, the plasma torch does 1D6+1 damage.

    System Note: The plasma torch can cut through most doors within Operation Ulysses in 6 turns (30 minutes).

SIZ/Enc: 1.0

ISIS corp. SpecOp Medical Kit: The ISIS corp. specop medical kit includes the following:

6 Stimgel doses, a portable defibrillator, blood clotting agent, 4 adrenalin shots, surgical tools and dressings.

SIZ/Enc: 2.0

ISIS corp. SpecOp Space Walk Infiltration Suit: The space walk infiltration suit is designed to allow characters to operate in the hard vacuum of space. These suits can also withstand chemical and biological agents, as well as radiation. Each suit contains a breathing unit with a fourhour air supply. The space walk suit slows individual movement rates down to 1/2, due to magnetic inserts within the boots. Characters will need to remove the suit after they enter the Ulysses or suffer the new movement rate. The infiltration suit can be worn over armor. Listen and Spot rolls become Difficult while wearing the suit.

SIZ/Enc: 4.5

ISIS corp. Team Wilderness Survival Kit: Each ISIS corp. wilderness survival kit contains the following:

4 Stimgel doses, 45m of nylon rope, 1 pair of binoculars, 5 allweather Mylar blankets (space blankets), 4 canteens, 1000 waterproof matches, insect repellent, antifungal cream, a machete, water purification tablets, foot powder, a flint strike, a compass, a wire saw, , medical equipment (gauze pads, elastic gauze bandage, antiseptic creams, antiviral tablets, antiinfection tablets, bandages, etc.), salt tablets, a fishing kit, snare wire, extra socks, candles, a signal mirror, flares, a sewing kit, safety pins, tinder, tape, a whistle, and 100 ration packs.

SIZ/Enc: 4.5

    System Note: Also included in every kit is a miniature distress beacon and a distress beacon locator. These items are vital to the plotline within Operation Ulysses, as they are the items that will lead the characters to Delta Base by tracking Arianna Vale's distress beacon signal.

Distress Beacon: The distress beacon emits a constant signal once activated. The signal has a 500kilometer range. The signal is only detectable by ISIS corp. locators. The beacon is metal, magnetic and incredibly small, similar in size and shape to a medicine capsule.

Distress Beacon Locator: The distress beacon locator is a small hand held device with a 4x4 inch display screen. The screen gives the direction and distance to any active ISIS corp. distress beacon signals.

SIZ/Enc: 0.4

Kyat Assault Vest: Kyat Assault vests are tactical vests designed to be worn alone or over battle armor. The vests feature areas for rifle magazines (x12), fraggrenades(x4), and 20mm grenades (x8), a knife holster and a cross draw chest holster for a handgun or blaster pistol. Each vest comes equipped with a hydration pack and a detachable backpack to hold even more gear.

SIZ/Enc: 1.5 (empty)

Light Assault Armor: Light assault armor is standard issue to most Fourth Sword infantry units. The armor covers the soldier from head to toe and is made from lightweight composites. Primitive by modern standards, the armor does not feature built in communications or night vision.

AP 4 vs. Melee, Firearms, Explosives & Energy Weapons

Burden: Light

ENC: 3.0

Skill Modifier: 5% to Physical skills

Time: 3

Locations: All

Methriax Phencyclidine (MXP): MXP is a powerful stimulant that causes severe psychological derangement with prolonged use. MXP comes prepackaged within small hypodermic syringes called hypos. Taking a dose of MXP will not cause HP damage, but will instead cause a +2 increase in STR and DEX. This increase in STR and DEX lasts for sixteen hours. Afterwards, there is a –2 decrease in STR, DEX and INT, lasting eight hours. With each use of MXP, the user must pit their POW vs. the drugs POT on the resistance table. A failure results in addiction. Addicted individuals must consume the drug at least once per day, or continuously suffer the effects of withdrawal (2 STR, DEX, INT).

Speed of Effect: 1 round

POT: 16

Duration: 16 hour (High)/8 hour (Crash)

Symptoms: Rapid heartbeat, paranoia, dilated pupils, incessant talking, euphoria, sweating, loss of appetite, formication with failed Idea roll (delusions of parasites or insects under the skin)

Radiation Suit: The radiation suit is effective against gas, chemicals and of course, radiation. The suit features a rebreather unit with enough oxygen for twelve hours. Listen and Spot rolls are Difficult while wearing a radiation suit.

SIZ/Enc: 3.0

Rebreather Units: Used by firefighting teams aboard the Ulysses, rebreathers are selfcontained breathing apparatus designed for military, law enforcement and civilian use. Rebreathers feature a full facemask, regulator, air cylinder, cylinder pressure gauge, and a harness with adjustable shoulder straps and waist belt, allowing it to be worn on the back. Rebreathers are designed to overcome smoke and chemical vapors. Their tanks contain enough oxygen for 60 minutes of use.

SIZ/Enc: 4.0

Repair Kit: Repair kits come with an array of tools, including hammers, screwdrivers, pliers, flashlights, etc. A repair kit allows a character to perform the Repair skill at an Average difficulty. Attempting to use the Repair skill without the proper tools causes the difficulty to become Difficult.

SIZ/Enc: 2.0

S.A.F. (Strength Assistance Frame): The strength assistance frame is a mechanical exoskeleton that allows the user to lift, move or bend objects that he normally could not. The S.A.F. is worn like a belt. When strength assistance is needed, the user presses a small button and an exoskeletal frame extends forth to encompass him. When the user no longer needs the frame, he presses the button again and the exoskeleton retracts itself back into the belt. When the frame is extended, it covers the legs, back and arms, increases the STR characteristic by +10, but reduces movement by 1/2. The characters legs, back and arms must be unobstructed for the S.A.F. to extend properly. Wearing a backpack would cause the units extension to fail, and to automatically retract. However, form fitting body armor would not.

SIZ/Enc: 2.5

Smoke Grenades: Smoke grenades create a large 50x50 meter cloud of intense smoke used to screen movement. Combat actions taken within the cloud, and individuals attempting to detect or attack characters within smoke, do so according to the rules for absolute and complete Darkness as described on pg 220 of BasicRolePlaying.

SIZ/Enc: 0.7

Stimgel & Stimgel Applicator: Stimgel comes in small cartridges referred to as doses. Stimgel promotes rapid healing by replacing damaged tissue, using a mixture of nanotechnology and cell producing agents. Stimgel is used in conjunction with the First Aid or Medicine skill to heal a specific injury. With a successful First Aid or Medicine roll, Stimgel will immediately heal 1D6 Dmg. This healing is in addition to the hit points normally healed with a successful First Aid or Medicine roll. Even if the character Fails his First Aid or Medicine roll, Stimgel will still heal 1D3 Dmg. A Fumble will result in only 1 HP being healed. Special or Critical successes heal 1D6+1 Dmg. (SIZ/Enc: 0.5)

Stimgel Applicator: The Stimgel applicator is a small hand held injector into which Stimgel dose cartridges are loaded. The device aids in the uniform application of Stimgel. Although it is possible to apply Stimgel without an applicator, using one adds a +2 bonus to the heal roll made for Stimgel. (Example: A character succeeding in his First Aid skill roll will heal 1D3 Dmg for the First Aid success and an additional 1D6 Dmg for the Stimgel, for a total of 1D3 + 1D6 Dmg healed. If he were to use an applicator, the additional Dmg healed would be 1D3 + 1D6+2) (SIZ/Enc: 1.0)

Surgery Kit: A set of surgical tools packaged and sterile, ready for use. The kit contains several rubber gloves, dressings, antiseptics, sutures, etc., and is essential for any involved surgery or use of the Medicine skill involving surgery. Surgery kits also contain 1D6 Stimgel doses.

SIZ/Enc: 2.0

Tachyon Long-range Communications Array: The TLR comm. array uses faster than light subatomic particles called tachyons to instantly relay messages across great distances. These comm. units are standard equipment aboard starships and facilities across the universe.

SIZ/Enc: 1.0

System note: The Fourth Sword has created a communicationsjamming field around ION 9. The tachyon long-range comm. array will be useless until the characters can shut down the jamming software within Delta Base, located in the Area 3 (Security Station).

Tactical Security Bypass System: The tactical bypass system is a small hand held computer unit used to defeat electronic security systems and to hack computer passwords and programmed defenses. The tactical bypass system uses small metallic connector wires to interface with the target, or a detachable remote key card that fits into a security card reader. The target system can be hacked directly using the connector wires to link to the mainframe, or remotely with the remote keycard attached to the system's key card reader, if it has one. The remote key card unit has a range of 300 meters.

The tactical bypass can be employed against any object that utilizes computer systems. It provides a bonus of 40% (once per system) to the skills of Computer Use, Electronics, Electronic Security, Robotics, and Sensor Systems and any other computer or electronics related skill that the GM sees fit. If a character fails his roll and must make subsequent rolls to hack or disable a system, he cannot employ the tactical bypass again on that same system. If the GM determines that multiple skills or skill checks are required to access, repair or disable a certain system, then the tactical bypass can only be employed on one of these rolls, choose wisely.

SIZ/Enc: 0.6

Trauma-Kit: A specialized collection of medical supplies to deal with immediate trauma. The kit includes 5 adrenalin shots, antitoxins, emergency medical supplies to deal with large open wounds, a portable defibrillator, 2 Stimgel doses and a Stimgel applicator. Using a trauma kit in conjunction with the First Aid skill conveys a +10% bonus.

SIZ/Enc: 2.0

Universal Translator (Gammadon Tech): The gammadon universal translator is a small computer audio system that is worn around the neck. The device analyzes any nearby vocalizations and after a short time (1 hour/12 turns) can begin to translate them. The device gives the user translations via a headphone jack. The device can also broadcast translated messages in any language that the operator desires, as long as it is in a language the device has previously been exposed to. The user simply speaks in his native tongue and the device will immediately broadcast an audio translation.

SIZ/Enc: 0.3

System note: The device's labeling and screen text are written in gammadon. Learning their meanings will require the Knowledge skill of Linguistics and attempts made to unravel the devices script will be considered Difficult.

V.H.D. Vials: VHD (Virulent Homicidal Decay) is a POT 25 poison. If a character's skin is exposed to the VHD liquid concentrate or he ingests it, he must pit his CON vs. the poisons POT on the Resistance Table. If he fails, he will not take damage in HP. Instead, his flesh will begin to rot away, causing damage to his SIZ and CON at the rate of one point per game hour. If the characters CON somehow overcomes the POT of the VHD, he will suffer no ill effects whatsoever. However, if he fails in the CON vs. POT contest he must immediately pit his POW vs. the poisons POT 25. If he fails the POW vs. POT contest, he will attempt to kill every living thing that he comes across, until he dies. Even if he succeeds in the original POW vs. POT contest, he must continue to pit his POW vs. POT 25 every game hour until he succumbs. If the character loses this POW vs. POT contest, he cannot distinguish friend from foe. There is no way for him to resist killing or to be reasoned with once he fails this POW check. There is no known cure for VHD exposure. Characters that reach zero CON die. Characters that reach zero STR are unable to move.

If the vial is broken, the resulting VHD gas cloud will fill an 18x18 meter area within 2 rounds and remain there for 20 rounds, unless there is a strong breeze to disperse it. The effects of VHD gas exposure are the same as liquid, except that the gas has a POT of 20. The gas can either be inhaled or swallowed, but not absorbed through the skin. Every round a character is in a gasinfected area without the protection of a chemically resistant suit or a rebreather, he must pit his CON vs. POT 20 until he leaves the area or succumbs. If he succumbs, he must begin to pit his POW vs. POT as above. VHD infected use the stats they retained before infection, although they lose their desire to communicate and cannot be reasoned with.

Xithid Locater (Gammadon Tech): The xithid locator is a simplistic 8x8 inch device that includes a flat green screen and a single on/off button. When turned on, the device will relay a signal designating the direction of any living xithid within 600 kilometers. The locater displays the xithids location with flashing icons that grow larger as the locater moves towards them.

System note: Initially, there will be no way for the characters to know what the flashing icons symbolize. After their first encounter with the xithid, a successful Idea roll should be enough to realize the locater's purpose. Depending on when it is first employed, the locator will give many strong signals in the direction of the awakened xithid colony and a few weaker signals coming from the direction of Delta Base and the Fourth Sword dig site.

Yanguri Armor: The bhalos fashion suits of formfitting black armor from the sap of the yanguri tree. This armor is light, yet exceedingly tough and can withstand gunfire and energy weapon attacks on a par with suits of modern design.

AP 4 vs. Melee, Firearms, & Energy Weapons

Burden: Light

ENC: 2.5

Skill Modifier: None

Time: 2

 Locations: Chest arms and legs.

Yanguri Beetle Toxin: The bhalos often coat their weaponry in a powerful neurotoxin derived from the grub of the yanguri beetle. Normally, the liquid obtained from the grubs is a powerful hallucinogen, but when the liquid is mixed with certain secret ingredients, its chemical composition changes into that of a deadly poison. When smeared onto a melee weapon, the poison solidifies into a waxy shell. This poisonous coating lasts for about 24hours before needing to be replaced.

Speed of Effect: 3 rounds

POT: 8

Symptoms: Labored breathing, respiratory failure. See BRP pg 229 for more on handling Poisons.

VEHICLES

Fourth Sword Armored 4x4:

These wheeled land vehicles are produced by the Fourth Sword for reconnaissance and scouting duties. Typically, a Vortex minigun is mounted on a swivel near an access hatch atop the vehicle. This swivel mount will also accept an armature lancer or the X11 Anti Armor rocket system. Armored 4x4s can also mount a 120mm mortar in the rear of the vehicle.

Skill: Drive

Rated Speed: 12

Handling: +20%

ACC: 10

MOV: 134

Armor: 18/10

SIZ: 55

HP: 60

Crew: 1

Passengers: 7

Cargo: 40

Armament: Vortex Minigun and 120mm mortar. Can mount an X11 antiarmor rocket system or armature lancers in place of installed weaponry.

Fourth Sword Cargo Truck:

This vehicle is typical of large semi tractortrailer trucks used for hauling cargo from point A to point B. These vehicles consist of a bulky tractor truck attached to a long detachable trailer rig. Detaching the trailer increases the Handling to 10%.

Skill: Drive

Rated Speed: 10

Handling: 15%

ACC: +6

MOV: 100

Armor: 16/2

SIZ: 90

HP: 90

Crew: 1

Passengers: 3+

Cargo: 72

Armament: None

The Inferno (Asmod Votra's Starship):

This sleek starfighter is a modified design, based on a model produced by the alterran Andios Star Commerce Company. This revised version features a pair of turbo laser cannons and enhanced armor.

Skill: Pilot

Rated Speed: 100

Handling: +15%

ACC: +20

MOV: 65K

Armor: 18/12

SIZ: 75

HP: 120

Crew: 1

Passengers: 3

Cargo: 10

Armament: Turbo Laser Cannons, 4D6+2, one 3 shot burst per cannon, per combat round.

