

# PS Signs & Portents

Death Station for Traveller • Judge Dredd - TThe Long Walk •

# LONE WOLF

LONE WOLF 29: Timeline and background presented inside

# Noble Armada Preview Continues

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# Editorial



Aha! My plans for global domination near completion. Having forced 007 into limbo by causing his employers to go broke (on account of my arranging a little economic difficulty to do with banks) I can now concentrate on the next stage of my plan... bwahahaha!

This Christmas bumper issue shall make you tremble for you will see what I have in store for you in all in the future...

The excellent old Christmas tale 'Death Station' awaits inside for a new generation of Traveller players. Not a Christmas tale? Nonsense - is it not full of death?

For those wishing a festive holiday I think the guide to the lawmen of the Cursed Earth, a place of man-eating dinosaurs and cannibal mutants, should get you in the spirit.

For Lone Wolf fans, well a real little treat, a foretaste of book 29 awaits. Where later, no doubt, you will find painful death in dozens of imaginative ways...

With magical tomes, the clash of mighty space fleets, savage Chupucabra hounds, vicious highwaymen and artificial intelligences aplenty I trust you will find Christmas very... interesting... this year!

Nick

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# Mongoose News

By Nick Robinson

## State of the Mongoose

It is that time of year again when all the goings on at Mongoose Hall are revealed, with the year's events and highlights detailed. This year will be no different, with the in depth review once again available for all to read on our website in the first few days of December.

## Noble Armada Launch Date Set

The latest edition of our award winning A Call to Arms game will be released in February of 2011. Details of the launch and the first products are available to view on our main website.

## An Excellent Affair

The Dragonmeet 2010 show at the Kensington Town Hall was, once again, a great success. Our thanks go out to the organisers and everyone who came to talk to us at our stall. This one-day show is one of the highlights of the UK roleplaying calendar. If you could not make it this year we thoroughly recommend going. We hope to see you next year.

## Conception

Next month sees another great show, this time in New Milton. This residential affair is one that is eagerly looked forward to in our office. We are planning to have both our living campaigns being run at the show as well as having our usual well-stocked stall. See you there!

## Traveller pdf Sale

As it is Christmas Mongoose are having a sale of Traveller pdf products on [Drivethrurpg.com](http://Drivethrurpg.com). Take this opportunity to complete your collection.

## An Apology

It has been brought to our notice that some of our readers felt the inclusion of Matriarchies in the Traveller supplement 1,001 Characters but not Patriarchies was close to discrimination of women. We sincerely apologise for any upset caused by this material and wish to assure everyone that this reaction was not our intent.



# Convention Diary

## RolePlaying Conventions 2011

### Conception

26<sup>th</sup>-30<sup>th</sup> January

Hoburn Holiday Park, New Milton

[www.conceptionuk.org](http://www.conceptionuk.org)

### Concrete Cow

19<sup>th</sup> March

The Old Bath House, Milton Keynes

[www.mk-rpg.org.uk/Concrete\\_Cow\\_games](http://www.mk-rpg.org.uk/Concrete_Cow_games)

### Compulsion

25<sup>th</sup>-27<sup>th</sup> March

Teviot Row Student Union, Edinburgh

<http://www.geas.org.uk/compulsion>

### Con-Quest

30<sup>th</sup> April

Derby Assembly Rooms, Derby

<http://www.con-quest.co.uk>

### UK Games Expo

3<sup>rd</sup>-5<sup>th</sup> June

Clarendon Suites, Edgbaston, Birmingham

[www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

## Wargaming Conventions 2011

### Vapnartak

6<sup>th</sup> February

York Racecourse, York

<http://www.yorkwargames.org/Vapnartak.htm>

### Cavalier

27<sup>th</sup> February

The Angel Centre, Tonbridge

<http://twws.org.uk/cavalier2011.htm>

### Salute

16<sup>th</sup> April

Excel Exhibition Centre, London

[www.salute.co.uk](http://www.salute.co.uk)

### Triples

21<sup>st</sup>-22<sup>nd</sup> May

English Institute of Sport, Sheffield

<http://www.sheffieldwargames.co.uk/site/node/1>

### Campaign

4<sup>th</sup>-5<sup>th</sup> June

Thecentre:mk, Milton Keynes

<http://www.mkws.org.uk/index.php?s=campaign>

More events will be added to this list on a monthly basis as they are confirmed

# The Awesometer

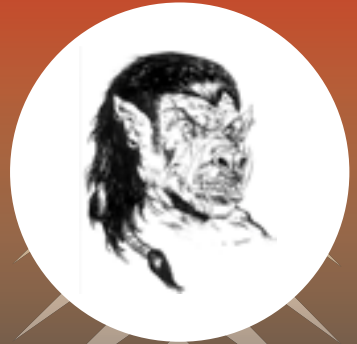
Generic events that get our hearts racing (or sometimes not) each and every month!

# AWESOME

## Nick Robinson's TOP 5

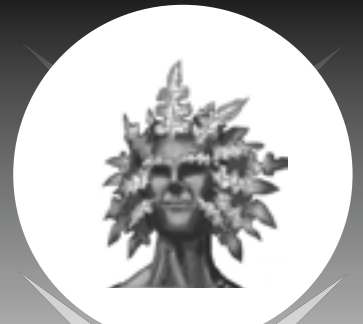
### Player Character on Player Character practical jokes

- The Head of Vecna.
- I take his spellbook with me to the dunny.
- I secretly put the flesh eating maggots into his sleeping bag.
- While he is passed out I put the empty goldfish bowl over his head.
- 'So, where did that animal companion of yours go? Never mind. Can you pass the ketchup?'



Trolls

Party animals and they just love having you over for lunch.



Elfs

Walking toothpicks for trolls.

# GRUESOME

# The Timeline

A visual guide to get your tails wagging for future Mongoose releases

December: Robots for Traveller

January: More love for the new Elic Line

February: Para

# TRAVELLER

Michael Moorcock  
**ELRIC**  
OF MELNIBONÉ

# PAR

# Quote of the Month

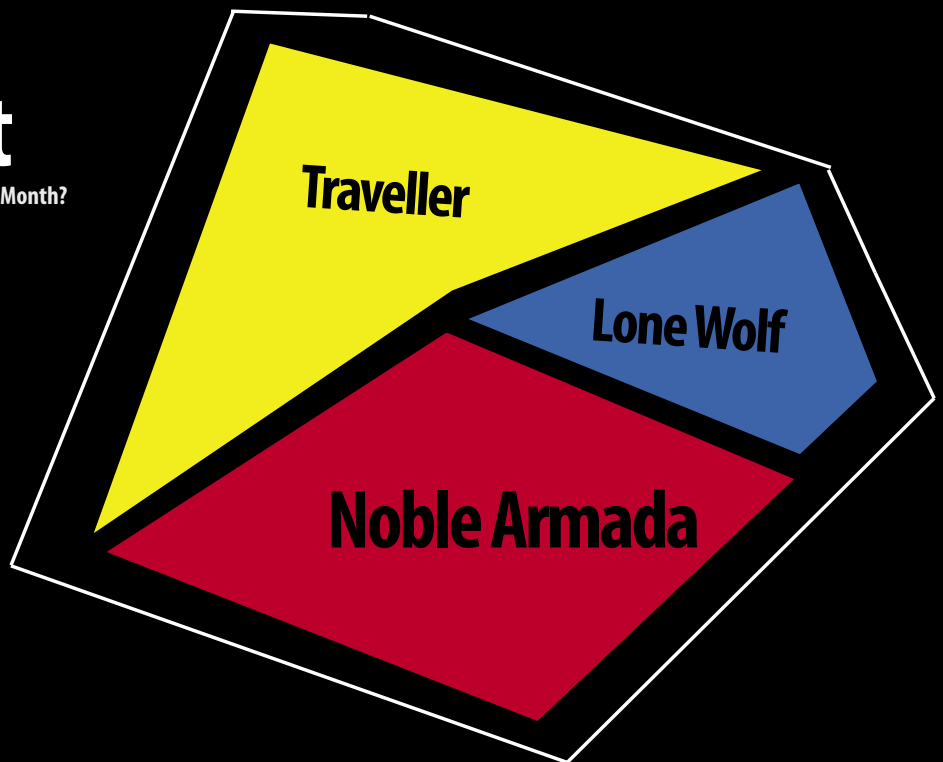
Which phrases have been flying around the office more than the dogs ball?

Six O'clock ?!!!?!