INVADER Infiltration Craft:

Designed by ISIS corp. at a secret facility, the Invader utilizes recent advancements in disposable litherium hyperdrives. The craft's original intent was to enable ISIS corp. survey teams to operate within the Gammadon Fields, without attracting the local hypermines. Once the craft achieves hyperspace and jettisons its litherium drive cores, it cannot achieve it again. Once the craft leaves hyperspace, it can be steered using a set of booster rockets. The craft carries enough conventional fuel to make ten course corrections. The Invader is not shielded for atmosphere reentry. Trying to make planetfall in the craft will cause it to explode in the upper atmosphere.

Skill: Pilot

Rated Speed: 100

Handling: +10%

ACC: +20

MOV: 55k

Armor: 10

SIZ: 60

HP: 50

Crew: 1

Passengers: 8

Cargo: 30

Armament: None

Delta Base Monorail:

The monorail, which runs between Delta Base's main base and the command bunker, is typical of monorails used throughout the universe for commuter travel. Starting the monorail will require a level 3 Fourth Sword security card and a successful Computer Use roll. The monorails computer system will not allow it to collide with foreign objects. The monorail is equipped with magnetic brakes that will slow the vehicle to a stop before it crashes, but this feature can be overridden with a Difficult Computer Use roll.

Skill: Computer Use

Rated Speed: 22

Handling:

ACC: +4

MOV: 300

Armor: 12/2

SIZ: 90

HP: 100

Crew: 1

Passengers: 12

Cargo: 50

Weapons: None

Fourth Sword APC:

This tracked vehicle is designed to carry Fourth Sword personnel to the battlefield, providing the occupants with reasonable protection from shrapnel and ambush. The vehicle can also provide fire support in the form of an internally controlled plasma cannon. A single operator can drive the vehicle, but a separate operator is required to direct the plasma cannon.

Skill: Heavy Machine/Drive

Rated Speed: 8

Handling:

ACC: 5

MOV: 83

Armor: 18

SIZ: 90

HP: 100

Crew: 1 (2 with gunner)

Passengers: 12

Cargo:

Armament: Internally controlled Plasma Cannon

APC Plasma Cannon

Skill: Artillery

Base: 01%

Dmg: 4D10+4

Attk: 1

Special: Fire

Rng: 1,000

Crew: 1

HP: 20

AV: 20

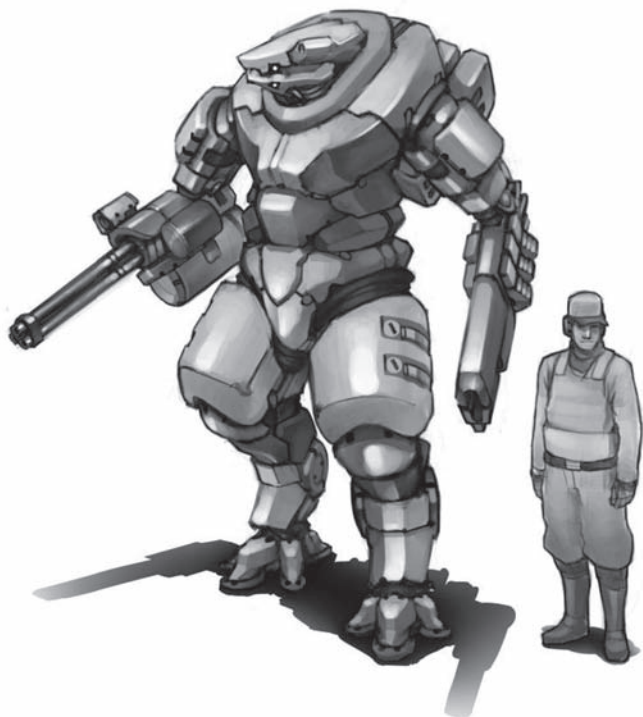Ammo: Plasma Energy

Cap: Unlimited

Mal: 00

SIZ: 30

Description: The APC plasma cannon requires a dedicated gunner to operate. The APC plasma cannon has a chance to set its target on fire. Whenever the cannon scores a Special success, its target is engulfed in flames and takes 1D6+2 fire damage per round until extinguished.

Fourth Sword Armature (Model 88):

Model 88 Armatures are 3meter tall, humanoid shaped battle suits. These battle suits have a pair of bipedal legs and a pair of arms that feature weapon mounts at the elbow. The operator is encased within a central control pod that allows the battle suit to monitor his nervous system and mimic his movements. While within the armature, the operator is protected from head to toe by its armored shell. Operators cannot wear battle armor while within the armature, as it interferes with the machines nervous system scanners.

An armature has no builtin weaponry. The suit is designed to have specific weaponry attached to its arm mounts, such as armature lancers or Vortex miniguns.

Skill: Special (See Skill Modification under Powers)

STR: 35

CON: 40

Damage Bonus: +4D6 (melee attacks only)

MOV: 15

Armor: 25point (composite plating)

SIZ: 40

HP: 40

Major Wounds: 20 HP

Crew: 1

Passengers:

Cargo: 10

Armament: Armature Lancer or Vortex Minigun

Weapon Slam/Kick (uses operator's modified Brawl skill %) 1D6+4D6 damage

Skills: Listen (Parabolic Reflector) 90%, Navigate (Radar) Skill becomes Easy, Spot (Headup Display) 100% Automatic*

Powers:

Adaptation: Armatures are pressure sealed; due to this, their operators can exist comfortably in Cold, Heat, High Pressure, Radiation and Vacuum environments. (See BRP pg 148 for more information on Adaptation.)

Dual Wield: Armatures are specifically designed to have weapons mounted onto both arms. Characters may attack with both weapons on their DEX rank. The operator may split the attacks as well; attacking with the first weapon on his DEX rank and holding the second weapons attack until a later DEX rank. Holding and splitting both attacks is allowed as well. The attacks are made at the full skill level and do not suffer the penalties associated with Two Weapon Fighting, BRP pg 233.

Forward Looking Infrared (FLIR): FLIRs use detection of thermal energy to create the image assembled for the armature's video monitor output. FLIR is used to help the armature operator guide the battlesuit at night, in fog or smoke, and to detect warm objects against a cold background when it is completely dark.

Headup Display (HUD): The Headup Display within the Model 88 automatically detects and marks/paints potential targets on the battlefield, giving the operator complete situational awareness of threats around him. The HUD can scan out to 100meters, allowing the opera-

tor to automatically Spot all visible vehicles and individuals within its range. However, the HUD cannot Spot through walls or around obstacles. Individuals or vehicles must expose themselves, at least partially, for the HUD to Spot them. When a target is detected, the armature alerts the operator as to the individual's threat level, type and armaments. Without a specific power that would counter the HUD, or an area of unbroken cover, Hide or Stealth rolls made to avoid the armature's Spot skill are not allowed. The HUD also grants a +30% modifier to all attack rolls made with the battle suits attached weaponry.

Micro Litherium Reactor: Armatures possess built in fission reactors. These microreactors are litherium based and supply the suit with an infinite energy supply.

No Hands: Operators cannot pick up small objects or manipulate complex devices.

Parabolic Reflector: Armatures feature parabolic reflectors that collect and enhance sound waves. This modifies the operator's Listen skill to 90%, regardless of what it was before.

Radar Navigation: Model 88 armatures feature a radar navigation system that makes all Navigate skill rolls Easy.

Skill Modification: Armature battle suits are designed to be completely intuitive and therefore require no special skills such as Drive or Pilot to operate. The battlesuit instead uses the operator's skill ratings as the basis for most actions that are attempted. However, an armature enhances some skills while diminishing others. The skills of Brawl, Dodge, Jump, Martial Arts (If applicable) and Parry gain a +20% modifier, Navigate becomes Easy, while Climb, Hide and Stealth become Difficult and Swim and Throw become Impossible.

Fourth Sword Skyjet:

Fourth Sword skyjets are cheap VTOL (vertical takeoff and landing) vehicles, requiring no runway of any kind. Although their main function

is as a scouting and troop transport vehicle, Fourth Sword skyjets come equipped with a pair of laser cannons to fulfill close air support duties. The vehicle requires a pilot to fly and a copilot to operate the weapons system.

Skill: Pilot

Rated Speed: 23

Handling: +5%

ACC: +10

MOV: 300

Armor: 6

SIZ: 70

HP: 40

Crew: 1

Passengers: 10

Cargo: 18

Armament: Twin laser cannons

Skyjet Laser Cannon

Skill: Artillery

Base: 01%

Dmg: 2D10+4

Attk: 1 per cannon

Special: Impaling

Rng: 600

Crew: 1

HP: -

AV: -

Ammo: Energy

Cap: Unlimited

Mal: 00

SIZ: -

Ulysses Escape Shuttle:

The Ulysses normally contains three escape shuttles within its hanger bay. Two of the shuttles have been taken, but the third remains. Characters that wish to escape the Ulysses via the shuttle require no special skills to do so. The crafts are completely automated. The vehicles operator must simply press a large button labeled LAUNCH. The vehicle will then begin the launch procedure, setting a course for the nearest inhabitable planet.

Skill: None (Pilot)

Rated Speed: 92

Handling: -

ACC: +15

MOV: 50k

Armor: 20

SIZ: 80

HP: 60

Crew: -

Passengers: 12

Cargo: 40

WEAPONS

120mm Mortar

Skill: Heavy Weapon

Base: 01%

Dmg: 8D6/2 meters

Attk: 1

Special: Crushing

Rng: 2000

Crew: 2

HP: 20

AV: 13

Ammo: Explosive (Mortar Shell)

Cap: 1

Mal: 00

SIZ: 20

Description: The 120mm mortar is a portable weapon that can be fired from the back of a stationary vehicle, or removed and fired from the ground. Unless a twoman crew serves the weapon, its firing rate falls to 1/2. Having more than two individuals serve the weapon will not increase its fire rate above 1.

AMD 4 SMG

Skill: Submachine Gun

Base: 15%

Dmg: 1D8

Attk: 2 or burst

Special: Impaling

Rng: 40

Hands: 2H

HP: 10

Parry: No

STR/DEX: 7/6

Mal: 9900

Ammo: 20

SIZ/Enc: 2.0

Description: The AMD4 is a product of Advanced Military Devices Inc. The AMD4 features an integral sound suppressor, builtin M220 20mm grenade launcher and a side folding stock.

AntiPersonnel Fragmentation Grenade

Skill: Grenade

Base: Throw

Dmg: 4D6/4 meters

Attk: 1

Special: Impaling

Rng: Thrown

Hands: 1H

HP: 8

Parry: No

STR/DEX: 5/5

Mal:

SIZ/Enc: 0.7

Description: A small explosive device triggered and thrown at enemies, set to emit a maximum amount of deadly shrapnel to pierce flesh.

Armature Lancer

Skill: Rifle, Energy

Base: 25%

Dmg: 3D6+2

Attk: 1

Special: Impaling

Rng: 110

Hands: 2H or weapon mount

HP: 20

Parry: No

STR/DEX: *14/13

Mal: 00

SIZ/Enc: 5.0

Ammo: Unlimited

*Scores are for unmounted use

Description: The armature lancer is a large laser rifle designed to be mounted onto a vehicle or an armature battlesuit. The weapon can fire four times before needing to recharge for one round and has a limitless energy supply.

Blaster Pistol

Skill: Pistol, Energy

Base: 15%

Dmg: 1D8+2

Attk: 2

Special: Impaling

Rng: 20

Hands: 1H

HP: 14

Parry: No

STR/DEX: 7/5

Mal: 9900

Ammo: 40

SIZ/Enc: 1.0

Description: A Blaster Pistol is a small weapon that fires a concentrated bolt of subatomic energy that burns the target with some concussive impact. Blaster pistols are powered by energy cells that hold enough power for 40 shots. These energy cells can be used in either blaster pistols, blaster rifles or disintegrator pistols.

Blaster Rifle

Skill: Rifle, Energy

Base: 10%

Dmg: 2D8+3

Attk: 2

Special: Impaling

Rng: 60

Hands: 2H

HP: 20

Parry: No

STR/DEX: 9/5

Mal: 9900

Ammo: 40

SIZ/Enc: 1.5

Description: The rifle version of the blaster pistol.

Disintegrator Pistol

Skill: Pistol, Energy

Base: 05%

Dmg: 3D4+1

Attk: 1

Special: Disintegration

Rng: 10

Hands: 1H

HP: 12

Parry: No

STR/DEX: 7/5

Mal: 00

Ammo: 4

SIZ/Enc: 1.0

Description: The disintegrator pistol uses the same energy cells that blaster pistols and rifles use as their fuel source, but requires ten charges instead of one each time it is fired. Disintegrators use antimatter field generators contained within the weapon to produce deadly bolts of matter destroying energy. Individuals struck by a Special success must succeed at a Difficult Luck roll or suffer the loss of the affected area. Use the Missile Fire Hit Location Table (BRP pg 190) to determine the outcome of a Special success. Of course, hits to the head, chest or abdomen will not be pretty. If a character is wearing armor on the affected body part, a kindhearted GM may choose to disintegrate just the armor. A disintegrator can destroy one cubic foot of matter per blast and is just as effective on inanimate object.

Fusion Grenade

Skill: Grenade
Base: Throw
Dmg: 6D6/1 meter
Attk: 1
Special:
Rng: Thrown
Hands: 1H
HP: 10
Parry: No
STR/DEX: 5/5
Mal: 9700
SIZ/Enc: 0.8

Description: An extremely powerful hand held subnuclear device. Fusion grenades can be set to explode on impact or detonated using a built in timer.

Gammadon Arc Rifle

Skill: Rifle, Energy
Base: 25%
Dmg: 3D6+2
Attk: 1
Special: Knockback
Rng: 30

Hands: 2H
HP: 15
Parry: No
STR/DEX: 9/7
Mal: 9500
Ammo: 3
SIZ/Enc: 2.0

Description: Arc rifles fire a stream of electricity that can leap from target to target. If an intended target is struck, the arc continues on to the next enemy within range, usually the closest enemy to the initial target. The weapons operator must now make an attack roll to hit the new target. If a success is rolled on this new attack roll, the arc continues on to a third target, and the process continues. If an arc attack misses or fails to achieve a success, the chain is broken. Up to ten targets can potentially be caught within a single arc, as long as they are within range. Fumbled attack rolls have the potential to cause the stream to leap to friendlies or even the operator himself. The arc rifle contains its own fusion generator and can fire three streams before needing to recharge for one round. The arc rifle was specifically designed for clearing out xithid colonies, as xithid suffer double damage from electricity.

Gammadon Blaster Pistol

Skill: Pistol, Energy
Base: 15%
Dmg: 1D8+4
Attk: 2
Special: Impaling
Rng: 20
Hands: 1H
HP: 10
Parry: No
STR/DEX: 7/5
Mal: 9400
Ammo: 6
SIZ/Enc: 1.0

Description: Gammadon blaster pistols contain a small fusion generator that supplies the weapon with endless power. The generator has

enough energy to fire six shots before needing to recharge for one round.

Gammadon Incendiary Grenade

Skill: Grenade
Base: Throw
Dmg: 2D6/3 meters+Fire
Attk: 1
Special:
Rng: Thrown
Hands: 1H
HP: 8
Parry: No
STR/DEX: 5/5
Mal: 9800
SIZ/Enc: 0.7

Description: The gammadon incendiary grenade will engulf anyone caught within its blast radius (6 meters) in flames. Individuals caught within its blast must Dodge to avoid being set on fire. Targets that fail their Dodge roll will suffer 1D6 fire damage until they can be extinguished.

Grahl Explosive Vest

Skill: None
Base: Automatic Detonation
Dmg: 6D6/1 meter
Attk: 1
Special: Knockback
Rng:
Hands: 1H
HP: 1
Parry: No
STR/DEX: 4/4
Mal: 00
SIZ/Enc: 2.0

Description: Individuals wearing an explosive vest who are hit by firearms, explosives, energy weapons or electrical attacks that result in a Special success or better will explode. Targets wearing explosive vests that are set on fire will explode after 2 rounds. Individuals who deto-nate their vests (while wearing them) or who are detonated by others are automatically killed. Once a vest's detonation button is hit, the operator has about two seconds before the vest explodes, so it is possible to use the explosive vest as a grenade.

HG11 SemiAutomatic Pistol

Skill: Pistol
Base: 20%
Dmg: 1D8+2
Attk: 3
Special: Impaling
Rng: 20
Hands: 1H
HP: 8
Parry: No
STR/DEX: 5/5
Mal: 00
Ammo: 24

SIZ/Enc: 0.5

Description: The HG11 is a lightweight pistol featuring an integral sound suppressor.

KA-80 Assault Rifle

Skill: Rifle
Base: 25%
Dmg: 2D6+3
Attk: 2 or burst
Special: Impaling
Rng: 100
Hands: 2H
HP: 15
Parry: No
STR/DEX: 7/5
Mal: 00
Ammo: 50

SIZ/Enc: 2.5

Description: The KA-80 rifle features a detachable M220 20mm grenade launcher and a detachable sound suppressor.

K.E.S.S. Rifle (Kinetic Energy Sniper System)

Skill: Rifle

Base: 25%

Dmg: 3D6+6

Attk: 1

Special: Impaling

Rng: 150/ 300

Hands: 2H

HP: 15

Parry: No

STR/DEX: 8/7

Mal: 00

Ammo: 10

SIZ/Enc: 4.0

Description: The KESS rifle is an advanced sniper rifle that fires highvelocity sabot rounds. The rifle features a built in Thermal Forward-Looking Infrared (FLIR) telescopic sight which overcomes darkness modifiers and allows the operator to see through smoke. The weapons range is doubled if the operator takes a round to aim using the telescopic sight. The KESS rifle comes equipped with a detachable bipod that doubles the base chance, as well as adding a +10% bonus to all attack rolls when employed. The bipods effect has already been factored into the rifles Base statistic. If the operator does not deploy the bipod or use a similar stabilizer, decrease the base chance to 13%. The KESS rifle has exceptionally strong recoil. Firing the rifle without some sort of stabilization makes all attack rolls Difficult and lowers its Attk rate to 1/2. Characters that have a STR of 20 or more can fire the rifle normally without stabilization.

KLMG7 Light Machine Gun

Skill: Machine Gun

Base: 15%

Dmg: 2D6+5

Attk: 2 or burst

Special: Impaling

 Rng: 120

Hands: 2H

HP: 15

Parry: No

STR/DEX: 9/5

Mal: 9900

Ammo: 200

SIZ/Enc: 3.5

Description: The KLMG7 uses 200 rnd drum magazines.

M220 20mm Grenade Launcher

Skill: Grenade

Base: 25%

Dmg: 3D6/2 meters

Attk: 1/2

Special: Impaling

Rng: 40

Hands: 2H

HP: 12

Parry: No

STR/DEX:

Mal: 00

Ammo: 1

SIZ/Enc:

Description: The M220 grenade launcher is a weapon mounted launcher that can fire a variety of 20mm grenade types. The above statistics are for 20mm shrapnel grenades, the most common type. The weapon will only hold one grenade at a time and will need to be reloaded after every shot.

Micro-Bolt SMG

Skill: Submachine Gun

Base: 15%

Dmg: 1D8+1

Attk: 3 or burst

Special: Impaling

Rng: 60

Hands: 1H or 2H

HP: 8

Parry: No

STR/DEX: 6/6

Mal: 00

Ammo: 50

SIZ/Enc: 1.5

Description: The Micro-Bolt submachine gun is a small lightweight weapon that fires caseless rounds from detachable 50rnd magazines. The Micro-Bolt does not come equipped with a sound suppressor.

Monomolecular Blade

Skill: Dagger/Knife

Base: 25%

Dmg: 1D6+3+db

Attk: 1

Special: Impaling or Bleeding

Rng: Short

Hands: 1H

HP: 30

Parry: Yes

STR/DEX: 4/4

Mal:

SIZ/Enc: 0.5 (12inch blade, 6inch handle)

Description: Monomolecular blades are extremely durable fighting/survival knives made from advanced alloys that allow them to retain a permanent razor sharp edge.

Sentry Gun (Automated Minigun)

Skill: Computer Use

Dex: 16

Weapon: Minigun 50%, 2D6+1 (Impaling)

Attk: 4 (6rnd bursts)

Rng: 60

AP: 18

HP: 18

Mal: 00

Ammo: 60

SIZ/Enc: 5.0

Description: The sentry gun falls somewhere between a weapon and a piece of equipment. A sentry gun is basically an automated minigun attached to a robotic turret. Sentry guns feature a deployable tripod that allows a user to place the weapon anywhere he desires. Once deployed, the weapon is stationary and cannot move, although the turret can rotate to acquire new targets. The gun will detect (Spot 100%) and attack any enemy that comes within its 60meter range. Exactly who or what is considered an enemy is up to the weapon's programmer. If an attacker can get close enough to the weapon, he can turn it off by hitting an on/off switch located at the back of the weapon's turret. The weapon can then be reprogrammed with new mission parameters using any computer related skill. A sentry gun can fire four 6rnd bursts per combat round, separated by 5 DEX ranks each. Each sentry gun can hold enough ammo for ten bursts. The weapon can be reloaded using KLMG7 rounds.

S.M.A.W. (Shoulder Launched Multipurpose Assault Weapon)

Skill: Heavy Weapon

Base: 20%

Dmg: 5D10+2/1 meter

Attk: 1/2

Special: Crushing

 Rng: 1000

Hands: 2H

HP: 13

Parry: No

STR/DEX: 7/5

Mal: 00

Ammo: 1

SIZ/Enc: 4.5

Description: The SMAW is a shoulder launched rocket system. The weapon is loaded using pre-packaged rockets that take one combat round to load. The SMAW's rockets are effective against bunkers, masonry, concrete walls, and light armor. Initiated by a crush switch in its nose, the rocket is able to distinguish between hard and soft targets, resulting in greater penetration into soft targets for increased damage potential. The weapon's rockets are capable of penetrating 8 inches (20 cm) of concrete, 12 inches (30 cm) of brick, or up to 7 feet (210 cm) of woodreinforced sandbags. The rockets will not pierce metal armor, which is considered a hard target, but will instead explode on the armor's surface. The weapon employs an electronic targeting sight that makes all attack rolls Easy. If the target has a significant heat signature, such as that put out from a ground vehicle or a skyjet, then the weapons missile will track the target and automatically hit on any roll other than a 99 or 00. Although, the target may evade the heatseeking missile by succeeding in a Difficult Dodge, Drive or Pilot skill roll. See BRP pg 268 for more information on Guided Missiles.

SMW-13 Assault Rifle

Skill: Rifle

Base: 25%

Dmg: 2D6

Attk: 1 or burst

Special: Impaling

Rng: 70

Hands: 2H

HP: 12

Parry: No

STR/DEX: 6/4

Mal: 9400
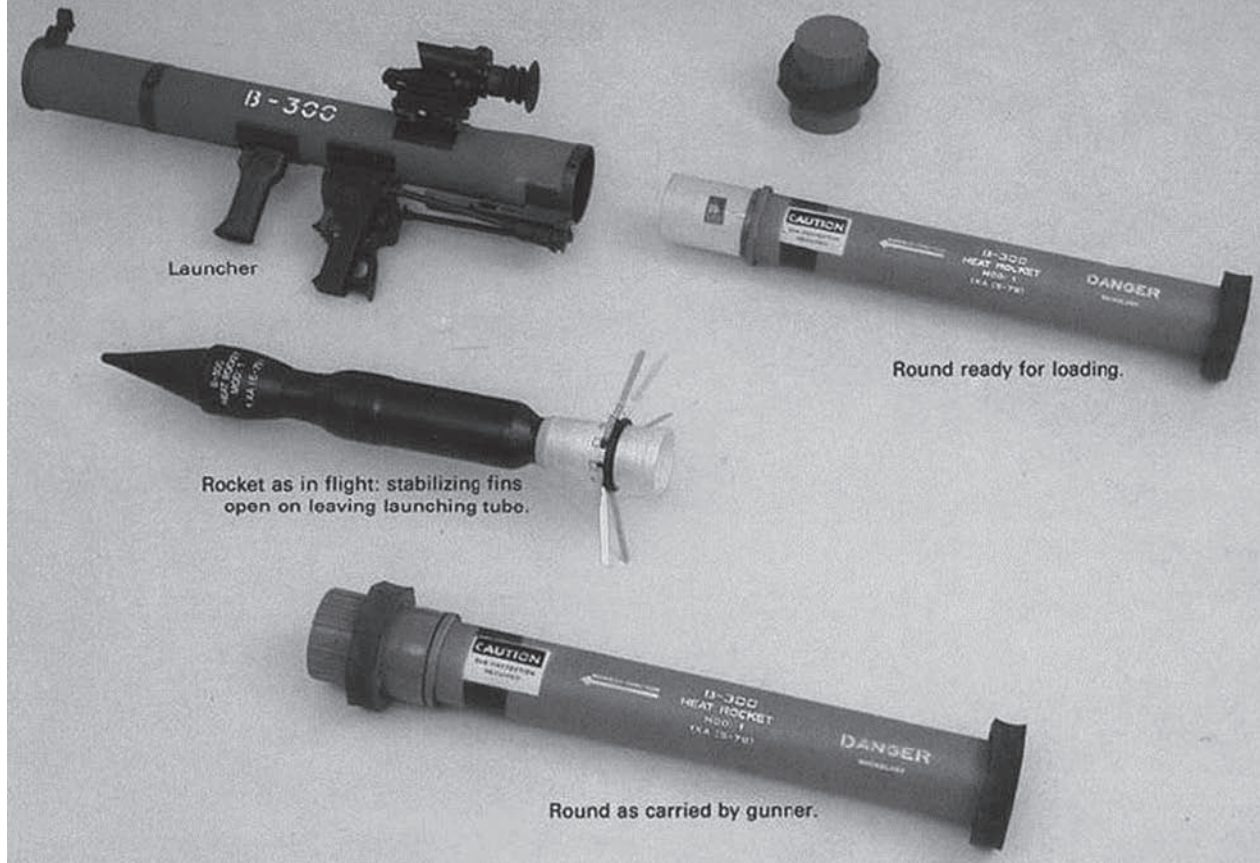
Ammo: 30

SIZ/Enc: 2.5

Description: The SMW-13 is a cheaply made assault rifle common among mercenary and pirate forces.

Symtac Demolition Block

Skill: Demolition

Base: 01%

Dmg: 10D10/2 meters

Attk: 1

Special: Knockback

Rng: 30

Hands: None

HP: 6

Parry: No

STR/DEX: None

Mal: 00

 SIZ/Enc: 1.0

Description: The Symtac Demolition block or SD block consists of 1 pound of Composition

Launcher

Rocket as in flight: stabilizing fins open on leaving launching tube.

Round ready for loading.

Round as carried by gunner.

Symtac packed in an olive green plastic container. Pressuresensitive (STR 5) adhesive tape on one side of the container can be used to attach the explosive to almost any surface. SD blocks can be set to explode using a timer, tripwire or via remote control. Each SD block comes with a builtin timer, tripwire and detachable remote detonator. The remote detonator has a 3kilometer range. Although an SD block's default setting only allows it to be detonated by its corresponding remote, a block can be resynchronized to accept a signal from any remote, making multiple detonations from a single remote possible. When multiple SD blocks are keyed to a single remote, they can be detonated simultaneously or individually. Setting an SD block on fire, striking or shooting it will not cause it to explode, as Symtac is a very stable explosive. The Demolition skill is not required to use an SD block, only to achieve certain effects. See BRP pg 54 for more on the Demolition skill.

Symtac Grenade

Skill: Grenade
Base: Throw
Dmg: 5D6/2 meters
Attk: 1
Special: Crushing
Rng: Thrown
Hands: 1H
HP: 8
Parry: No
STR/DEX: 5/5
Mal: 9900
SIZ/Enc: 0.7

Description: A hand held grenade that uses Symtac as the explosive. The grenade is used by pressing a small button and then throwing it at the target.

SA-17 Automatic Shotgun

Skill: Shotgun

Base: 30%

Dmg: 4D6/2D6/1D6

Attk: 1 or 2

Special: Impaling

Rng: 10/20/50

Hands: 2H

HP: 14

Parry: No

STR/DEX: 11/5

Mal: 00

Ammo: 10

SIZ/Enc: 3.0

Description: The SA-17 is loaded with up to ten shells that automatically feed each time the weapon is fired. Each shell contains a stack of razoredged stainless steel arrowheads designed to fly aerodynamically and to spread into a circular pattern after leaving the barrel.

TMP-2 SMG

Skill: Submachine Gun or Rifle

Base: 15%

Dmg: 1D8

Attk: 2 or burst

Special: Impaling

Rng: 40

Hands: 2H

HP: 13

Parry: No

STR/DEX: 8/6

Mal: 00

Ammo: 30

SIZ/Enc: 2.5

Description: The TMP-2 features an integral silencer and folding foreend grip as well as a retractable buttstock. With the buttstock extended, a character can elect to use his Rifle skill with the weapon, if he so chooses. The TMP-2 uses specifically designed ammunition that is not interchangeable with the MicroBolt or AMD4 SMGs.

TMP-2

Vornin Plasma Cannon

Skill: Rifle, Energy

Base: 10%

Dmg: 2D8

Attk: 1

Special: Fire

Rng: 70

Hands: 2H

HP: 18

Parry: No

STR/DEX: 9/7

Mal: 9800

Ammo: 10

SIZ/Enc: 2.0

Description: The vornin plasma cannon collects gas from the surrounding atmosphere and then concentrates the matter into super heated bolts of plasma energy. The weapon can fire ten bolts before needing to recharge. The recharging procedure takes the rifle two rounds to complete. The vornin plasma cannon has a chance to set its targets on fire. Whenever the cannon scores a Special or Critical success, its target is engulfed in flames and takes 1D6+2 fire damage per round until extinguished.