**T**he Greek suddenly realises the sacrifice he will have to make in order to get to Dragonmeet in time, being told it is at this hour he will have to arrive at the office.

## The Time Chart

What have we been spending our time on at Mongoose this Month?



noia gets some attention

**ANOIA**  
**ANOIA**

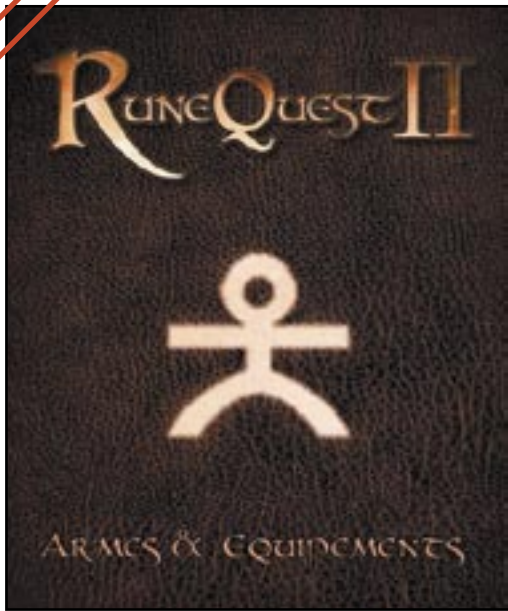
March: The Zhodani make their entrance

**TRAVELLER**

April: Animals and Starports for Traveller

**TRAVELLER**

# December 10 Releases



*Un aventurier dépend bien souvent de son équipement. Grâce à ce tome, votre aventurier recevra le meilleur équipement possible. Des nouvelles armes et armures aux objets plus communs mais toujours utiles à une aventure, Armes & Équipements offre un catalogue complet dont les joueurs ne sauraient se passer.*

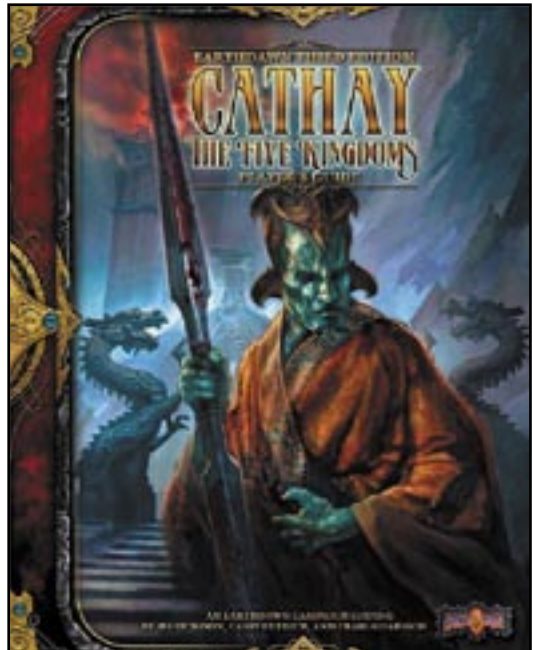
*Armes & Equipements*  
Price: \$34.99  
Format: Softback (136 pages)

**Pre Order Now**

*Cathay The Five Kingdoms: Player's Guide*  
Price: \$34.99  
Format: Hardback (160 pages)

*For centuries, the lands of the west have been enthralled by tales about the mystical province of Cathay. Far to the East, this mysterious place has always been a symbol of intrigue and wonder. Now, the door to the East is open. From the lightning-born storm children, to the renowned Xan monks, Cathay's secrets can finally be explored by those brave enough to venture into this troubled, war-torn realm.*

*The Cathay: The Five Kingdoms Player's Guide is a sourcebook for Earthdawn Third Edition, containing everything a player needs for adventuring the Five Kingdoms of Cathay—new Namegiver races, Disciplines, talents, spells, and much more! Requires use of the Earthdawn Player's and Gamemaster's Guides.*



**Pre Order Now**





*Wraith Recon is a fantasy setting where players take the role of a Wraith Recon team member – the elite and magically augmented Special Forces in the Kingdom of Dardarrick, the most powerful kingdom known to the world.*

*Now Spellcom opens up the doors on the deepest secrets and tactics of the Wraith Recon teams. Discover new methods of ingressing to target, new uses of the Omnilems, and how the very best teams survive when faced with overwhelming odds. Spellcom is nothing less than an essential survival guide for all Wraith Recon teams.*

*Spellcom*

*Price: \$24.99*

*Format: Softback (128 pages)*

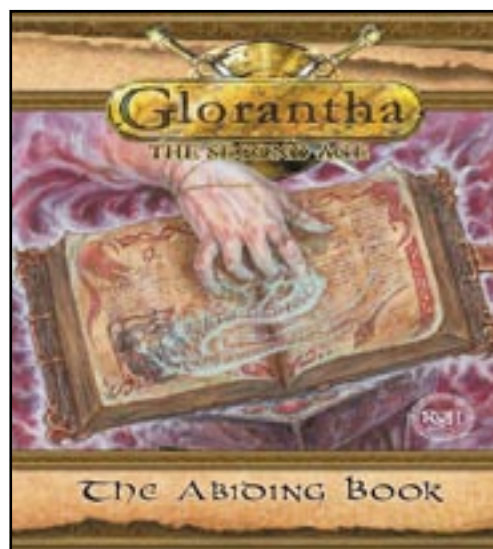
**Pre Order Now**

*The Abiding Book is the most sacred of all God Learner scriptures. Written by the hand of the Invisible God himself it documents the mythical history of the Malkioni, prescribes the nature of worship, truth and heresy, and forms the basis for all sorcery grimoires in use and at large across the Middle Sea Empire. It defines the God Learners; guides them, informs them and sometimes, misleads them. It may be the most powerful accumulation of mythical knowledge anywhere in Glorantha: it may also be the most dangerous.*

*The Abiding Book for Second Age Glorantha is a highly detailed overview of the Middle Sea Empire: its people, its territories and dominions, its hopes, schemes and ambitions, its myths and its magic. Within these pages you will find a wealth of information concerning every aspect of God Learnerism. From descriptions of its great cities through to profiles of its psychology. The nature of sorcery and the empire's approach to it is examined and the book offers more spells, new grimoires and new sorcery orders to fuel God Learner campaigns. With this book you have everything you need to explore the Middle Sea Empire and create compelling God Learner characters.*

**Pre Order Now**

*The Abiding Book*  
*Price: \$39.99*  
*Format: Hardback (176 pages)*



# December 10 Releases



*Designed for all Traveller settings, Cybernetics puts the Cyber into cyberpunk. Whether you are looking at a setting based around technological enhancements, or just wanting to build your character up with a few augments, Cybernetics is for you.*

*With full rules for turning man into machine, Cybernetics is suitable for creating a war-grade killing machine festooned with internal weaponry and defences, or a sleek agent with the very latest enhancements and upgrades. You can now fine tune your character into an absolute master in their chosen profession.*

*Traveller Supplement 9: Cybernetics*

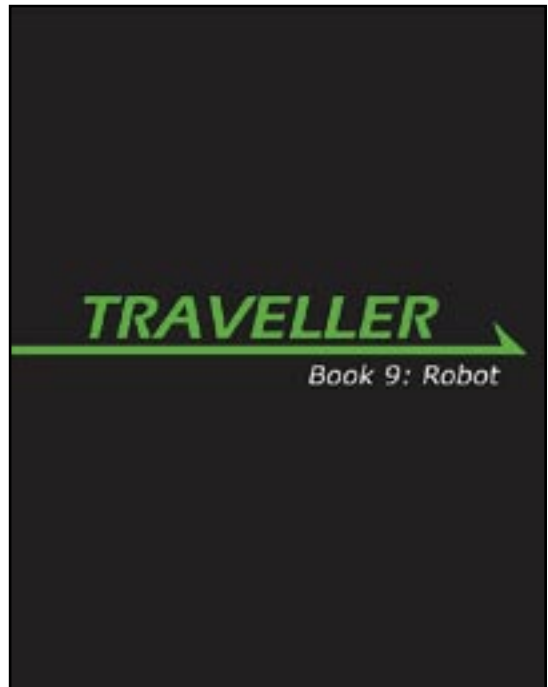
*Price: \$24.99*

*Format: Softback (96 pages)*

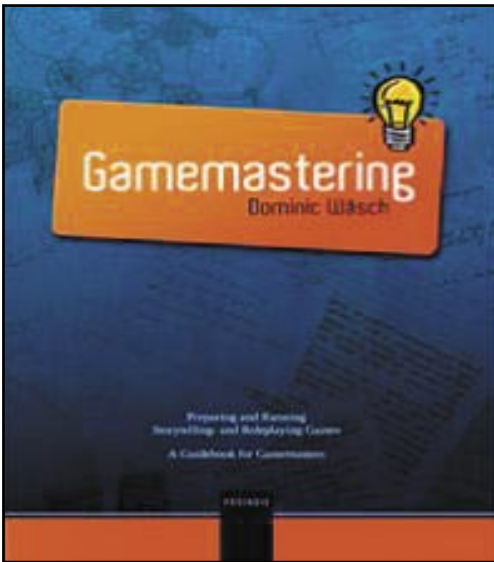
**Pre Order Now**

*Traveller Book 9: Robots*  
*Price: \$24.99*  
*Format: Softback (102 pages)*

*From the characterful and sophisticated droids of film to simple drones, this book will allow players to construct and play a variety of robots covering all Traveller universes. From the Third Imperium to Judge Dredd, robots rapidly become ubiquitous items on high technology worlds, and this book will allow you to construct, outfit and modify robots of any type with a simple to use yet comprehensive system.*