Vornin Shock Whip

Skill: Other

Base: 05%

Dmg: 1D4+db+Stun

Attk: 1

Special: Entangle/Electricity

Rng: Long
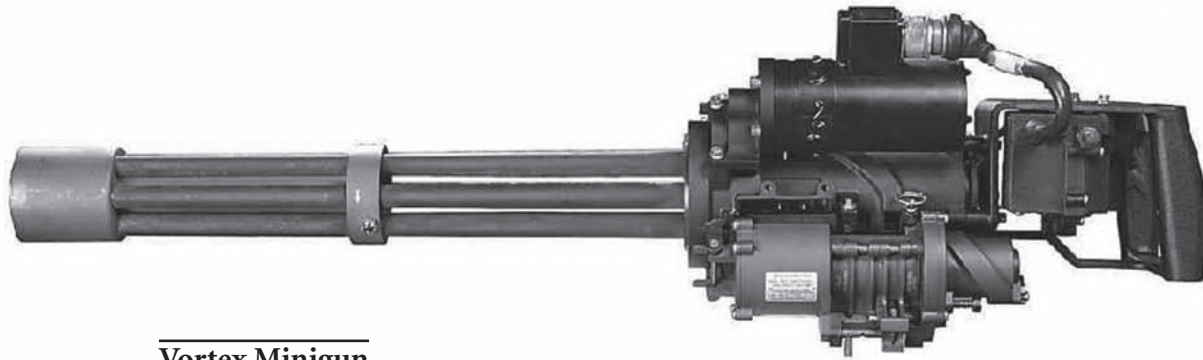
Vortex Minigun

Hands: 1H
HP: 12
Parry: No
STR/DEX: 7/9
Mal: 9700
SIZ/Enc: 1.0
Vortex Minigun

Description: The vornin use these long metallic whips, bristling with electricity, to subdue potential slaves. Roll damage as normal and use the damage vs. the target's CON in a resistance roll. If the target loses, he or she is stunned for 1D3+1 rounds. See BRP pg 232 for more on Stunning. Damage caused by the shock whip is electrical and will cause double damage to xithid.

Vortex Minigun

Skill: Machine Gun
Base: 15%
Dmg: 2D6+3
Attk: Burst
Special: Impaling
Rng: 400
Hands: 2H or (Armature Mount)
HP: 20
Parry: No
 STR/DEX: *14/13
Mal: 00
Ammo: 2000
SIZ/Enc: 5.0
*Scores are for unmounted use

Description: A character that wishes to use a Vortex without it being mounted on an arma-ture or vehicle will require a 14 STR as well as a 14 SIZ. The Vortex is belt fed from an ammunition case that holds 2000 rnds. The case comes with shoulder straps and is designed to be worn like a backpack. The weapon itself is quite heavy, but both the case and ammunition are composed of super strong yet lightweight alloys, making their weight negligible. When firing from a mount, the weapon is best fired using two hands but the Vortex features a selector switch for one hand trigger operation if being used unmounted.

X11 AntiArmor Rocket System, Wire Guided

Skill: Heavy Weapon
Base: 05%
Dmg: 8D6+5/2 meters
Attk: 1/2
Special: Crushing
Rng: 2000
Crew: 1
HP: 18
AV: 13
Ammo: Rockets (SIZ/Enc 3.0)
Cap: 1
Mal: 00
SIZ/Enc: 15

Description: The X11 antiarmor system fires wire guided rockets. The weapon can be mounted onto a vehicle, or with its folding legs deployed, fired from the ground. Switching the weapon from a vehicle mount to a ground position will take two operators 6 rounds. To use the

X11, an operator must peer through the weapons electronic sighting system and guide the rocket to its target. The Thermal ForwardLooking Infrared (FLIR) sighting system makes the attack roll Easy, overcomes darkness modifiers and allows the operator to see through smoke.

Xithid Hyperdrive Disruptor Beam

Skill: Computer Use

Base: 05%

Dmg: Hyperdrive Nullification

Attk: 1

Special:

Rng: 93 million miles (0.00001585 light years)

Hands: 1H

HP: 10

Parry: No

STR/DEX: 3/3

Mal: 00

Ammo: (Infinite dark energy power source)

SIZ/Enc: 3.0

Description: The method of achieving hyperspace via litherium drives was discovered by humanity centuries ago. Hyperspace is an area of existence where our dimension and a second theorized dimension, referred to as the Negative Zone, overlap. Within this dimensional overlap, technically a third dimension, lie currents of dark energy. These dark energy currents flow in a manner similar to water, some currents being much faster than others. One hyperspace route may reach your destination in a matter of minutes, while another could take as long as year.

These dark energy flows remain constant and the Interplanetary Organization of Navigators (ION) is continuously searching for newer and faster routes. However, the xithid are the masters of hyperspace. From their homeworlds in the Negative Zone, they perfected the art of litherium hyperdrives, while humanity was in its infancy. Early in their travels through hyperspace, the xithid realized that black holes are simply dark energy whirlpools, existing in all three dimensions simultaneously. Black holes, it was found, were the source and destination of numerous dark energy flows.

Out of a need to detect and avoid these hazards, the hyperdrive disruptor beam was born. Utilizing long-range detection technology operating on a transdimensional frequency, the weapon is able to locate and target objects in hyperspace. Once a target is acquired, the weapon sends out an invisible wave of modified dark energy to intercept the object. If the object happens to be litherium based, it is rendered inert. The weapon is capable of pinpoint accuracy, able to specifically target a craft's litherium drives, while leaving any litherium cargo it might be hauling intact.

Xithid Laser Rifle

Skill: Rifle, Energy

Base: 15%

Dmg: 2D8

Attk: 1

Special: Impaling

Rng: 100

Hands: 2H

HP: 12

Parry: No

STR/DEX: 7/7

Mal: 9900

Ammo: 4 (Infinite Power Source)

SIZ/Enc: 1.5

Description: Xithid laser rifles contain small fusion generators that supply the weapon with infinite power and never need to be reloaded. The generator has enough energy to fire four shots before needing to recharge for one round. Xithid weaponry appears sleek and smooth and is made of a material similar to metallic chrome.

Xithid E.M.P. Grenade

Skill: Grenade

Base: Throw

Dmg: Stun (10meter Blast Radius)

Attk: 1

Special:

Rng: Thrown

Hands: 1H

HP: 10

Parry: No

STR/DEX: 5/5

Mal: 00

SIZ/Enc: 0.9

Description: Xithid electromagnetic pulse grenades look like multicolored crystalline spheres and are about the size of an orange. The grenades are activated by pressing a flattened crystal button that sits flush on one side. When the weapon is activated, it begins to pulse a glowing blue. This blue light grows brighter and brighter until the weapon explodes in a 10meter burst of electromagnetic energy. Most vehicles, robots and cyborgs are slightly protected from electromagnetic pulse, while computers and electrical equipment is not. "Shielded" robots, armatures or vehicles caught within the blast radius are automatically stunned for a number of rounds. Vehicles and armatures become unresponsive; robots and cyborgs temporarily power down, unable to move. An Average success will stun for 1D4 combat rounds, a Special 1D8, and a Critical for 3D6 combat rounds.

"Unshielded" computers and electronics based equipment is handled a bit differently. An Average success will knock computers and electronics based equipment offline for 1D6 rounds. A Special success will disable computers and equipment for 1D6 turns. Critical successes destroy these devices. Tossing an E.M.P. grenade into the cockpit of a starcraft or into a vehicle's interior would cause the "unshielded" equipment rule to apply, possibly permanently disabling the vehicle by frying its internal circuitry.

Yanguri Beetle Toxin: The bhalos often coat their weaponry in a powerful neurotoxin derived from the grub of the yanguri beetle. Normally, the liquid obtained from the grubs is a powerful hallucinogen, but when the liquid is mixed with certain secret ingredients, its chemical composition changes into that of a deadly poison. When smeared onto a melee weapon, the poison solidifies into a waxy shell. This poisonous coating lasts for about 24hours before needing to be replaced.

Speed of Effect: 3 rounds

POT: 8

Symptoms: Labored breathing, respiratory failure. See BRP pg 229 for more on handling Poisons.

Yanguri Spear

Skill: Spear

Base: 15%

Dmg: 1D8+2+db

Attk: 1

Special: Impaling

Rng: Medium

Hands: 1H or 2H

HP: 15

Parry: Yes

STR/DEX: 9/7

Mal:

SIZ/Enc: 2.0

Description: The bhalos employ weapons made from the hardened sap of the yanguri tree. These weapons are harder than most forms of steel, yet remain surprisingly light.

Yanguri Short Sword

Skill: Sword

Base: 15%

Dmg: 1D6+2+db

Attk: 1

Special: Impaling

Rng: Medium

Hands: 1H

HP: 20

Parry: Yes

STR/DEX: 5/5

Mal:

SIZ/Enc: 1.0

Description: Yanguri short swords have long (16 inch) narrow blades primarily designed for stabbing.

Yanguri Throwing Hatchet

Skill: Axe

Base: 10%

Dmg: 1D6+db

Attk: 1

Special: Bleeding

Rng: Thrown20/ MeleeShort

Hands: 1H

HP: 15

Parry: Yes

STR/DEX: 7/11

Mal:

SIZ/Enc: 0.5

Description: The yanguri throwing hatchet is similar to a tomahawk. It can be wielded as a close combat weapon or thrown.

Species

When a player decides which species his character will be, the question may arise as to why anyone would consider playing as a human/terran, since humans possess no innate powers or abilities. It is suggested that the GM consider the following ability for all human/terran characters.

Human Adaptability: Human characters are normally created using 3D6 to determine the characteristics of STR, CON, POW, DEX and APP and 2D6+6 to determine INT and SIZ. Allow the human character to choose one

more characteristic to be rolled in at 2D6+6 from among STR, CON, POW, DEX and APP. In addition, after a successful experience roll, a human character should increase his skill by 1D8 rather than the normal 1D6. (See "Increasing Skills by Experience", BRP pg 182).

Alterran

The alterran are a civilization made up primarily of scientists and technologists. Alterran value knowledge and truth above all else. Their culture is based upon the teaching and learning of various sciences. Their chosen form of government is that of a technocracy, leaders chosen from among scientists, technological thinkers, inventors and educationalists. Although they maintain a powerful military, alterran are not an aggressive or warlike species, vastly preferring to conduct their research and experimentation in a climate of peace and tranquility.

Their homeworld of Alterra is a close analogue of Earth, though somewhat smaller and having five moons. Alterra has a wide range of climate types consisting of deserts, oceans, jungles, woodlands and arctic tundra. The alterran have not only settled and developed their home planet, but have also expanded into a number of other worlds in their solar system; Andova and Coressen, as well as Alterra's five moons and Andova's two.

Every planet has been colonized in such a way as to minimize damage to the planets' individual ecosystems. Alterran operate on a belief system of harmonious coexistence with nature, as well as other life forms and their fellow alterran.

The alterran have not always been successful in their endeavors to peacefully coexist, and are no strangers to violent conflict. Early in their existence as a species, the alterran fought numerous wars with other interplanetary civilizations. The most notable of which were the vornin. The vornin attacked the homeworld of Alterra shortly after the alterran discovered the method of achieving hyperspace with litherium drives. The ensuing

Skills: Bargain 45%, Dodge 25%, Energy Weapon (Blaster Pistol, Rifle) 45%, Insight 35%, Knowledge (Region: Hadrion Galaxy) 85%, Pilot (Sky Skimmer) 55%, Research 75%, Science (Xenobiology) 80%, Science (Astrobiology) 70%, Spot 55%

Powers and Disadvantages:

Alterran Education: Alterran receive a onetime bonus to all Knowledge and Science skills acquired upon character creation. These skills can be paid for with points from either the professional or personal skill point pools. For every 1 point spent, 2 are received. Example: (If the Alterran spent 40 points in Knowledge (Xenobiology) at character creation, from either the professional or personal skill point pool, then the character would begin with a score of 80%

Bhalos

The bhalos are the primitive inhabitants of the primeval world of ION 9. Bhalos are tall and usually stand around 6 feet. Physically, they are similar to humans, although their feet are closer anatomically to apes, having long prehensile toes. Bhalos have slightly elongated necks and large round heads that possess a pair of translucent circular eyes and slit like mouths. Bhalos skin tones range from bronze to various shades of copper, with a few bhalos being a reddish color. The bhalos mark their faces and bodies with boldly painted designs and adorn themselves with jewelry made from the claws and fangs of slain beasts, as well as beads and medallions intricately carved from bone, precious metals and stones.

Although bhalos are primitive, they are not stupid. Their archaic existence is due to their infancy as a species and not to any lack of intelligence. Bhalos are omnivores; they hunt wild animals and gather fruits and vegetables from the jungles that surround their forest homes.

The bhalos hunt their prey using spears, daggers, arrows and axes that are often coated with a powerful neurotoxin that can cause paralysis or death. They fashion many of these weapons using the hardened sap of the yanguri tree. After a time consuming process of heating and reheating the sap to remove impurities, they allow it to harden in molds made

war lasted but two standard years, with the final outcome resulting in near annihilation for the vornin. If not for the alterran principle that all life forms have a right to exist, no matter how abhorrent, the vornin would have been totally eradicated.

Physically, alterran closely resemble humans, although with skin that ranges in tone from light to dark blue. They have slender and lithe yet welldefined builds, and long pointed wing like appendages of cartilage that form their ears. Alterran lack any sign of body hair whatsoever, but rare examples of alterran scalp hair do exist. This is usually either jet black or pure white.

Characteristic	Roll	Average
STR	2D6+3	10
CON	3D6	10-11
SIZ	2D6+4	11
INT	2D6+10	17
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6+6	13

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: By Armor Type

Attacks: Blaster Pistol 45%, 1D8+2 (Impaling)

Move: 11

Hit Points: 13

Damage Bonus: None

Armor: 4point Yanguri Armor, Effective vs. Melee, Firearms and Energy weapons *covers chest, arms & legs.

Attacks: Yanguri Spear 75%, 1D8+2+db (Impaling)
Yanguri Short Sword 65%, 1D6+2+db (Bleeding)
Yanguri Throwing Hatchet 55%, 1D6+db (Bleeding)

Skills: Brawl 40%, Climb 60%, Dodge 45%, Grapple 45% , Hide 65%, Jump 35%, Language (Bhalos) 65%, Listen 55%, Spot 60%, Stealth 45%, Throw 55%, Track 70%

Powers and Disadvantages:

Danger Sense: All bhalos possess an uncanny ability to detect threats and dangerous situations. This power works exactly as the power "Danger Sense" described on pg 115 of the BRP rulebook.

Primitive: The bhalos live an archaic existence and are unfamiliar with modern technology. Bhalos characters advance in the "modern" skills of Artillery, Demolition, Drive, Energy Weapon, Firearm, Heavy Machine, Heavy Weapon, Literacy, Pilot, Psychotherapy, Repair, Research and Science and Technical skills at 1D4 rather than 1D6. However, the bhalos improves in the "primitive" skills of Brawl, Climb, Dodge, Grapple, Hide, Jump, Listen, Melee Weapon, Primitive Missile Weapons, Navigate, Spot, Stealth, Swim, Throw, and Track at 1D10. When it comes to Knowledge skills, it is left up to the GM to determine whether they are modern, primitive or neither. Bhalos characters should not begin with more than 15% in any modern skill. Once a bhalos obtains 51% in a modern skill, he will begin to improve at the normal 1D6 rate, rather than 1D4.

CEL Clone (Cyberneticlly Enhanced Labor Clone)

CEL clones are disposable bioengineered life forms designed specifically for tedious and hazardous labor assignments. The clones are grown to adulthood through an accelerated cloning process, within gelfilled vats. The adult clones then undergo surgery, where most of the body except for the head and spinal column, are removed. The remaining head and spine is then amended with an array of cybernetic sockets, allowing them to "plug" into sets of predesigned mechanical frameworks. These organic/cyber brains are far superior to all but the most

of stone. The resulting weapons are as hard as carbon steel and hold a razor sharp edge. Bhalos manufacture many tools and implements from the yanguri sap, including highly ornate sets of armor consisting of bracers, a shield and a breastplate.

The bhalos are not hostile, but will savagely defend their territory and tribemates once provoked. A council of elder shaman and a tribal chieftain leads their community.

Characteristic	Roll	Average
STR	2D6+3	10
CON	2D6+6	13
SIZ	3D6+2	1213
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+2	1213
APP	3D6	10-11

expensive computers. The brains are modified with numerous cybernetic implants that inhibit emotions and allow the clones to download information relevant to the task at hand. Designed as throwaway workers for dangerous tasks, CEL clones have a diminished survival instinct.

Characteristic	Roll	Average
STR	-	(By Chassis)
CON	-	10
SIZ	-	4
INT	3D6+4	1415
POW	2D6	7
DEX	-	(By Chassis)
APP	2D4+4	9

Move: (By Chassis)

Hit Points: 7 (Without Chassis)

Damage Bonus: (By Chassis)

Armor: (By Chassis)

Attacks: By Weapon Type

Skills (Innate): Climb 40%, Computer Use 80%, Dodge 55%, Fine Manipulation 75%, Hide 30%, Jump 40%, Language (Human/Basic) 75%, Listen 40%, Persuade 30%, Spot 55%, Stealth 30%, Throw 25%

Powers and Disadvantages:

Chassis Bound: CEL clones cannot exit or change chassis types without some type of assistance. This assistance can either be automated or come from a companion. In order for an assistant to help the CEL clone switch chassis, they must possess at least 26% in one of the following skills. Technical (Robotics, Cybernetics or Electronics), Repair (Mechanical, Electrical or Electronic).

Heavy Work Chassis: The heavy work chassis is used when strength is paramount for the job.

STR: 18
CON: +6 (16)
SIZ: +14 (18)
DEX: 10
MOVE: 8
HP: 17
Dmg Bonus: +1D6
Armor: 8

Light Work Chassis: This is the standard CEL clone chassis. It provides a decent amount of strength and excellent mobility.

STR: 13
CON: +5 (15)
SIZ: +9 (13)
DEX: 17
MOVE: 10
HP: 14
Dmg Bonus: +1D4
Armor: 4

War Chassis: Most starships keep a war chassis on hand. The chassis is used when the ships security teams need assistance.

STR: 16
CON: +5 (15)
SIZ: +12 (16)
DEX: 15
MOVE: 11
HP: 17
Dmg Bonus: +1D4
Armor: 10

Variable Skill Set: A CEL clone's modified brain is designed to download various skills as needed. Each CEL clone has 280 points worth of memory bank space available to skills. Any skill not listed as "Innate" can be downloaded to this memory bank. Downloaded skills can be as low as 10%, to as high as 100%. CEL clones do not possess a "Base Chance" in skills; the clone either has the skill downloaded or is oblivious to it. Example: The characters wish to create a soldier/medic skill set for their clone. Using the available 280 skill points, they download the following skills. Biology 20%, Firearms 80%, First Aid 100%, Medicine 80%. Downloaded skills cannot be increased through experience rolls (although innate skills can). If a CEL clone needs to increase/decrease or replace a downloaded skill, it must be done using a CEL clone compatible computer system.

Internal Communications Implants: Every CEL clone is outfitted with internal implants that allow them to communicate with others of their kind, up to 5kilometers away.

Subservient: CEL clones are designed to follow orders, no matter how outrageous. Although, they will not harm any personnel they are

aligned with, and will kill anyone else who tries to do so. A CEL clone will not hesitate to put itself into a lethal situation, if ordered to do so by a superior.

System Note: CEL 4 and 12 are aligned with ISIS corp. (including the player characters) and will only take orders from them. Due to having been infected with a computer virus, CEL 5 and 8 are aligned with the Fourth Sword.

Drogmord

Drogmords are a breed of aggressive space faring giants, averaging around 7 feet tall with dense musculatures and skeletal frames. Their hulking forms easily make them one of the most intimidating species in the known universe. The Drogmords brooding facial features are chiseled and typically somewhat menacing. They appear to be in an endless state of morose contemplation. These sullen demeanors are usually only broken by one of the seemingly random rages into which they are known to fly.

Skin tones among the drogmords range from light to dark grey, streaked with intricate circular patterns of black. These skin patterns occur naturally in all drogmords and form the basis of their religious and philosophical beliefs. When a drogmord is newly born, the parents submit the infant to the council of high priests to undergo the process of ritual deciphering, known as Vordune.

It is during this process that the priests determine all there is to know about the young drogmord, their station and purpose in life, their temperament and personality and most importantly, the circumstances of their death. Perhaps this detailed foreknowledge of their eventual demise is what causes the drogmords solemn nature. Although the individual drogmord may know the nature and circumstances that surround his death, he cannot identify its exact time, only a rough estimate.

As his life cycle draws to a close, the drogmord will experience an evergrowing sensation that his impending doom is upon him. This feeling intensifies, as the time of his death grows nearer. This prophetic awareness is called the "final call" and it is a time of intense meditation and martial training. Drogmords will by no means attempt to avoid their fates. To do so is the most blasphemous of sins that a drogmord can commit. If for some reason beyond his control the drogmord misses his appointment with death, ritual suicide is an acceptable alternative.

If he actually does seek to avoid his fate and chooses disgrace over death, he becomes an outcast, as well as a target, a humiliation to his clan that can only be erased by the Immagtari. The Immagtari are a cosmic cleanup crew of drogmord assassins and bounty hunters, hired by drogmord clans to expunge stains upon their honor caused by cowardly members.

Characteristic	Roll	Average
STR	3D6+6	1617
CON	4D6	14
SIZ	2D6+10	17

INT	2D6+2	9
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6+2	9

Move: 10

Hit points: 16

Damage Bonus: +1D6

Armor: By Armor Type

Attacks: By Weapon Type

Skills: Brawl 60%, Disguise 35%, Dodge 30%, Fast Talk 20%, Grapple 30%, Insight 20%, Listen 30%, Martial Arts (Striking) 30%, Spot 40%, Stealth 30%

Powers and Disadvantages:

Drogmord Juggernaut: The drogmord can summon an inner rage once per day that temporarily increases HP by 1/2 his CON rounded up, for a number of rounds equal to his or her POW. These temporary HP are removed first, before any other HP are removed. Factor in the new HP total to determine the major wound level.

Death Sentence: Drogmord are destined to die at a prearranged time and place and will make their way towards this goal at all costs, forsaking everything to make this appointment with death play out as foretold by the high priests. If the drogmord misses his rendezvous with death for whatever reason and does not commit suicide within 72 hours, see Hunted by Immagtari below. The timing for this event is determined by a Luck roll called for before the start of each adventure; a failure means that the final call has been heard. Alternatively, the death sentence could be part of the characters background, predetermined to take place at a time decided by the GM and player.

Hunted by Immagtari: Any drogmord who denies his preordained date with death will become a clanless outcast, to be hunted down by members of the drogmord assassin clan known as the Immagtari. Immagtari death squads are relentless in their efforts to cleanse the offender from existence and will show no mercy. Failing to execute a cowardly drogmord causes his shame to fall upon the Immagtari themselves. Immagtari have been known to level skyscrapers and destroy entire starships packed with innocents, just to kill one renegade drogmord. This being the case, bounty hunters and civilian police forces from almost every species will actively assist the Immagtari in acquiring their quarry.

Shunned: Because a renegade drogmord who is being hunted by the Immagtari doesn't look any different than one who isn't, drogmords who wish to interact with others must succeed at a Charisma roll (APP x 5) or be shunned. The shopkeeper will ask the drog-

mord to leave, the nightclub will forbid him entry, the star cruiser will refuse to book him transport, etc. This disadvantage overrides any attempts made to Fast Talk, as the individuals mind is made up before the drogmord can make his plea.

GAMMADON

The Gammadon Empire was eradicated in a massive intergalactic war over five thousand years ago. This war, fought between them and a malevolent species known as the xithid, re-

sulted in the complete destruction of every planet that the gammadon had colonized. Only a single gammadon outpost, known as Ethos 4, managed to escape the devastation.

Ethos 4 was an artificial planetoid designed as an invasion platform. This enormous base was to spearhead an assault into the xithid's home galaxy. Thousands of gammadon soldiers and scientists were stationed on Ethos 4 in preparation for the great offensive. The planetoid, along with thousands of gammadon starcraft, was set to enter xithid space using experimental black hole telepor-

tation devices. The population of Ethos 4 and its accompanying starcraft had been cryogenically frozen in preparation for their journey through the black holes.

Suddenly, and without warning, the xithid launched an all out final attack against the gammadon homeworlds, destroying most of the invasion force in the process. However, Ethos 4 had already crossed the black holes event horizon and disappeared. The planetoid was teleported to an unknown location. Ethos 4 and its frozen inhabitants were given up for dead, the relay signal that was to awaken them having never been sent.

The gammadon were a singleminded species of authoritarians. Their civilization was based on servitude to the empire and to the gammadon species as a whole. Individualism was frowned upon, and in some cases illegal. Through centralized planning, the gammadon were able to produce a farreaching empire that encompassed many worlds. The Gammadon Empire also spawned many technological advances, though most were of an inferior nature, due to a lack of incentive for individual creativity.

The average gammadon stands around 6 feet tall and is marked from head to toe with naturally occurring scarlike skin patterns. These tend to give the gammadon a patchwork appearance, as if the being has been cobbled together out of a number of others. Skin tones among the gammadon range from light to dark greens and olive drab. Gammadon often come across as cold or indifferent and seem to lack emotions, as humans understand them.

System note: The Operation Ulysses campaign operates under the assumption that the gammadon are an extinct species. Players should not create gammadon characters until the campaigns conclusion, unless the GM has considered the plot ramifications and has developed a plausible explanation as to why the characters exist.

Characteristic	Roll	Average
STR	4D6	14
CON	4D6	14
SIZ	2D6+6	13
INT	2D6+4	11
POW	2D6+3	9
DEX	3D6	10-11
APP	2D4+4	9

Move: 10

Hit Points: 14

Damage Bonus: +1D4

Armor: Gammadon Reactive-Plate (AP 6 vs. Melee, Firearms & Explosives, AP 10 vs. Energy Weapons)

Attacks: Gammadon ArcRifle 55%, 2D8+2 (Knockback) Gammadon Blaster Pistol 65%, 1D8+4 (Impaling) Gammadon Incendiary Grenade 40%, 2D6/3 meters + Fire

Skills: Brawl 60%, Dodge 30%, Grapple 30%, Jump 30%, Knowledge (xithid variations) 45%, Listen 65%, Martial Arts (Choking) 35%, Pilot (gammadon starcraft) 55%, Spot 40%, Stealth 30%

Powers and Disadvantages:

Single-Mindedness: Once per day a gammadon can choose to make almost any skill, combat roll or characteristic roll Easy. Single-Mindedness does not affect the skills of Bargain, Command, Etiquette, Fast Talk, Persuade, Status or Stealth. Single-Mindedness will not affect the Idea, Luck, Know and Charisma characteristic rolls either.

Emotionless: Gammadon lack emotions as humans and most sentient species understand them. Gammadon characters improve in Communication based skills at 1D4 rather than 1D6. The gammadon character will also need to spend 2 points for every 1 point received in these skills at character creation. Lastly, Charisma rolls made to influence nongammadon are always Difficult.

Grahl

The grahl are a savage species of warmblooded reptilian bipeds with tough leathery hides and long serpentine tails. Grahls come in many different colors, the most common of which is a dark mossy green. Other colors known to exist are red, white and black. The majority of grahls encountered off their homeworld of Grahloth are in fact green, with a rare few being red.

A grahl's color denotes its position within their caste system. The green grahls make up

the rank and file troops while the reds serve as officers and special forces commandos. It has been reported that their homeworld has an order of white grahl who fill the role of scientists and tacticians. It is possible that other colors of grahl exist, each having different roles within their society.

Similar in size to humans, most grahls have an oversized wedge shaped head akin to an alligators, with slit like red eyes. Grahls possess fearsome razor sharp claws and row upon row of shark like teeth, which they eagerly employee in close combat. Another similarity between grahl and alligators are their leather like hides. This tough skin acts as a natural armor, helping to protect them against melee, energy weapon and small arms attacks. Green grahl are known to shun artificial armors of all types, preferring to carry a bigger gun or more hand grenades than to be weighted down by the protection that armor affords.

Grahls are a warlike species that live for combat. Their nukepitted and battlescarred planet of Grahloth stands mute testimony to this fact. They are an absolutely fearless species who often seem to try to arrange their own deaths while in combat. Due to this fact, they are often hired by unscrupulous employers to form the ranks of subordinates within mercenary and pirate forces, valued more for their fanaticism than their meager intellects.

In battle they fight with reckless abandon, charging fortified positions lasers blazing and employing suicide tactics using explosive laden vests. Unless strong leaders are present to direct them, the green grahls favored tactic is to simply overwhelm their enemy's position through frontal wave attacks.

Grahl are also infamous for their practice of cannibalism. Grahl, who are killed or die of old age, are promptly devoured by their brethren, regardless of rank or social status. This practice of eating the dead carries over to other species and all forms of animal life. If it's dead (and in some cases even if it isn't) a grahl will happily eat it. Freshness makes absolutely no difference to them; they will just as eagerly eat rotting, maggotinfested flesh as fresh meat.

Grahl are hatched from softskinned eggs laid in groups of 1520 called clutches. Their lives are short and brutal. Grahl reach adulthood after 3 years of age, with the average life expectancy being 8 years.