**Pre Order Now**



*Gamemastering. No other task is as unpopular in a roleplaying group. Very often, it is the gamemaster who ends up doing all the work so everyone can enjoy the game. But the job of gamemaster is at least as exciting and unpredictable as taking on the role of a player character.*

*When comparing gamemasters, it becomes obvious that some are better at their task than others—which is why rumors that one has to be “born to be a gamemaster” stubbornly persist. This book does away with this preconception and provides both beginning and experienced gamemasters with instructions that are usually neglected in roleplaying game books. How to tailor the game to the group? How to prepare a game in no time? Can one learn to improvise? How to create and structure adventures?*

*These and other questions are answered in a detailed manner including directions, exercises, and examples. Enjoyment always comes first—roleplaying is supposed to be fun and not turn into too much work. Not even for the gamemaster.*

*Gamemastering*

*Price: \$29.99*

*Format: Hardback (168 pages)*

**Pre Order Now**



*Holocaust Suit Judge HS/1*

*Price: \$9.99*

**Pre Order Now**



*Fattie*

*Price: \$9.99*

**Pre Order Now**

# A Call to Arms: Noble Armada

By Matt Sprange

## A Deeper Look at the New A Call to Arms

There are two sides to any miniatures game – the rules system and the background setting in which the game is based.

It is the background that hooks us into a game, that allows us to 'see past' the lead and plastic models on the table, to visualise the weapons fire, massive explosions and fleeing enemy swept before our mighty forces!

For its part, the game system should mirror and reflect the setting, without becoming obstructive or too fiddly. If you find yourself constantly thinking about the rules rather than the action on the table, then they are not doing their job properly!

We will be taking a deeper look into the background of Noble Armada and Fading Suns next month but if you cannot wait, we would suggest taking a trip to Redbrick's web site;

<http://tinyurl.com/noblearmada>



House Decados prepares for war!

Redbrick will be producing the long-awaited third edition of the Fading Suns RPG (published by Mongoose) next year, and the downloadable preview on this page will give you a good start in understanding the universe in which both the RPG and A Call to Arms: Noble Armada are based.

This month, however, we are going to preview some of the rules, concentrating on a few of the changes we have made since A Call to Arms: Babylon 5 Second Edition.

### Critically Concerned

The system of critical hits has always been central to A Call to Arms. It is one thing to constantly chip away at your enemy but far more satisfying to see something big blow up! As well as providing a speedy way for you to dispatch an opposing ship, critical hits also provide a real sense of you hitting the enemy where it hurts, and you can see the effect your firepower has as weapons start to go offline, atmosphere is vented into space (along with the crew!) and reactors bubble and boil into overload.

We wanted to keep that feeling in the new edition of A Call to Arms, but also wanted to make some tweaks. The feedback we had from players indicated that they would like to see a few less random results, and some mechanism that allowed larger ships to survive multiple critical hits better than smaller vessels.

The method of generating critical hits is the same as before, right up to the point where you have selected which location is hit (so, once you have scored a hit, you roll to see whether it is a bulkhead, solid or critical hit, then you roll for location if it is the latter).

Once you know which location has suffered a critical hit, you assign it a Critical Score of 1, and consult the critical hit table for the effects.

### Stealthships

The Stealthships of the Decados and al-Malik fleets are always fun to use. They are relatively fast and, of course, have the Stealth trait (at 4+). This level of stealth is very useful as they approach their prey but never quite enough to rely on!

Packed with enough troops to put a Galliot to shame, Stealthships are dedicated boarding craft, all the more insidious as you will rarely see them coming. However, they are expensive to deploy, have relatively few weapons on their gun decks and have crippling weak armour – if one gets spotted, you can be sure the enemy will swing every available gun into the area and blast the Stealthship apart in just a turn or two.

Use them with care!



## ENGINES

Critical Score	1	2	3	4	5	6
<b>Extra Damage</b>	1	3	3	D6	D6	2D6
<b>Damage</b>	Power Relays Destroyed	Fuel Systems Ruptured	Multiple Fires	Thrusters Damaged	Fuel Systems Ruptured	Engines Disabled
<b>Effects</b>	-1 Speed	-1 Speed	Escalate, Crew Critical Score +1	Ship Adrift	Reactor Critical Score +1	Damage Control rolls at -1

## REACTOR

Critical Score	1	2	3	4	5	6
<b>Extra Damage</b>	1	3	3	D6	D6	0
<b>Damage</b>	Capacitors Damaged	Power Feedback	Shield Failure	Reactor Leak	Reactor Overload	Reactor Breach
<b>Effects</b>	-1 Speed, -1 Shields	Lose one random trait, -1 Shields, Escalate	Shields to 0, no Shield repair in End Phase	-2 Speed, lose one random trait, -1 Troops	Ship Adrift, make Crew Quality check of 9 at end of every End Phase or Explode	Ship Explodes

## WEAPONS

Critical Score	1	2	3	4	5	6
<b>Extra Damage</b>	1	3	3	D6	D6	2D6
<b>Damage</b>	Targeting Systems Damaged	Power Disrupted	Weapons Offline	Power Fluctuations	Weapons Control	Weapons offline
<b>Effects</b>	All weapon systems gain Inaccurate trait.	All weapons -1 Attack Dice	One random weapon system cannot fire	Make Crew Quality check of 9 at end of every End Phase or +1 Reactor Critical Score	Must roll 4+ before firing each weapon, Escalate	No weapons may fire

## CREW

Critical Score	1	2	3	4	5	6
<b>Extra Damage</b>	1	3	3	D6	D6	2D6
<b>Damage</b>	Fire	Multiple Fires	Localised Decompression	Secondary Explosions	Crew Shaken	Hull Breach
<b>Effects</b>	-1 Troops	-2 Troops, Escalate	All Crew Quality checks at -1	No Special Actions, -2 Troops	Must roll 4+ before firing each weapon	-3 Troops, no Damage Control, no Special Actions, lose one random trait

## SHIELDS

Critical Score	1	2	3	4	5	6
<b>Extra Damage</b>	1	3	3	D6	D6	2D6
<b>Damage</b>	Shields Fluctuating	Power Feedback	Shield Emitters Damaged	Shields Phasing	Shields Down	Shields Offline
<b>Effects</b>	Each attacking weapon system ignores shields on a roll of 4+	-1 Shields, make Crew Quality check of 9 at end of every End Phase or +1 Reactor Critical Score	-1 Shields, Escalate	-2 Shields	Shields to 0	Shields to 0

# A Call to Arms: Noble Armada

So, if you rolled up a critical hit on the Engines, your opponent will take an extra point of damage as his Power relays get destroyed, and he will suffer a -1 penalty to his Speed.

However, the next time he suffers a critical hit to the engines, the Critical Score increases by +1 to 2. He takes an extra 3 points of damage, and another -1 penalty to his Speed, for a total of -2. And so on.

This basic system removes a degree of randomness in critical hits, as they will always start small and grow into bigger problems with successive hits. It also makes big ships more valuable, as you will need a cruiser or dreadnought to be able to survive the D6 and 2D6 extra points of damage that come from the higher critical hits – smaller vessels will be long gone by then!