Statistics are for the common green grahl

Characteristic	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6	7
POW	2D6	7
DEX	3D6	10-11
APP	2D6	7

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: 2point (Leathery hide, effective against melee, energy weapons & firearms)

Attacks: Claw 30%, 1D3+db (Bleeding)
Bite 30% *special , 1D4+db (Bleeding)

(Grahl can attempt to grapple, perform 2 claw attacks,1 bite attack or attack with a weapon each round, they cannot intermingle different melee and weapon attacks)

Blaster Pistol 30%, 1D8+2 (Impaling)
Blaster Rifle 40%, 2D8+3 (Impaling)

Grapple 45%
Symtac Grenade (Explosive) 25%, 4D6 (Knockback)

*Explosive Vest (Explosive) automatic detonation, 6D6/1 meter (Knockback)

*Grahl who are equipped with explosive vests and who are hit by firearms, explosives, energy weapons or electrical attacks that result in a Special success or better, will explode. Grahl wearing explosive vests that are set on fire will explode after 2 rounds. Grahl who detonate their vests or who are detonated by others are automatically killed.

*Bite Attack/Red Grahl: Once a red grahl has successfully grappled and immobilized a target his Bite becomes an automatic hit each round until the defender can escape.

Skills: Climb 65%, Dodge 30%, Hide 65%, Hiss 90%, Jump 50%, Own Language (Grahl 65%), Language (Human/Basic 25%), Listen 35%, Sense(smell) 45%, Spot 35%, Stealth 40%, Swim 85%, Technical skill (Computer use 5%), Throw 25%

Powers and Disadvantages:

Dark Vision: A grahl can see 45 meters in absolute darkness, despite the absence of light. This power cancels out any negative modifiers to Spot or combat skills due to darkness. See BRP rules book p164.

Natural Armor: Grahl possess a thick leathery hide that offers 2 points of armor against firearms, melee and energy weapons. Red grahl possess 3 points.

Poison Resistance: Grahls have a high natural resistance to toxins and poisons of all types, due to generations of breeding on their extremely polluted homeworld of Grahloth. Treat any poison or toxic substance that the grahl is subjected to as 10 potency levels lower than the actual potency. Poisons that have their potency lowered to zero or less have absolutely no effect upon the grahl.

Example: Cyanide, a potency level 20 poison, would be treated as a potency level 10 poison for purposes of overcoming the grahls constitution.

Suicidal Combat: Green grahl are notorious for their suicidal combat tactics. At the start of each combat round, the grahl must succeed in a Luck roll (POW x 5). If he fails this roll, he will undertake some type of suicidal action during the round. Examples include, but are not limited to, charging head on into enemy gunfire, pulling pins on hand grenades and running them into clustered targets or standing in the open to fire. Characters with the Command skill can negate this disadvantage with a successful Command roll at the beginning of combat. Alternatively, a would be commander could pit his POW vs. the POW of the grahl with the highest POW rating within the group on the resistance table. If he is able to overcome this grahl's POW, all of the grahls will obey his orders and avoid taking rash actions. This Command skill, or POW vs. POW roll, can only be attempted once per battle. If it is successful, it need not be rolled again for the remainder of the battle. A potential leader can attempt to either overcome the highest POW within the grahl group or use his Command skill, but not both. If either roll fails, it cannot be attempted again during the same battle. Of course, if this commander is killed, the grahl will revert to their original suicidal selves.

KRELL

The krell are a bipedal insectoid species that hail from the planet of Helioxus, a jungle world swarming with billions of insects and insectlike species. The Krell are the only life form on the planet to have developed beyond savagery and beasthood. They are an industrious species that place a high degree of significance on competition, opposition and rivalries. Krell are born into intricate family networks known as dynasties. Early in life, the young krell is assigned to a position within one of the organizations owned by his or her dynasty. These include science centers, business corporations, military organizations and academic institutions. The krell dedicate themselves to whatever post they are assigned to for life, and fiercely oppose competitor organizations in rival unallied dynasties. However, militaries are conquered, companies are bankrupted and from time to time dynasties are destroyed. When this happens, the krell will seek out a new organization with which to align itself. The krell will never align itself with another established dynasty, as all dynasties have been enemies at one point or another, treaties being made and broken with regularity. In ancient times, an unaligned krell would

Skills: Appraise 40%, Bargain 60%, Command 45%, Dodge 40%, Energy Weapon 65%, Hide 20%, Insight 55%, Persuade 45%, Research 75%, Sense (Antennae) 45%, Stealth 30%, Spot 35%, Technical skill (Computer Use) 75%

Powers and Disadvantages:

Antennae: Krell have the ability to Sense nearby movement with their antennae. A krell can sense minute vibrations caused by movement, breathing or even a heartbeat. The antennae have a 10meter range and ignore obstructions. This Sense skill has a base of 45% and can be increased with skill points at character creation or improved later through experience rolls.

NEBO

The nebo are stocky yet highly agile batlike humanoids that usually stand between 3 to 4 feet tall. Their limbs and bodies are covered in a fine coat of glossy black fur. The nebo's head and face appear to be a cross between that of a rodent and a bat. They also have small pointed yet highly sensitive ears, which they are able to turn in a 360degree arc to focus on sounds around them without having to turn their heads.

Nebo are a curious and clever species that enjoy tinkering with mechanical and technological devices of all sorts. They make natural mechanics and technicians and are therefore a common sight at star bases and spaceports across the universe.

The nebo hail from the planet of Surodath, which is located in the Vehallon star cluster of the Hadrion Galaxy. Surodath is a rocky and arid planet riddled like a sponge with an infinite array of underground caverns and tunnels. It is within these neverending cave networks that the nebo make their home. Mile upon mile of subterranean city complexes sprawl throughout the interior of the planet. The nebo shun the surface of their world, due to the fact its vast desert wastelands are teeming with lethal predators. The surface of Surodath is bathed in a perpetual twilight, lit only by a dim and dying sun and two darkened moons.

The nebo have highly developed eyes, which allow them to see normally while in

have become an outcast, eking out a meager existence within the jungles of Helioxus, until he died or established a dynasty of his own. But in modern times, the krell will most often choose an offworld organization to join.

Characteristic	Roll	Average
STR	2D4+5	10
CON	2D6+3	10
SIZ	2D6+6	13
INT	2D6+8	15
POW	3D6	10-11
DEX	3D6+3	13-14
APP	3D6	10-11

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: By Armor Type

Attacks: Blaster Pistol 65%, 1D8+2 (Impaling)

Hit Points: 8

Damage Bonus: 1D4

Armor: By Armor Type

Attacks: Blaster Pistol 45%, 1D8+2 (Impaling)

Skills: Climb 45%, Dodge 45%, Energy Weapon (Blaster) 45%, Fine Manipulation 85%, Hide 25%, Jump 30%, Listen 85%, Repair(Electrical) 90%, Repair(Mechanical) 85%, Spot 65%, Stealth 75%, Technical(Computer Use) 85%,Technical(Robotics) 80%

Powers and Disadvantages:

Gifted Technician: Nebo rise in Repair and Technical skills and Fine Manipulation at 1D8, rather than 1D6. Nebo player characters are also granted a 1% bonus for every 2 points spent in these skills rounded down, at character creation only. This 1 point bonus applies to points spent from the professional skill point pool as well as the personal skill point pool. Example (the nebo character spends 10 points in Repair/Mechanical from his professional point pool at character creation, his skill increase is 15%, if the character had spent 13 points his skill increase would be 19%, and a character that spent 14 points would receive a skill increase of 21%).

Stealthy: Once per day a nebo character is allowed to reroll any Stealth roll that he wishes, but he must abide by the results of the new roll. Nebo characters also rise in Stealth at 1D8, rather than 1D6.

Night Vision: If there is some source of light (however faint), the nebo has the ability to see with perfect clarity for 30 meters in neardark conditions. Night Vision cancels any negative modifiers to Spot or combat skills, due to partial darkness. See pg 165 of the BRP rulebook for additional information on Night Vision.

Echolocation: The nebo is able to produce highpitched ultrasonic pings vocally to locate other beings and objects out to 70 meters. Use the nebo's Listen skill to determine if an object is noticed, and an Idea roll to see if it can be identified. A nebo can also use Echolocation as a secretive form of communication with other nebo.

Superior Hearing: This power is the same as Super Hearing at level 1 as described on pg 164 of the BRP rulebook. The nebo can use his Listen skill with a 30meter range. Most characters have a Listen base score of 25%, but the nebo's base Listen score is 45%.

low light environments. Being nocturnal, they vastly prefer darkness to daylight, although they suffer no ill effects while operating in areas that are brightly lit.

Even when they find themselves in complete darkness, lacking any light source whatsoever, nebo can still find their way around and locate objects easily through the use of highpitched ultrasonic pings. The nebo emit these pings vocally and their superior hearing picks up the resulting echoes. Through this primitive form of natural radar, they are able to judge size and location, as well as speed and movement in minute detail. These pings are beyond the normal human hearing range, although some robots and advanced scanners can detect them, as well as other nebo.

Characteristic	Roll	Average
STR	2D6+2	9
CON	3D6	10-11
SIZ	1D3+3	45
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+5	15-16
APP	3D6	10-11

Move: 8

OSMODIAN

The osmodian are a humanoid species that hail from Osmos, a dark volcanic planet of swirling

miasmic methane, uninhabitable by most forms of life. However, the osmodians exist without the need to breathe. They can even survive the hard vacuum of space without a pressure suit. The average osmodian stands around 6 feet tall with an anatomical structure similar to humans, having two arms, two legs and hands with opposable thumbs. Their rubbery skin is tough and heavily creased, the most common tone being a dark grey.

Osmodians have stout cylindrical heads, with four large circular eyes positioned at the front of the face. These lidless eyes are situated in a manner akin to a spider and constantly glow a dim yellow, as if lit by an internal light source. This glow grows brighter when they travel into dimly lit areas. Their eyes are far superior to humans, allowing them to see within a number of different light spectrums, from Xray to infrared.

Besides not needing to breathe, osmodians do not need to sleep either. They still suffer from fatigue and will become exhausted by strenuous activity, but the routine of sleeping is not required. Osmodians do not consume organic matter, but instead gather nutrients through a form of photosynthesis. This photosynthetic ability operates by absorbing electromagnetic radiation, including gamma rays, ultraviolet and visible light rays and even radio waves through the skin. Advanced biological structures within the body reconstitute these radiations into usable nutrients.

Osmodians keep themselves hydrated in a similar fashion, by absorbing and reconstituting gases from the atmosphere. Oxygen, methane, hydrogen, chlorine and carbon monoxide are just a few of the gases that can be used to rehydrate. If for some reason an osmodian found itself in a completely gas free environment, for an extended period, they will die of dehydration in the same manner as humans.

Osmodians have no vocal cords, but speak using a small oval shaped organ located at the front of their neck. This organ can be vibrated at different frequencies creating a buzzing tone, allowing them to form recognizable words.

Osmodian culture, if it can be called that, is based on a strict code of individualism and personal territory. The osmodian considers its territory to include everything within its field of view. Osmodians that enter into this field of view are considered intruders, committing an assault upon the eyes. Due to this fact, they will only interact with one another long enough to mate. For reasons known only to them, this code is not applied to nonosmodians. Osmodians that are forced to share personal space will not look at or even speak to one another. Sadly, and all too often, this situation ends abruptly when one of them unloads a few rounds into the others face. Some have theorized that this strange behavior is one of the main reasons the osmodians never developed anything of a technological nature worth talking about.

Characteristic	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+4	11
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6+1	8

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: 2point (Tough skin)

Attacks: Blaster Pistol 55%, 1D8+2 (Impaling)

Skills: Brawl 50%, Dodge 45%, Energy Weapon (Blaster) 55%, Hide 55%, Listen 85%, Spot 85%, Stealth 60%

Powers and Disadvantages:

XRay Vision: This power is virtually identical to the level one version of the super power XRay Vision, described in the Basic RolePlaying rulebook, pg 165. The only difference being that the osmodian does not need to choose a substance through which he cannot see. The power has a range of 15 meters and allows the osmodian to see through 10 centimeters of any substance.

Infrared vision: The power Infrared Vision is described on pg 165 of the BRP rulebook. Osmodian do not suffer negative modifiers due to darkness. The osmodians Infrared Vision does not have a limited range. An osmodian can see just as far as human, although in the infrared spectrum. Infrared is the osmodians primary method of sight. Wearing visors or goggles will nullify this power and prevent the osmodian from seeing in anything but XRay Vision, which has a limited range.

Natural Armor: Osmodian possess a thick rubbery hide which confers 2 points of armor versus firearms, melee and energy weapons.

Does Not Breathe/Sleep: Osmodian do not need to sleep, although they still suffer from fatigue and will become exhausted by strenuous activity. Perhaps the most remarkable ability possessed by osmodian is fact that they do not need to breathe. Not needing to breathe confers a number of advantages. Osmodian can exist comfortably in a vacuum. They are not susceptible to airborne gases or poisons that must be inhaled. They cannot drown, suffocate or be choked into unconsciousness. These are just a few of the known advantages. It is almost certain that others will be discovered during the course of play.

Susceptible to Bright Light: Extremely bright light and flashbased weaponry that is designed to stun or blind targets actually causes knockout damage to an osmodian.

High-Profile Eyes: Because osmodians' eyes glow and this glow increases in darker environments, all Spot checks performed against osmodian in lowlight environments receive a +10% bonus. In areas of intense darkness, this bonus increases to +30%. Within absolute darkness characters can Spot an osmodian with a +60% bonus. Players that use shielded visors to avoid this disadvantage will be prevented from seeing in any form but xray. The osmodians' eyes must remain free of obstructions in order for their infrared vision to function properly.

Detectable Scent: Osmodian give off an odor that is similar to burning cardboard. Osmodians expel bodily waste in the form of gas, which is constantly being released through pores in the skin. Creatures that employ Sense to represent their sense of smell gain a +10% modifier verse osmodians.

Autogenocidal: Autogenocide is defined as "the extermination of people by members of their own society". The osmodians cannot stand the sight of their own kind. For every round that an osmodian spends within eyeshot of another osmodian, there is the possibility that he will fly into a murderous rage. Each osmodian so affected must succeed in a Luck roll every round to resist this urge to kill. Of course, smart osmodians realize that the first to act just may be the one who survives. It is a wellknown fact that osmodians cannot control this compulsion to kill one another. As long as no property is damaged and no innocent bystanders are harmed in the exchange, law enforcement agencies will rarely bother to follow up on the matter.

PSITHON

One of the oldest known civilizations in the universe, the psithon are a scholarly species who dedicate themselves to exploration, learning and amassing sacred lore. Psithon are obsessive in their search for antiquated and obscure texts and references related to religious practices and beliefs. Why exactly the psithon are so obsessive about uncovering obscure theological data is unknown. Many academics believe that it is somehow linked to the psithons' own cryptic religion. The psithon practice a religious philosophy known as "The Foundation" and pay homage to a mysterious Influence or entity, referred to as "Origin". The psithon attribute their psychic abilities to Origin and to the traditions of the Foundation. Nothing much else is known about the psithons' strange religion, as they do not proselytize. To the contrary, they jealously guard their philosophy and beliefs from nonpsithon and refuse to discuss the subject. Unsurprisingly, this secrecy coupled with the fact that the psithon wear masks, has led many to instinctively distrust the species. Psithon facial features are abhorrent by most spe-

cies standards and the psithon realize this. To avoid causing revulsion in others, the psithon don reflective masks made from a hazy slate-grey material.