For repairs, we introduced a very similar system as before, but instead of a simple target number for a Crew Quality check in damage control, you now try to roll above it – for every point above 8 you roll on the Crew Quality check, one location can have

its Critical Score reduced by -1, though you may only attempt to repair one location each turn, unless you use Special Actions.

Once a location reaches Critical Score 6, it cannot be repaired at all, taking the place of the old Vital Systems in the last edition of the game.

## Tweaking

Once we had this basic system in place and working, we quickly saw we could make it more... fun.

The first thing we did was add the Escalate rule. As you can see on the critical hit table, once you reach a certain level of damage (fairly early on for Crew as fires start burning across all decks, later on for weapons hits), the escalate rule kicks in. This means that at the end of every End Phase, after all repair attempts, you roll a dice. On a 4 or more, the Critical Score for that location automatically increases by +1.

This means things are looking bad on your ship and are rapidly getting worse!

However, we did not stop there. You will see there are a few entries in the table that get you to add Critical Scores to other locations. For example, if raging fires break out in the engine bay, they will quickly spread to affect the crew.

The cherry on the top of the critical hit cake was to get every location except Crew adding to the Reactor's Critical Score at some point. A Critical Score of 6 on the Reactor is an automatic boom as it overloads, but you will quickly find that a Critical Score of 5 is bad enough as you will be forced to make a fairly tough Crew Quality check at the end of every turn as the crew fight desperately to stop their reactor from boiling over. If they fail then, again, boom!

This makes for a frantic race to fix a ship in trouble, which will no doubt cause much hilarity for your opponent, as you urgently start taking All Hands to Deck! Special



**al-Malik Moriah-class Cruiser**

Actions in an attempt to bring damage control to a reasonable level.

## Stand by to Repel Boarders!

One big addition to A Call to Arms is a completely new phase – the Boarding Phase. This takes place directly after the Attack Phase, but you will be setting up for it right at the start of the turn.

A new Special Action, Prepare to Grapple!, initiates a boarding action. During your movement, while under this Special Action, you must close to within 2" of an enemy ship, within a fire arc covered by one or more grapple guns. A simple Crew Quality check or two (if your ship has multiple grapple guns) will see your ship linked to the enemy by strong cables.

If your opponent has point-defence gatling lasers, he may be able sever the cables before you get started, or he may be able to shoot down your boarders as they sail across the gulf of space between the two ships – but you can always choose to pick on a ship that does not have any gatling lasers, or attack in an arc which is not covered by them!



**al-Malik Efreet-class Destroyer**

During the Attack Phase, the two ships are pulled together as the cables retract (they are still able to shoot, but not at one another, or at any other ship in the same fire arc). Then, boarding commences!

## Shipboard Fighting

Every ship has 1 or more Troops, and a dice is rolled for every Troop you are using in the boarding action. Sometimes you will not want to use all of your marines, as there may be a chance another enemy ship will park on the opposite side of your ship and board it while your Troops are off fighting the first ship!

However, in a 'normal' boarding action, both players roll their Troops Dice together, with a 5 or more on each dice resulting in

the loss of one of your opponent's dice. If you fail to remove all of your enemy's dice, your marines are locked in battle, which will continue until next turn. If you manage to wipe him out, then congratulations! You now have a new ship on your side!

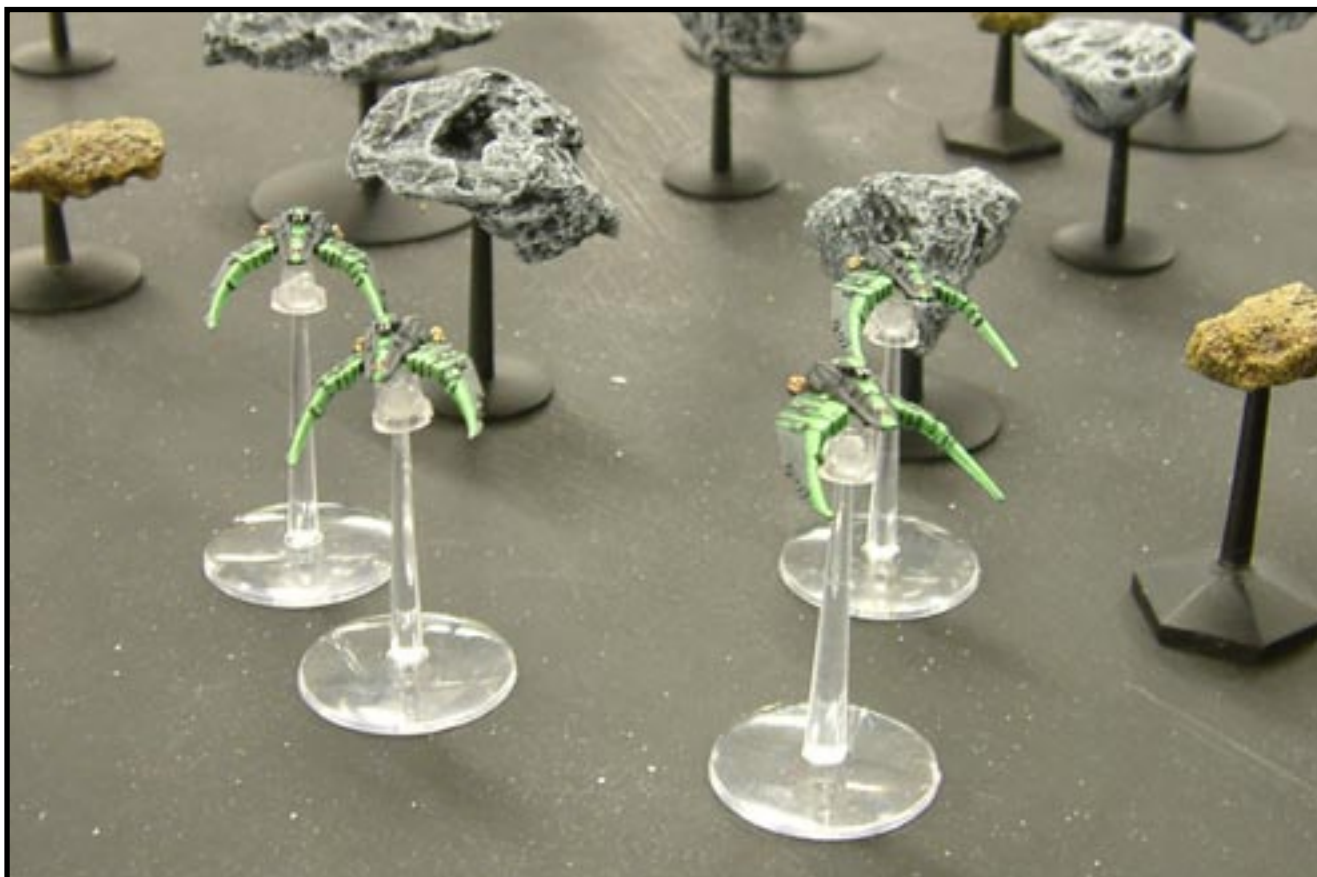
This is very important in A Call to Arms: Noble Armada, as you receive half the normal Victory Points for destroying a ship, and only get the full amount when you capture it. This means if you are fighting against a player who concentrates on boarding, then you will have to literally work twice as hard just to stay on pace if you are working on destroying his fleet. More than that, if he captures half your fleet, there will be no way for you to win through destruction alone...

## Stacking the Odds

There are, of course, all sorts of intricacies you can play with within the Boarding Phase. Using several smaller vessels to attack larger ones is an obvious one, as is going after ships that have suffered Troops losses from critical hits or past boarding attempts.

You can also use fighters to help cut down boarders as they move between ships, upgrade to elite marines that kill enemies on a 4 rather than a 5, or you could splash out on Marauders – big, power-armoured troops that roll two dice at a time, and require two hits to be taken out of action.

This will all depend on the fleet you choose and your own style of play.



**Decados frigates emerge from an asteroid field.**

# A Call to Arms: Noble Armada

## Ships of the Galaxy

To begin with, we have concentrated on the five main Royal Houses to provide fleets for the game, though there will be many more fleets to follow in the future, such as those from the Merchant's League, the Church, and the alien Vau.

There are several 'standard' types of ship in use by the fleets of the Royal Houses, though each type has several different classes and not all Houses have access to every type.

## Explorer

After fighters, these are the smallest ships in the fleets, typically used by minor adventuring nobles to range across the galaxy on their own missions. In fleet actions, their skilled crews perform the role of scouts. However, they must be careful of 'sensor shadows' as they are unable to see directly behind a planet or stellar debris.



## Raider

Some fleets, such as Decados and Li Halan eschew Explorers in favour of Raiders. These ships are slightly larger but have little subtlety. Designed to hit an enemy hard and then run before massed firepower can be returned, they can easily dominate the equivalent Explorer, though they have no scouting ability.

## Frigate

These are the mainstays of each House and will form the backbone to any fleet selection. Frigates are fast and versatile, able to pound away at an enemy or launch a convincing boarding action as circumstances dictate. They are manoeuvrable, have a respectable amount of firepower and can survive several direct hits.



## Galliot

Similar to Frigates, the Galliotics are slightly larger. They trade weaponry for the ability to carry more marines and it is usually a Galliot that will tip the odds in a boarding action. With more troops on board than much larger ships, they are a definite threat but cannot withstand a prolonged gunnery duel.



## Stealthship

Only Decados and al Malik feature Stealthships in their fleets, though rumours persist of House Hawkwood developing a squadron – rumours their nobles strenuously deny. Able to cloak themselves to become effectively invisible, Stealthships are lightly armed but carry a huge amount of marines on board. They are ambush specialists, sneaking up on enemy ships during battle and taking them over in a single boarding action before any counter can be attempted. The one weakness of a Stealthship is its lack of armour, and any ship caught without its stealthy cloak will be quickly torn apart.

## Destroyer

The first of the 'real' warships, Destroyers are always the first out of spacedock when war erupts and the Frigates get overwhelmed. They carry a few more troops and weapons than Frigates but have much stronger armour and shields.



## Light Carrier

Most fleets have access to a Light Carrier, as this is the most efficient way to bring fighters to a battle. With a mix of space superiority and heavy fighters, the Light Carrier becomes a powerful support tool, lending its weapons to a fight while constantly recovering and reloading fighters to form the next attack run. They are roughly the same size as Destroyers, but lack the weaponry and armour. Without fighters on board, a Light Carrier is easy prey for a single Frigate.



## Cruiser

A Cruiser is the most powerful ship most nobles will hope to have in their fleets. They are both large and tough, able to take multiple hits and carry on fighting, while their turrets and multiple gun decks sport heavy weaponry that will tear apart smaller vessels in a couple of salvos. A Cruiser is an expensive investment and one that must be supported sufficiently, but its appearance will shake all but the most disciplined of enemies.



## Dreadnought

Very few nobles have access to Dreadnoughts in their fleet, and fewer still are willing to risk losing them in actual battle. In fact, only Hawkwood, Decados and Hazat are currently able to field Dreadnoughts, though both Li Halan and al Malik are working hard to correct that imbalance. Dreadnoughts are huge warships able to carry the most powerful meson weaponry found in space. Though they have to move in close to use these weapons, and thus risk boarding attacks, very little can suffer their firepower for long.



## Carrier

House Hazat is the only fleet without a Light Carrier. Instead, they base theirs on the hull of a Cruiser. This allows them to bring many more fighters to battle, while the Carrier itself is easily capable of looking after itself against smaller ships. Retaining the mighty heavy blasters of the Hazat Cruisers, the Trafalgar-class will often serve as the flagship of a large fleet.

## Heavy Carrier

Only House Hawkwood, with its connections to the Empire, can afford to keep a Heavy Carrier in the field. Based on a Dreadnought-sized hull, the Osprey-class is capable of continually launching waves of fighters that work to overwhelm unprepared enemies.

## Coming Next

Keep an eye out for the next issue of Signs and Portents, as we will be taking a plunge into the setting of Noble Armada, and there will be a complete battle report, so you can see how this edition of A Call to Arms looks in actual play!



**From left to right, the Hawkwood Kestrel and Fitzhugh fighters, the Hazat Dagger fighter, and the al-Malik and Decados Stealth Ships.**

# Lone Wolf 29 Timeline

By Joe Dever

## ***TIMELINE OF NOTABLE EVENTS IN MAGNAMUND MS5084 (SUMMER) – MS5102 (SPRING)***

- 5084 **Bhanar and Chai:** The vampiric Autarch Sejanoz of Bhanar was destroyed. Khea-khan Xo-lin of Chai defeated the invading Bhanarian army and pursued it deep into the Bhanarian homeland. Xo-lin's son, General Zha-zhing, looted the city of Yua Tzhan and razed it to the ground. Very few of its citizens escaped alive. This has since become remembered as the Massacre of Yua Tzhan.
- 5085 **Bhanar and Chai:** The Chai army occupied eastern Bhanar, and all of its steam-powered engines and weapons of war were systematically destroyed. The aged Khea-khan Xo-lin of Chai died, and his son, Zha-zhing, acceded to the throne. Upon his inauguration he married Princess Myelsha of Mhytan. Chai forts along the border with Bhanar were attacked by Bhanarian irregulars in reprisal for the Massacre of Yua Tzhan. A treaty was signed between Chai and Mhytan (the Chai Sea Treaty). All Bhanarian shipping was denied access to the Chai Sea by Mythenian and Chai men of war. The blockade quickly suffocated Bhanarian resistance.
- 5086 **Bhanar and Chai:** Bhanarian resistance collapsed. Khea-khan Zha-zhing installed Overseer Klutan upon the throne of Bhanar. Klutan was a political puppet of Chai. The Chai army withdrew from eastern Bhanar. Khea-khan Zha-zhing had a son, Lao Tin.  
**Shadaki:** Zultan Zedoli seized the throne of Shadaki in a bloody uprising.
- 5087 **Vaduzhan , Bhanar and Chai:** Vaduzhan invaded south-western Bhanar. The City of Otavai fell to Vaduzhan forces with little resistance. King Kardisa of Vaduzhan claimed the territories of former-south western Bhanar for his imperial throne. Chai chose not to oppose his claims.
- 5088 **The Isle of Lorn:** The Shianti left the Isle of Lorn to reside with Goddess Ishir on the Plane of Light. Their final act upon Magnamund was to bequeath their island to the Order of the Kai.
- 5089 **The Isle of Lorn, Shadaki, The Freelands:** Lone Wolf travelled to the Isle of Lorn. Assisted by Grey Star and Guildmaster Banedon, he made plans for the construction of a second Kai Monastery. Zultan Zedoli of Shadaki declared their presence upon the Isle of Lorn 'an act of war'. Shadaki mustered its army and attacked its southern neighbours: Korli and Forlu. The Freelands Alliance sent troops to support Korli and Forlu, as did Lone Wolf. A cassel of Kai and three cassels of Sommlending marines fought in the War of the Sea of Winds. Shadaki was soundly defeated and forced to relinquish all of its territorial gains. Zultan Zedoli was assassinated before the year was out.
- 5090 **Lencia and Nyras:** The Lencians were forced out of Nyras by Warmarshal Ranghor. King Sarnac was killed. A civil war erupted in the Drakkarim nations as Ranghor and Ghangrim wrestled for control.  
**The Isle of Lorn:** Construction began on the new Kai Monastery on the Isle of Lorn. It would take ten years to complete. Most of the Grand Masters of the New Order helped in the building of this magnificent fortress.  
**Shadaki:** Occasional border skirmishes between Shadaki and Korli persisted.