Characteristic	Roll	Average	
STR	2D6+2	9	
CON	2D6+2	9	
SIZ	2D6+6	13	
INT	2D6+6	13	
POW	3D6+6	1617	
DEX	3D6	10-11	
APP	*	3D6	10-11

(*Appearance Score is 1/3rd when unmasked)

Power Points: 17

Move: 10

Hit Points: 11

Damage Bonus: None

Armor: By Armor Type

Attacks: Blaster Pistol 35%, 1D8+2 (Impaling)

Skills: Bargain 25%, Disguise 20%, Fast Talk 35%, Gaming (Psithon Dice) 40%, Insight 35%, Knowledge (Religion/the Foundation) 100%, Persuade 55%, Research 80%, Sleight of Hand 25%, Stealth 35%

Powers and Disadvantages:

Clarity

Range: Self/Touch

Duration: Instantaneous

Power Point Cost: None

Once per day, the psithon can make the difficulty level of any skill roll drop by one rank. Difficult becomes Average, Average becomes Easy and Easy rolls are Automatic. He can use this ability on himself or another of his choosing. The psithon usually bestows this power in the form of a blessing when used on others, or as a prayer when used on himself. Psithon believe this psychic ability is accomplished by the power of Origin himself/itself. This ability costs no power points to use.

Mental Shield

Range: Self

Duration: Constant

Power Point Cost: None

Psithon are impervious to any psychic ability that affects the mind, such as mind reading or mental blast.

Repulsion: The psithon face looks like a withered fleshy orb, pitted with a myriad of small, black, writhing eyes. A large lampreylike mouth at the center of the face, surrounded by translucent fangs, completes the ensemble. When Psithon are unmasked, their Appearance drops to 1/3rd its normal score. The psithon's Charisma roll (APP x 5) will also be affected.

Suspicion: Unless a psithon can succeed in an initial Difficult Charisma roll when engaging nonpsithon individuals, all Communication based skills (except for Language skills and Disguise) and future Charisma checks made to influence the individual become Difficult for the duration of the encounter. (See BRP pg 48 for a list of the "Communication" based skills)

Psychic Abilities: Psithon characters may choose ONE of the following abilities. The following abilities are to be rated like skills, and to use them, the psithon must roll a D100, with a roll of equal to or lower a success, and higher than the skill a failure. (See BRP pg 110 for more on "How Psychic Abilities Work" and the "Cost of Psychic Abilities".)

Clairvoyance

Range: 10 x POW in kilometers

Duration: 1 full turn per power point spent

Power Point Cost: 1 to activate, 1 per full turn to keep active

Clairvoyance allows the psithon to project his full awareness into an area other than the one he inhabits, experiencing that area as if he were actually present physically. The range for this ability is POW x 10 in kilometers. This skill is Difficult if the psithon has never been to the location being spied upon. The psithon is unable to interact with the environment being visited, though he can attempt Communication, Mental and Perception based skills to allow a greater understanding of what he is experiencing. The psithon cannot move or use any other psychic ability while using Clairvoyance or the vision will end. At the end of the vision, the psithon's senses return to his or her body, or he may end the Clairvoyance at any time prior to that. (See BRP pg 113 for more on Clairvoyance)

Mind Blast

Range: POW in meters

Duration: Until target recovers

Power Point Cost: 1 power point per 3 POW affected

The psithon can make a mental attack against a target within range, potentially stunning it. This attack does not cause damage, but can inconvenience or overwhelm the opponent, allowing the psithon and his allies a tactical advantage. When this power is used, the psithon's current power points are rolled versus the target's current power points on the resistance table. Each use of the power costs 1/3 the target's POW score, rounded up, paid after the resistance roll is made. Success indicates that the target is stunned for 1D6 combat rounds. If the roll is a Special success, the target is knocked unconscious for 1D6 full turns. If the roll is a Critical success, the target will be knocked unconscious for 1D6 hours. Whether a Mind Blast is successful or fails, the target will realize that he was mentally attacked, and a Special success on an Idea roll will reveal who attacked, if it is not immediately obvious. (See BRP pg 118 for "Mind Blast" and BRP pg 232 for more on "Stunning and Subduing".)

Telekinesis

Range: POW in meters

Duration: 1 combat round

Power Point Cost: 1 power point per 3 SIZ each combat round

Telekinesis allows the psithon to lift objects and move them with mind power. Every power point spent using Telekinesis affects 3 SIZ points. To use the power, you should determine the SIZ of the object to be moved and divide its SIZ by 3 (round up). If the Telekinesis is successful, the psithon can pick up the object and move it in the air or along the ground at normal walking speed. The target must remain in range of the psithon. Every power point spent above the SIZ of the object to be moved extends the range an item can be thrown by another 15 meters, or increases the speed to double (triple, etc.) normal walking speed. If something has wheels and/or is being dragged across level ground, each power point spent will affect 6 SIZ points.

Once an item is being held with Telekinesis, the psithon can hold it indefinitely, so long as he spends the requisite power points to keep it aloft. If the psithon is knocked unconscious, or is dealt a major wound, the hold on the item is lost and it falls to the ground. If the psithon is distracted or attacked in a significant enough fashion, or attempts a complex task, the gamemaster should require that he make a successful Idea roll to maintain attention on the Telekinesis.

If the psithon attempts to use Telekinesis to pick up an unwilling living being, he must defeat the targeted being in a power point vs. SIZ struggle on the resistance table. A willing target does not need to be defeated in a resistance roll. A psithon cannot lift himself with Telekinesis. To hit another character with an object using Telekinesis, the psithon must succeed in a Throw roll in addition to the Telekinesis roll. Objects used as thrown weapons against other characters do 1D6 points of damage per 10 points of SIZ, or the objects normal damage if it is a weapon that can be utilized as a missile weapon. The damage bonus for such attacks equals the psithon's POW + INT measured as if STR + SIZ on the "Dam-

age Bonus Table, BRP pg 29". To catch an item with Telekinesis, the psithon must make a successful Difficult Throw skill roll (or a Difficult Agility roll) and spend enough power points to handle the intended item.

Additionally, Telekinesis can be used as armor against physical attacks. Each power point of Telekinesis used in this fashion provides 1 point of armor.

Telepathy

Range: 10 x POW in kilometers

Duration: 1 combat round per power point spent

Power Point Cost: 1 power point to activate or 1 power point per 3 POW

Telepathy is the ability to read the mind of other beings. When attempting to read a target's mind, the psithon must defeat the target in a power point vs. power point struggle on the resistance table. If successful, the psithon must then spend 1 power point per 3 power points of the target's POW (divide POW by three, round up). At this point, the psithon has access to the target's memories and current thoughts for one full combat round. The resistance roll must be made successfully for each and every round the psithon wishes to use Telepathy on a foe. When using Telepathy toward a willing target, the psithon does not need to make a resistance roll, and he only needs to spend 1 power point to activate the Telepathy.

Once the power is successful, the psithon can do what he or she wants, within reason. Successful use of Telepathy allows the psithon to perform one of the following actions:

*Speak mindtomind as equals, almost as if in direct conversation.

* Pass along a simple or complex message to the target, including instilling in the target's mind a memory or mental image of some event, place, object, or person.

* Read the surface thoughts and feelings of a target.

* Implanting false memories that last until the target succeeds in a Difficult Idea roll, which will only be provoked at an appropriate juncture.

* Digging deeply for buried memories or suppressed information in the target's subconscious.

Once Telepathy has been established, the psithon can continue it by spending 1 additional power point each combat round.

If the psithon has plenty of power points, he can attempt to affect more than one target with Telepathy at a time. In addition to making each Telepathy roll separately and paying the requisite power points, he must make a successful Idea roll to coordinate the multiple simultaneous Telepathic activities for each additional target beyond the first. The actions taken within the minds do not need to be the same, though if they are, only one Idea roll is required for the multiple Telepathy use.

After the target has been successfully reached through Telepathy, the target can attempt to break the connection with a new resistance roll at the beginning of each subsequent combat round. Each combat round after the Telepathy is first used, the target can make a resistance roll of his or her POW vs. the psithon's POW (rather than power points). Success means that the target ends the telepathic connection. With a successful Idea roll, he will know that he was in telepathic contact with a psithon. A Special or Critical success on this roll will reveal the psithon's exact identity. If the Idea roll fails, the target has no idea he was telepathically contacted, only that it was some strange mental state.

The gamemaster should determine how long it takes to retrieve a specific memory if the Telepathy is being used as a means of recovering hidden or suppressed information. It is suggested that this take 1D3 combat rounds for something buried but not otherwise suppressed, and 1D3+3 rounds for a memory that is exceptionally hidden or otherwise traumatic to the target.

SKLESH

The sklesh are an amphibian species that inhabit the murky swamp world of Athrovos. Sklesh reproduce by laying batches of jellylike eggs in water. A skleshian female can lay up to a million of these eggs in a single batch. The eggs

are then abandoned, leaving the young to hatch and fend for themselves. Newly born sklesh resemble tadpoles and are unable to leave the water. While young, a juvenile sklesh spends most of its time evading hostile aquatic predators. Out of a million eggs, it is fortunate if one or two lives to maturity. Those skillful enough to survive will metamorphose from juvenile water breathers into adult air breathers. Once a juvenile reaches adulthood and is able to depart for dry land, it is welcomed into skleshian society with joyous celebration. Skleshian civilization is advanced, and although egg batches can be laid in protected pools, this is only done to produce slaves and expendable soldiers, referred to as pond born. Skleshian society is divided into two warring factions, the corrupt Tara sklesh and the malevolent Agsur. The Tara consider themselves the highborn race and the Agsur as an inferior bloodline. The Agsur regard the Tara as degenerate weaklings and themselves as the superior race. Though the

AGSUR SKLESH

TARA SKLESH

two breeds of sklesh have far more in common with one another than other species, their history has been one of endless wars.

Characteristic	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+5	12
POW	3D6	10-11
DEX	2D6+6	13
APP	2D6+2	9

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: By Armor Type

Attacks: Blaster Pistol 65%, 1D8+2 (Impaling)

Claws 85%, 1D6+db

Skills: Brawl 50%, Dodge 40%, Etiquette (Skleshian Endogamy) 100%, Hide 25%, Insight 20%, Persuade 35%, Swim 100%, Throw 30%, Track 35%

Powers and Disadvantages:

Water Born: As the sklesh are born into water, and water plays a huge role in skleshian society, all sklesh have a base Swim of 100%. Sklesh can also hold their breath for a number of turns equal to their CON. Although sklesh prefer a moist habitat, they have no problems in hot or dry environments.

Natural Weapon: Sklesh possess razor sharp claws that do 1D6+db damage. The sklesh are highly adept at using their claws and have no trouble performing skills that require fine manipulation.

Adversity: Skleshian society is broken into two distinct races, the Tara and the Agsur. Tara and Agsur will not cooperate under any circumstances. In fact, they are more likely to attack one another. Tara and Agsur that find themselves in the same space must succeed in an Idea roll or attack one another.

Vornin

The vornin are an evil and all but extinct species of highly developed gastropod. There are perhaps only a hundred thousand vornin left remaining in the universe. The vornin are known to be a sinister race of slave trading mercenaries, scouring the universe for loan starships and isolated settlements to raid for captives.

Once a mighty space faring civilization, the vornin operated from their homeworld of Vornu located within the Dark Nebula system of the Andros Galaxy. However, a brutal war fought between them and the alterran, in which the vornin were the aggressors, caused their near annihilation. This war resulted in the complete destruction of Vornu. Vornin understandably hold a deep resentment towards alterran and will seek to kill them at every opportunity. Now the remnants of their species simply wander the universe, hiring themselves out as soldiers and mercenaries to the highest bidder, while they plot their revenge.

Physically vornin resemble large upright slugs with dull yellow, glistening skin that is mottled with black spots. They have thin arms and a manta raylike, saucershaped head. A pair of cephalic lobes that sit on either side of the head give it its unique shape. These large flat structures are where the vornin's dual brains are housed. They possess no legs. Instead, they have a long thick slug like tail that they use to propel themselves and to stand upright. A vornin will never lie down horizontally, except to feed.

The vornin are a hermaphroditic species and therefore, they do not have males and females. Instead, each individual has the ability to reproduce independently, without the need for another of its kind. Unfortunately, for them, their birth rates are extremely low, with each vornin only producing one offspring within its lifetime.

Characteristic	Roll	Average
STR	2D6+2	9
CON	3D6+2	1213
SIZ	2D6+6	13
INT	2D6+7	14
POW	3D6+2	1213
DEX	2D6+6	13
APP	1D6	34

Move: 11

Hit Points: 13

Damage Bonus: None

Armor: Vornin Combat Vest: 6point vs. melee and firearms, 3point vs. energy weapons and explosives. *Protects chest only

Attacks: Blaster Pistol 45%, 1D8+2 (Impaling)
Symtac Grenade (Explosive) 40%, 4D6 (Knockback)
Vornin Plasma Cannon 60%, 2D10+4 (Impaling)*
Vornin Shock Whip 75%, 1D4+db+stun (Entangle)
*Critical hits from a vornin plasma cannon have a chance to set their target on fire. See Weapons pg 153

Skills: Command 70%, Dodge 55%, Fine manipulation 35%, Hide 65%, Jump 45%, Listen 35%, Spot 65%, Stealth 65%, Strategy 60%, Swim 30%, Throw 40%, Track 65%

Powers and Disadvantages:

 Alterran Antipathy: Vornin receive a +10% bonus on all attacks made against alterrans.

Despised: The vornin are loathed by almost every species in existence. All but the most despicable individuals will attack them on sight. Whenever a vornin encounters another being for the first time, he must make a successful Charisma roll in order not to be fled from or attacked.

Xithid

The xithid are an insidious life form believed by most scholars to be extinct. They were devastated in a massive intergalactic war fought between them and the Gammadon Empire over 5,000 years ago. This war was initiated by the xithid when their species entered into the Hadrion Galaxy through portals in hyperspace created by gammadon technology. These portals in space were generated by experimental devices the gammadon were using to conduct research into the nature of black holes. It is unknown as to where exactly the xithid originated before they passed through the portals. Many researchers believe the xithid homeworld to be within the Dark Nebula of the Andros Galaxy, the sight of numerous black holes, although this is pure speculation. Another theory is that the xithid hail from a parallel dimension believed to be linked with hyperspace travel known as the Negative Zone.

All the information humanity has obtained on the species has been gathered from a single obliterated base. This base, referred to as a colony, was buried deep beneath the surface of ION 12. The colony was discovered by a geological exploration team surveying the planet for signs of mineral wealth. Much of the equipment recovered was extremely advanced medical devices used within the manipulation, augmentation, examination and preservation of genetic material. The highly sophisticated nature of the technology revealed the xithid to be unparalleled geneticists.