- 5091 **Siyen:** A large number of Agarashi creatures (estimated as between 8,000-12,000) emerged from the Darkwall Mountains and invaded the Lucien Hills of Siyen. The city of Varedo was overrun and destroyed. The Siyene army swiftly counter-attacked and forced the ravaging horde back into its hidden mountain lairs.  
**The Isle of Lorn:** The Freelands Alliance provided 1,000 workers to help with the construction of the Kai Monastery of Lorn.  
**Shadaki:** All incursions by Shadaki into Korli ceased.  
**Sommerlund:** King Tor IV acceded to the throne of Sommerlund.
- 5092 **Lunarlia:** The town of Jaroc, in southern Lunarlia, was attacked and destroyed by a large force (estimated as between 7,000-10,000) of Agarashi from the Doomlands of Naaros.  
**Stornlands:** The War of the Warrens erupted between Eldenora and Delden.
- 5093 **Starn:** Mt. Vost was besieged by a large horde of unnamed creatures (estimated as between 12,000-15,000) from out of the Kraknalog Chasm. The Giants of Starn received military aid from Boden which broke the siege and sent the horde retreating back into the chasm. The borderlands have since been heavily patrolled by Boden and Starn rangers.  
**Stornlands:** End of the War of the Warrens between Eldenora and Delden. Eldenora won the war, gaining territory and tribute from defeated Prince Loarn of Delden.
- 5094 **Kasland and Cincoria:** Several skirmishes occurred between Kasland border patrols and creatures encroaching upon Kasland territory from out of the Kraknalog Chasm. In northern Cincoria, several of its timberland settlements were destroyed by similar creatures from the chasm.
- 5095 **Vassagonia:** Zakhan Jaraza acceded to the throne of Vassagonia. Peace treaties were signed between Vassagonia and the Lastlands. The new Zakhan formerly renounced all Vassagonian territorial claims to Cloeasia in perpetuity.  
**Magador:** President Khadarian was assassinated and control of Magador was seized by Marshall Luthos Vorgada, a senior Magadorian army officer.  
**Sommerlund:** A record harvest was reported.
- 5096 **Magador and Ogia:** Magador allied to Ogia and their joint armies attacked Talestria. Palmyrion supported Talestria with military help and they won a decisive joint victory over Magador and Ogia at the Battle of Luukos.
- 5097 **The Danarg:** The Talestrian border with the Danarg Swamp was violated. Dozens of incursions were reported of swamp creatures hunting well beyond their usual confines of the Danarg. The Talestrian Army was deployed to contain the encroachments.  
**Sommerlund and Durenor:** King Tor IV of Sommerlund married Princess Larina of Durenor, in Holmgard.
- 5098 **Lencia and Nyvos:** Drakkarim Warmarshal Ranghor oversaw the construction of ironclads beneath Zeegazad. King Telnac ordered the construction of a shipyard at Newton on the River Doun. Archduke Chalamis of Kasland died in mysterious circumstances. He was succeeded by Archduchess Larena.
- 5099 **Sommerlund:** Rich new gold seams were discovered in the south-eastern reaches of the Maaken Mines. The Sommlending Crown reaped huge rewards from this new gold. King Tor IV doubled the size of the regular Sommlending Army of the South, and increased the size of all the Sommlending fleets.  
**The Isle of Lorn:** A Shadakine plot to destroy the Kai Monastery of Lorn was foiled by Lone Wolf and the New Order Kai.  
**Stornlands:** Acolytes of Vashna were sighted numerous times throughout the year, mostly in Delden, Eldenora, and Salony.  
**The Isle of Lorn:** The Kai Monastery of Lorn was completed on the fifth day of the New Year. At the inaugural ceremony, the God Kai appeared to Supreme Master Lone Wolf. He gave his praises, his blessings, and a sombre warning that Magnamund would soon suffer assault by the forces of Naar.  
**Sommerlund:** Lone Wolf returned to Sommerlund to prepare the Kai Order for a new dawn of darkness. He also sent Red Bear and the Kai Aspirants to Talestria.  
**Kalte:** All Sommlending and Durenese trading links with Ljuk were severed without warning by the Ice Barbarians. Sommlending traders had their cargoes seized before they were run out of the Kalte trading post. Two Northlands Trading Company ships were commandeered at anchor off the Ljuk Ice Shelf by Ice Barbarian war parties. The cargoes were seized and the crews were killed out of hand. The Kalte barbarian warlord, Tvor'tana, united all of the disparate tribes of the northern wastes for the first time. With their unanimous consent, he claimed for himself

# Lone Wolf 29 Timeline

the title 'Grand Brumalmarc of the Icelands'.

**Stornlands:** The town of Amory was besieged and captured by an army of mercenary companies.

**Lencia:** King Telnac was warned of an impending Agarashi uprising and called off his crusade against the Drakkarim. The Drakkarim perceived this as a sign of weakness and launched a swift invasion Lencia. After Vadera and Westhaven were razed to the ground, Warmarshal Ranghor claimed the throne of Lencia.

**The Darklands:** The Lake of Fire surrounding the ruins of Helgedad self-extinguished.

5101 **Dessi:** Shortly after the Feast of Fehmarn, the Chasm of Gorgoron was rocked by violent earthquakes. When finally the quakes subsided, swarms of

Agarashi arose from the chasm and infiltrated the jungle realm of Dessi.

**Kalte:** The newly declared 'Grand Brumalmarc of the Icelands', Tvor'tana, with nadziranim aid, unlocked the Shadow Gate beneath the Ice Fortress of Ikaya and released its Ice Demons. These powerful creatures of evil brought an early and unnatural winter to Sommerlund and Durenor. The Kaltesee froze over and the ice barbarians swept down and invaded northern Sommerlund and northern Durenor. Supreme Master Lone Wolf, King Tor IV of Sommerlund, and King Danan I of Durenor lead the armies that destroyed the Ice Demons, and then defeated the ice barbarians, sending them fleeing back to their frigid wilderness. The unnatural winter ended as swiftly as it had begun. Sommerlund endured three months of flooding before all of the melt waters declined and the natural cycle of the seasons resumed once more.

**Lencia:** King Sarnac, at the head of a united Free Nations force, attacked Helmstorm and liberated it from the Drakkarim. Sarnac was crowned King of Lencia before he led his forces from Helmstorm to face the Drakkarim who had rallied to the north of the capital. Lencian and Drakkarim armies fought at the Battle of Grimstone Valley. Ranghor was vanquished when troops from Kasland arrived to reinforce the Lencians late on the second day.

**Eru:** A scout reported that Ghangrim's Nadziranim had constructed a machine that would "devastate the Free Nations".

**Western Tentarias:** The Invasion of Darke began. The city fell to the united forces of Eru, Lencia, Kasland, Boden and Bor. King Sarnac renamed the city 'Gamir', its ancient Lencian title. Sarnac pressed on through Nyras, intent on taking Kagorst and wiping out the remaining Drakkarim threat. Sarnac rode to victory and razed Kagorst.

**Skaror:** Frequent and violet earthquakes tore open the borderland between the Darklands and Skaror, in the southern foothills of the Ogshezar Mountains. A deep chasm, two hundred miles long and of unknown depth, appeared. It stretched from the ruins of Cragmantle, on the Skaror border, all the way to the abandoned Darklands city of Nadgazad.

**Bhanar:** The remote Bhanarian city of Bakhasa was seized by a Nadziranim sorcerer named Zashnor.

**Maakengorge:** The Maakengorge opened further, extending the vast chasm another twenty five miles to the west. The ruins of Maaken were completely leveled by the violent aftershocks, and very few buildings in the Free Citystate of Casion were left standing.

**Stornlands:** Acolytes of Vashna began to make pilgrimage to the Maakengorge in their thousands.

5102 **Chai:** Khea-khan Zha-zhing died (aged 58) on the Feast of Fehmarn. His son, Lao Tin, became the new Khea-khan of Chai (aged 16).



## The Story So Far...

It is early Spring in the year MS 5102, and you are a Grand Master of the New Order of the Kai, the warrior elite of Sommerlund.

It is a clear, moonlit night and you are staring out across the crystal clear waters of the Sea of Dreams from the high window of your chambers in the Kai Monastery of Lorn. The crunching sound of footfalls on loose gravel draws your attention to the parade ground below. A pair of diligent young Kai Warmarns, clad in black and yellow chequered tabards, are patrolling the perimeter with spears on their shoulders. Your eyes wander towards the centre of the parade ground, to a low circular wall of white Kirlundin stone. It encompasses two sturdy Sommlending Oaks. You are reminded of when these trees were transplanted here during the inauguration of the monastery, on the Feast of Fehmarn, two years previously. They had been transported all the way from your homeland by sea. The oaks represent the two Sommlending Kai Monasteries with their roots inextricably entwined. The moon is full tonight. Ishir's Blessing casts its ashen light upon the battlements, towers and gleaming porticos of the new monastery. You take great pride in what you see, for the sweat of your own labour contributed to the construction of this magnificent fortress.

Your pride is tinged with apprehension for you have much on your mind. Sommerlund suffered greatly during the perpetual winter and heavy thaw of last year. Fortunately, King Tor IV had wisely made provision for the storage of food and fuel throughout Sommerlund, and these caches saved the lives of countless thousands of citizens. You are confident that your homeland will surely recover from the Long Winter of MS 5101, but it will likely take two years or more before life there returns to normal. However, this is the lesser of your present concerns. The greater is something less tangible. For the past two weeks, you have been haunted by a feeling that the forces of darkness are poised to unleash an assault upon Magnamund. You are not alone in your feelings. Blazer, one

of your fellow Grand Masters, confided to you this evening that he, too, has been having similar feelings of foreboding for no apparent reason, as have several of the more-psychically gifted Kai Masters in the monastery.

The events of tomorrow should allay or confirm your fears. Supreme Master Lone Wolf is expected to arrive by skyship from Dessi at noon. You and Grand Master Blazer will formally greet him when he disembarks upon the monastery parade ground. You have personally overseen the arrangements for the docking of his skyship, and an honour guard of Kai Masters has been drilled to perfection is readiness for his inspection. Satisfied that everything is prepared for tomorrow's duty, you close your window and retire to your bed.

You awake at dawn and breakfast with a dozen Kai Masters in the mess hall. Then you make your final preparations for Lone Wolf's return. As noon approaches, there is a buzz of anticipation on the parade ground as eagerly you await the imminent arrival of Supreme Master Lone Wolf's skyship. Together with Blazer, your fellow Kai Grand Master, you make one last inspection to check that everything is ready. The lookout in the Tower of the Moon spots two skyships approaching, and he informs you of this by a telepathic message. Hastily, you issue orders to the Kai docking crew to prepare to receive this second, unexpected skycraft. A further area of the parade ground is cleared, and mooring points for the second craft are quickly installed and made ready.

The skyships make a slow and simultaneous decent towards the parade ground from out of the blue cloudless sky. They come to hover, side by side, no more than a few feet above the ground and their sorcerous engines are powered-down to a soft hum. Mooring lines are attached fore and aft of each vessel, and wheeled stairs are positioned against the gunwales of their main decks. The larger of the two skyships is *Skyfort*, Supreme Master Lone Wolf's personal vessel, which he received as a gift from Guildmaster Banedon two years previously. Lone Wolf appears at the

head of the stairs, and behind him you can see four Kai Grand Masters: Black Hawk, Star Lynx, Steel Hand and Swift Sword, each dressed in their distinctive personal uniforms.

The smaller skyship is named *Comet*, one of the Brotherhood of the Crystal Star's fleet of fast aerial vessels. Standing on its main deck, you recognize Lord Rimoah and Guildmaster Banedon. With them is a small humanoid creature with greenish skin and crimson eyes. It shuffles impatiently and tugs at the brim of its tall felt hat to shield its sensitive crimson eyes from the glare of the noon sun. Although you have never seen a creature like this before, you know enough about the myriad races of Magnamund to deduce that this is a Kloon Sage of Chaman.

Supreme Master Lone Wolf descends the stairs to the parade ground, and a fanfare of cornets is sounded when he first sets foot on the graveled surface. He makes a swift inspection of the assembled ranks and commends the Kai Masters on their turnout. Then he dismisses them in order that they may return to their teaching duties. As they disperse and leave the parade ground, Lone Wolf calls you and Blazer forward and informs you both that a special conference will be held in his personal chambers in one hour's time. You are both instructed to attend.

Supreme Master Lone Wolf's chambers occupy the top two floors of the Tower of the Moon, the tallest of the monastery's crenulated towers. The lower of these two floors contains the Grand Hall of the Supreme Master, and it is here that the special conference is convened. The hall is a magnificent exemplification of Sommlending architectural design. Its gold-veined pillars of marble support a buttressed ceiling embellished with a vibrant mural depicting famous events in Sommlending history. The walls are draped with the war banners of the Kai, and several glass-fronted display cabinets, set around the hall, contain trophies, medals, and mementoes collected by Lone Wolf during his many quests. You and your fellow Grand Master, Blazer, pass through the

# The Story So Far

hall's great door which closes behind you and locks with a muffled click. Gathered in a circle around a large table set before the Supreme Master's alabaster throne, you see the illustrious and dignified group who arrived at the monastery an hour ago. Lone Wolf beckons you and Blazer to join them. Spread upon the table's polished surface is a detailed map of Magnamund.

"Now that our company is complete, I call upon Lord Rimoah and Sage Chastan to give their report of the unprecedented events that have prompted me to convene this special meeting," says Lone Wolf.

"Thank you, my Lord," responds Rimoah. He picks up a steel pointer from the table and uses it to aid his briefing. Placing its tip upon his homeland of Dessi, he begins.

"The High Council of the Elder Magi has become aware of several threats to the security of Magnamund that have demanded our urgent attention. Whereas, in the past, the agents of darkness have confined their attempts to corrupt sovereign nations in one or two specific regions, we are now convinced that an orchestrated effort is underway to overwhelm the goodly nations of Magnamund. Several sizeable and coordinated attacks have been launched simultaneously. We believe their express purpose is to overwhelm us before we are able to gather our allies and mount an effective counter-offensive. Here, in Dessi, from the depths of the chasm of Gorgoron, a vast horde of Agarashi has awoken. They have emerged from the chasm and spread throughout the central jungles of my homeland. Our magicians and our brave Vakeros are now locked in battle with this horde as I speak."

Lord Rimoah moves the pointer across the map and taps several other places where sinister uprisings are taking place.

"The Maakengorge, the Kraknalog Chasm, the ruins of Cragmantel, Ljuk, and the Doomlands of Naaros. All of these places have now become mustering points for the forces of darkness." Lord Rimoah lifts his steely gaze from the map and looks to the slight figure of Sage Chastan. "Our learned allies in Chaman forewarned us late last year. I very much regret that the High Council did not heed their warnings sooner, and for that I owe our learned ally a sincere apology." The Kloons blink his crimson eyes and accepts Rimoah's apology with a gracious nod of his head.

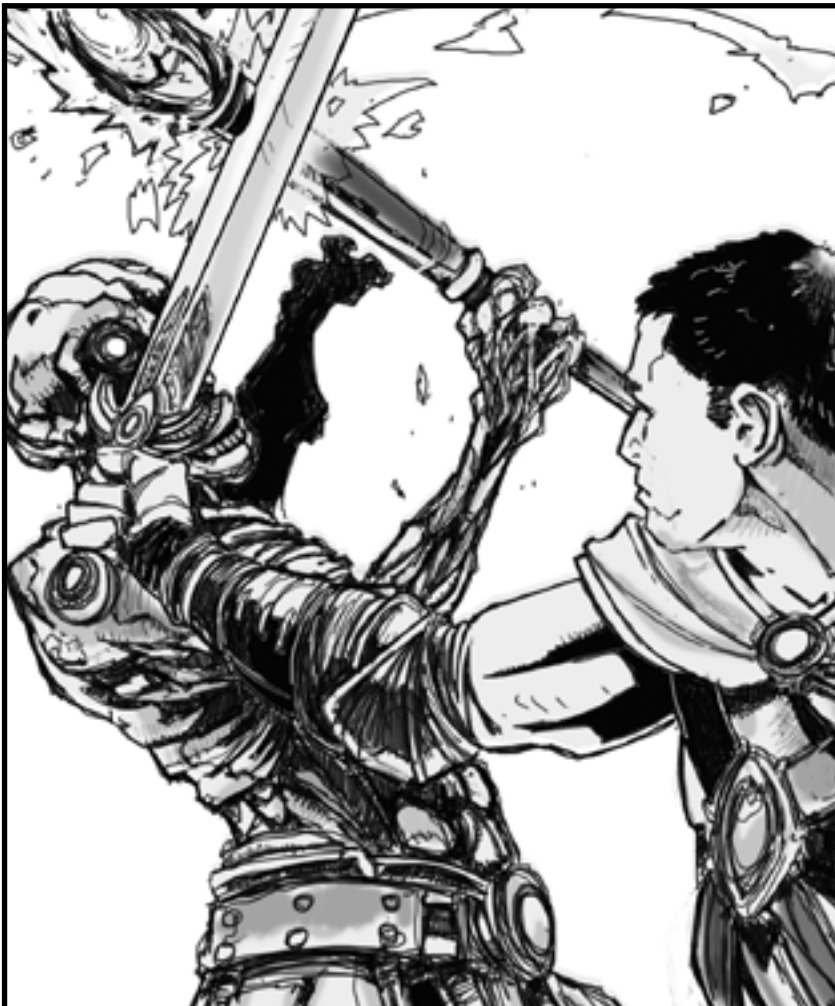
"Our fears have become real," he replies, in a softly rasping tone. "But there is still time enough to stem this tide of darkness, though precious little time it be."

"Precious little time, indeed," says Lone Wolf, solemnly. "If we are to prevent this resurgence of evil from overwhelming the free nations of Magnamund, we must strike swiftly and effectively at the enemy's mustering points. By preventing the reinforcement of their hordes, we shall stem this flood before it converges and drowns us all."