Xithid specimens found within still functioning preservation pods have given scientists some insight into their strange biology. Xithid have no known biological equivalent with which to compare them. They appear to be a hybrid between fungoid and insect life, although they favor the former more than the latter.

Xithid come in many variations, such as drones, soldiers, incubators and hive lords. These different types have a few traits in common, such as their brainlike heads and their fibrous skin. Their skin is actually a lichenlike substance that is stretched taut over a keratin endoskeleton. This skin comes in different shades of grey and green, as well as a sickly white. Xithid have no reproductive organs. This has led many researchers to surmise that they reproduce through a process of genetic engineering and cloning. Most startling of all though, is the xithid head, which appears as that of a grossly oversized, deeply fissured and exposed human brain. This large organ is usually located at the end of a tough flexible stalk, which serves as a neck. The size and structure of this organ has led many researchers to conclude that the xithid may possess psionic powers.

The xithid do in fact possess many psychic abilities. The most common of which is telepathy. Xithid communicate primarily by telepathy. All xithid variations are able to use this ability to varying degrees. The xithid operate as a hive mind with the lesser organisms relaying information telepathically to their superiors and then awaiting orders. The entire species is organized as a single being, each individual but a component of the larger whole.

Xithid have no visible sensory organs such as eyes, ears or a mouth; but gain their awareness of the world around them through an advanced form of extra sensory perception. Through this mysterious form of E.S.P., they use psionic energy waves to translate their surroundings into mental imagery.

Last, but certainly not least, is the subject of the xithid blood. All xithid produce a gelatinous black fluid that serves the dual role of blood, as well as an element of their digestive system. Whenever they encounter organic matter, living or dead, they will embrace the item and begin to secrete the fluid through microscopic pores in their skin. This fluid immediately begins to break down the matter at a cellular level and absorb its nutrients. The dark fluid is then reabsorbed and the collected nutrients are distributed throughout the body. Xithid can use any organic matter as food, although living organisms will need to be rendered inert before the process of feeding can begin.

Another more chilling characteristic of the xithid blood is its use within the process of creating a thrall. Whenever a xithid encounters a being that would better serve the colony as a slave than as a food source, they modify their blood to act as a mind control agent, rather than a digestive acid. The xithid embraces the helpless victim and begins the procedure of bile secretion, exactly as in the digestive process, except in this case the victim is made to absorb the fluid. The xithid can introduce this black liquid through any bodily orifice or inject it directly into the blood stream through pores in the victim's skin. Once the victim has internalized the fluid, they will forever serve their xithid masters as a thrall.

Xithid Powers & Disadvantages

Following is a list of the powers and disadvantages possessed by xithid within Operation Ulysses. The individual xithid types that own each ability are listed after its description. Xithid that are reduced to 0 power points by using psychic abilities do not fall unconscious.

Powers:

Bile Spray: Some forms of xithid are able to spray their blood. When a xithid performs a bile spray attack, there is a chance that the target can be transformed into a thrall. If the xithid hits his target with a Special or Critical success, consider it to be to an unclothed area of the body. The victim must then succeed in a CON vs. POT resistance roll or become a thrall within 10 rounds. The POT of the xithids bile is equal to its constitution. If the xithid hits his target with an Average success, or the victim is covered from head to toe, consider the target to be blinded for 1D4 rounds as he tries to wipe the bile from his helmet, visor or face. (Incubator)

Create Thrall: In order for xithid without the Bile Spray ability to create a thrall, the target must first be rendered unconscious or somehow immobilized. The xithid then begins the process of bile secretion over the helpless target. This procedure takes 3D4 rounds to complete, at the end of which the target must succeed in a CON vs. POT resistance roll or become a thrall within 10 rounds. The POT of a xithid's bile is equal to its constitution. (Controller, Destroyer, Drone, Hive Lord, Incubator, Soldier)

E.S.P: Xithid sense the world around them through psionic energy waves. Xithid are able to see sound waves, vibrations and brainwave emanations, although they cannot Listen or Spot in the traditional sense. Xithid instead use their E.S.P. Sense roll to fulfill both of these functions. A xithid does not need to make its Sense roll unless the situation would warrant a Listen or Spot roll. Xithid E.S.P. has a limited range equal to the xithid's POW in meters. (Controller, Destroyer, Drone, Hive Lord, Incubator, Soldier)

Hive Mind: All xithid within 1,500 kilometers of their hive lord are in constant telepathic communication. If one of them is aware of something, they all are. If the hive lord is destroyed or if the xithid wander outside of the 1,500 kilometer range, their individual telepathic range is limited to their POW in kilometers. The xithid with the highest POW will essentially serve the role of hive lord by collecting and relaying communications to all within range. (Controller, Destroyer, Drone, Hive Lord, Incubator, Soldier, Thrall)

Mind Blast: The xithid's Mind Blast works as the power Mind Blast described on pg 118 of the BRP rulebook, with a few exceptions. Xithid who are reduced to 0 power points by using psychic powers, including mind blast, will not fall unconscious. Xithid controllers and incubators must concentrate to use Mind Blast and are unable to perform any other physical actions within the round. An incubator or controller's Mind Blast takes place on its DEX rank. The hive lord on the other hand performs its Mind Blast within the powers phase as an instant action and is still able to physically attack or move on its DEX rank. (Controller, Hive Lord, Incubator)

Mind Control: This power functions exactly as the power Mind Control described in the BRP rulebook pg 118. (Controller, Incubator)

Mind Wipe: Only the hive lord has this power. Using its cerebral tentacle, the hive lord must first successfully grapple a target and then immobilize it. In the round following the one in which the target was immobilized, a POW vs. POW check is required. If the target fails this POW vs. POW check, his mind is erased (INT becomes 0) and he essentially becomes a drooling vegetable. The effect is permanent. (Hive Lord)

Disadvantages:

Frail structure: Xithid that possess this disadvantage take double damage from electricity, fire, explosives, and attacks that deal crushing or bleeding damage. (Drone, Controller, Incubator)

No hands: Xithid that possess this disadvantage cannot push buttons or pick up and manipulate small objects. (Destroyer, Incubator)

Xithid Controller

Every one hundredth xithid is created as a controller. Controllers appear much the same as xithid drones, having two lengthy legs and arms and enormous brainlike heads. The only physical difference between drones and controllers is the controller's pure white skin. Controllers are considered leaders among the xithid and drones, destroyers and soldiers will fight to the death to protect them.

Characteristic	Roll	Average
STR	2D4+4	9
CON	2D6+3	10

Characteristic	Roll	Average
SIZ	3D6+3	13-14
INT	3D6+3	13-14
POW	3D6+5	15-16
DEX	3D6	10-11
APP	None	0

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: None *Frail Structure

Attacks: Claw 45%, 1D8+db (Bleeding)

Mind Blast 95 %, (Stun)

Xithid Laser Rifle 40%, 2D8 (Impaling)

Skills: Climb 40%, Dodge 20%, Energy Weapon 40%, Fine Manipulation (disassemble, reassemble technology) 95%, Hide 20% (within colony 50%), Science (Genetics 95%), Sense (E.S.P.) 80%, Stealth 20% (within colony 50%), Technical skill (Computer use 100%)

Powers and Disadvantages: Create Thrall, E.S.P. 80%, Frail structure, Hive Mind, Mind Blast 95%, Mind Control

Xithid Destroyer

Tenfoot tall muscular behemoths, the xithid destroyers are the most physically imposing form of the species. Designed as colony guards and frontline warriors, the destroyers have a set of hardened razor sharp scythes in place of arms. Destroyers retain the species characteristic brain shaped head, although a transparent carapace of natural armor covers the organ and most of the destroyer's body. A xithid destroyer can perform two arm blade attacks per round, the first on its DEX rank and the second occurring five DEX ranks later.

Characteristic	Roll	Average
STR	6D6+15	36
CON	6D6+6	2021
SIZ	5D6+10	2728
INT	2D6+2	9
POW	2D6+2	9
DEX	3D6+2	1213
APP	None	0

Move: 10

Hit Points: 25

Damage Bonus: +3D6

Armor: 8point Carapace

Attacks: Scythe Arm Blade 75%, 1D10+3+db (Bleeding)

Skills: Climb 40%, Dodge 45%, Hide 20% (within colony 45%), Jump 55%, Sense (E.S.P.) 80%, Stealth 20% (within colony 45%)

Powers and Disadvantages: Create Thrall, E.S.P 80%, Hive Mind, No hands

Xithid Drone

Drones are by far the most common form of xithid. Structurally they resemble humans in that they walk upright and have two arms and two legs, although these arms and legs are much longer than a normal humans. Their hands are to some extent analogous to humans, even though they are much longer, having four lengthy clawlike fingers. Their feet are large thick cones resembling the trunks of trees with multiple rootlike toes. Large black, bloodfilled veins run across the exterior and throughout the interior of their bodies.

Overall, drones appear like tall gaunt humanoids with elongated arms and legs and a huge exposed brain for a head. While slender in appearance, their musculature is well defined due to layers of sinewy fibers that interweave beneath their lichenous skins. Each drone is around 6ft 5inches tall and weighs roughly 200 lbs. Besides thralls, drones form the lowest echelon of the xithid colony, fulfilling the role of workers and when need be, soldiers or scouts.

Characteristic	Roll	Average
STR	2D4+4	9
CON	2D6+3	10
SIZ	3D6+3	13-14
INT	2D6+2	9
POW	2D6+2	9
DEX	3D6	10-11
APP	None	0

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: None (Frail Structure)

Attacks: Claw 45%, 1D8+db (Bleeding)

Xithid Laser Rifle 40%, 2D8 (Impaling)

Skills: Climb 40%, Dodge 30%, Energy Weapon 40%, Fine Manipulation (disassemble, reassemble technology) 85%, Hide 20%, Hide within colony 50%, Science (Genetics 70%), Sense (E.S.P) 70%, Stealth 20% (within colony 50%), Technical skill (Computer use 100%)

Powers and Disadvantages: Create Thrall, E.S.P 70%, Frail Structure, Hive Mind

Xithid Hive Lord

At the head of each xithid colony is a hive lord that guides and directs its members. The hive lord has the appearance of a huge disembodied brain with a number of tentacles projecting from its base. One of these tentacles, known as the cerebral tentacle, is much larger than the rest. The hive lord can retract this tentacle completely into its body or quickly extend it out to a range of 30 meters. The hive lord uses this tentacle to interface with the colony ship, as a weapon, and as a telepathic antenna. The hive lord can perform two tentacle whips per round on its DEX rank or one tentacle grapple, but not both. The hive lords entire body is covered in a carapace of translucent armor that helps protect it from attacks.

Characteristic	Roll	Average
STR	4D6+20	34
CON	3D6+20	3031
SIZ	6D6+42	63
INT	5D6+8	2526
POW	4D6+12	26
DEX	3D6	10-11
APP	None	0

Move: 2

Hit Points: 47

Damage Bonus: +5D6

Armor: 10point carapace

Attacks: Mind Blast, 95%

Tentacle Whip 85%, damage=db

Tentacle Grapple 45%, (Mind Wipe after immobilization)

Skills: Insight 100%, Grapple (Tentacle) 45%, Science (Genetics 200%), Sense (E.S.P) 120%, Technical skill (Control Hub 150%)

Powers and Disadvantages: Create Thrall, E.S.P 120%, Hive Mind, Mind Blast 95%, Mind Wipe

Xithid Incubator

Incubators are the most physically divergent xithid. Serving as organic mixing tubes for genetic material, incubators appear as long bulbous worms. Disembodied heads and limbs float within their long translucent abdomens. Incubators retain the characteristic brainlike head, but have no arms and pull themselves along on four long pointed legs.

Characteristic	Roll	Average
STR	2D4+4	9
CON	2D6+3	10
SIZ	3D6+3	13-14
INT	3D6+3	13-14
POW	3D6+5	15-16
DEX	3D6	10-11
APP	None	0

Move: 10

Hit Points: 12

Damage Bonus: None

Armor: None *Frail Structure

Attacks: Bile Spray 70%, (Create Thrall)

Leg Spear 65%, 1D8+db (Impaling)

Mind Blast 45%, (Stun)

Skills: Climb 40%, Dodge 30%, Hide 20 % (within colony 50%), Science (Genetics 70%), Sense (E.S.P) 60%, Stealth 20% (within colony 50%)

Powers and Disadvantages: Bile Spray 70%, Create Thrall, E.S.P 60%, Frail Structure, Hive Mind, Mind Blast 45%, No Hands

Xithid Soldier

Xithid soldiers are virtually identical to xithid drones, except that they are a bit more muscular and possess superior claws.

Characteristic	Roll	Average
STR	3D6+5	15-16
CON	3D6+5	15-16
SIZ	3D6+3	13-14
INT	2D6+2	9
POW	2D6+2	9
DEX	3D6+4	1415
APP	None	0

Move: 10

Hit Points: 15

Damage Bonus: +1D4

Armor: 4Point Carapace

Attacks: Claw 80%, 1D8+2+db (Bleeding)

Xithid Laser Rifle 65%, 2D8 (Impaling)

Skills: Climb 45%, Dodge 35%, Energy Weapon 65%, Fine Manipulation (disassemble, reassemble technology) 45%, Hide 30% (within colony 75%), Science (Genetics 50%), Sense (E.S.P) 80%, Stealth 30% (within colony 75%), Technical skill (Computer use 60%)

Powers and Disadvantages: Create Thrall, E.S.P 80%, Hive Mind

Xithid Thrall

Thralls are created whenever a xithid injects its blood into a living host. Xithid will only create thralls from sentient species that have at least minimal intelligence. Animal life or sentient aliens considered too inferior to be of use are simply devoured. Once a suitable victim has been rendered helpless, either from mental attacks or by some other means, the xithid can begin the process of thrall creation. The most common method of infection is by secreting bile into a bodily orifice or directly through the victim's skin. This method is slow and the xithid needs to remain undisturbed. Any interruptions may cause the process to fail.

A xithid thrall's outward appearance is in no way changed. The thrall looks exactly as they did before they were infected. An autopsy, blood draw or medical scan is needed to determine infection. The thrall retains whatever characteristics and powers they possessed previously. The thrall also retains his or her

memories and passes them on to the colony as a whole. Thralls are often used to infiltrate enemy strongholds before an attack to carry out missions of sabotage, spying and assassination. Once a being has been infected, there is no known cure and a thrall will carry out any command, no matter how drastic, even if it involves murdering a loved one or committing suicide. They will not hesitate.

Powers and Disadvantages: Hive Mind, Odd Behavior

Odd Behavior: Subtle differences in mannerisms and a lack of emotion may be the only tell tale signs that a person has been infected. Thralls can mimic the emotions of sadness, love, joy or anger, though they more often seem cold and unfriendly. With a successful Insight roll, an individual will get the feeling that something is definitely "not right" with an infected individual. Close friend, Easy Insight roll. Acquaintances, Average Insight roll. Strangers, Difficult Insight roll.

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