Lone Wolf casts his eyes upon each Kai Grand Master in turn as he continues speaking.

"With the aid of my wise and learned councilors, I have prepared missions for each and every one of you." From the pocket of his golden battle tunic, Lone Wolf produces six furred parchments, each tied with a silk cord of a different colour. One by one, he hands them out to you and the five other Kai Grand Masters assembled here.

"Unfurl your scroll, my lords. Read and memorise the contents," instructs Lone Wolf.





With a tingle of anticipation, you untie the scarlet cord and open your furled parchment. It contains the details of your mission, handwritten by Supreme Master Lone Wolf personally.

*'An Agarashi horde, numbering several thousands, has emerged from the Doomlands of Naaros. Our agents in Chai inform us that it is being commanded by a powerful Nadziranim sorcerer called Zashnor. The Bhanarian city of Bakhasa has become their mustering point and it is now completely under Zashnor's control. These forces have been mobilised and are currently marching south towards the Chai border. Khea-khan Zha-zhing, Chai's renowned warrior king, passed away peacefully in his sleep some weeks ago, on the Feast of Fehmarn. The new ruler of Chai is Zhazhing's son, Lao Tin. He is sixteen years old. Although he commands the loyalty and respect of Chai's military High Command, he does not yet possess the wisdom and martial experience of his*

*famous father. Without Zha-zhing's outstanding generalship, Chai is especially vulnerable to invasion at this time.*

*Eighteen years ago, you defeated Autarch Sejanoz of Bhanar and secured the cursed artifact called the Claw of Naar. This powerful weapon was delivered to the Elder Magi in order that they should destroy it, to prevent it from ever falling into the hands of our enemies. Alas, despite every attempt to annihilate this foul object by all means at their disposal, its destruction has not been achieved. The Elder Magi have constructed a secure prison for the weapon in a secret location in Dessi until*

*the means to destroy it is found. After years of careful study, and with the invaluable assistance of the Sages of Chaman, we now know a great deal more about this cursed artifact than we did when you first captured it. The Claw is powerful, but it is not complete. It is but one half of a weapon that is capable of unleashing a far more intense blast of destructive energy, with power enough to obliterate an entire city at a single stroke. The missing component of this weapon is a gem-like object called the Eye of Agarash. Without the Claw, the Eye of Agarash has no innate destructive powers. However, when it is married with the Claw, it greatly intensifies and concentrates the power of that weapon several hundredfold.*

*The Sages of Chaman have located the Eye of Agarash. For centuries, and without the knowledge of a succession of royal owners, it has been one of several gems that embellish the Grand Throne of the Khea-khans. This throne is located in the Imperial Palace of Pensei, in Chai. Your mission is to journey to Pensei and retrieve the Eye of Agarash.*

*Once you have it in your possession, you must return with it as quickly as you are able to the Kai Monastery of Lorn. Years ago, you saved the life of the young Khea-Khan's grandfather. For that, he will forever be in your debt. Our agents in Chai are confident that Lao Tin will willingly give you the Eye of Agarash and assist your swift return here to the monastery. However, now that Zashnor's hordes are moving swiftly to invade Chai, there is a serious risk that the city of Pensei may fall within a matter of days.*

*We are in no doubt that Zashnor is aware of the Eye of Agarash's location and its significance. It must be retrieved before it falls into his foul hands. We know that he possesses a personal weapon that bears a chilling similarity to the Claw of Naar. If, indeed, it has the same properties as the Claw you retrieved, then the consequences of him capturing the Eye of Agarash will be devastating. This outcome must be prevented at all costs.'*

Once you and the other Grand Masters have finished reading and digesting the contents of your mission scrolls, Lone Wolf instructs you to furl them and place them in the centre of the map table. Grandmaster Banedon steps forward and sweeps his hands across the pile of scrolls. Immediately, they are consumed by a cold magical fire that destroys them utterly, leaving no trace of their existence. Lone Wolf calls an end to the conference and dismisses you and the other Grand Masters. Before you leave the Grand Hall, he instructs you all to gather at dawn on the parade ground in readiness for your departure from the monastery. With a formal salute, you acknowledge his order and leave the hall in single file. In silent contemplation, you each return to your quarters to make preparations for your individual missions. The afternoon is spent selecting your clothing and equipment for the mission and, after supper, you retire early in order to get plenty of rest before you set off tomorrow morning. With some difficulty, you eventually fall asleep after several hours spent in listless contemplation of your quest and the unknown dangers that lie ahead.

# Stand and Deliver

By Colin Chapman

## New Criminal Professions for Clockwork & Chivalry

Criminals abound in the troubled times of the Civil War. In the towns and cities, thieves cut purses or burgle homes and ruffians brutally intimidate and beat or kill likely victims. On the byways and roads between settlements outlaws waylay travellers and dashing highwaymen hold up coaches and postal riders. Some take to lawbreaking naturally, others find themselves criminals by circumstance or necessity; all face imprisonment, mutilation, or death if caught.

Common thieves and outlaws are dealt with in the *Clockwork & Chivalry Core Worldbook*, so this article presents the Highwayman and Ruffian Professions, arguably the most elegant and vicious of criminals respectively.

### Highwayman

You are no mere thief; you are as William Fennor did describe, a highwayman, facing your victims openly rather than resorting to lowly skulking or cowardly assail from hiding. You ride forth when a likely coach or postal rider nears, holding them up at gunpoint, ready to shoot should anyone be foolish enough to resist parting with their valuables or bold enough to attack you.

You could be a member of the gentry or nobility, driven to highway robbery by dwindling fortunes or a dangerous desire for excitement and notoriety. You may be more lowborn, driven to steal due to destitution or may have been labelled outlaw, but were unwilling to sink to lower levels of criminality. You may even, most scandalous of all, be a woman.

Perhaps you steal only to benefit yourself, or maybe you literally steal from the rich to give to the poor, of which there are many in these war-torn lands. You may rob any likely target, or perhaps you limit your victims according to your ideology, whether religious or political; at least one highwayman currently extant near



*James Hind, a Royalist highwayman, commissioned by the King. He has vowed his revenge on the regicides and takes particular delight in robbing high profile Parliamentarians.*

### PROFESSIONS

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Highwayman	Townsmen, Middle Class, Gentry, Nobility	Evaluate +10%, Influence +5%, Lore (Regional) +5%, Perception +10%, Ride +10%, Stealth +5%	Courtesy, Streetwise
Ruffian	Townsmen	<b>Select One:</b> Black Powder Weapons +10%, Pistol and Sword +10% Brawn +10%, Athletics +5%, Evaluate +5%, Perception +10%, Stealth +5%	Streetwise
		<b>Select Two:</b> Club +15%, Dagger +15%, Unarmed +15%	



Houndslow Heath is known to prey only upon Parliamentarians.

Face hidden behind a mask or kerchief, you threaten first before engaging in violence should it become necessary. Whether a gentleman or not, you elevate yourself to this position somewhat in the eyes of the public by pursuing this gentlemanly crime. Of course, should you be brutal and lacking in good manners, you are as liable to be vilified and hated as any lesser ne'er-do-well.

You may operate alone, or with one or more compatriots, but you may be the subject of admiration even from those authorities determined to bring you to justice. Pamphlets aggrandising your exploits may be published, making you as much hero as villain, especially if you conduct yourself with wit, dash, and daring, or make of yourself a Robin Hood.

The gallows likely await you should you be caught, of course, but the rewards of a night's work are great: jewellery, purses of coin, silken kerchiefs and garments, perhaps the fluttered eyelids or stolen kiss of a fair maiden. Even death could see you rewarded, your robberies storied in the manner of Gamaliel Ratsey, or perhaps you could earn a pardon as did John Clavell with his publication of *A Recantation of An Ill Led Life: or, A Discoverie of the High-way Law*.



*"Mulled Sack", real name John Cottingham, a pickpocket turned highwayman, with a penchant for heavy liquor. Cottingham also targets Parliamentarians – a New Model Army officer and an army pay wagon count among his higher profile victims.*

### The Wicked Lady

Yes, there were highwaywomen as well as highwaymen historically, though they were far, far rarer. The most famous was nicknamed "The Wicked Lady", and she committed a number of robberies in Hertfordshire during the mid 1600s before being gunned down. Many believe she was actually Lady Katherine Fanshaw.

### Ruffian

Your approach to crime is that of the most base and brutal sort; you assault others, or threaten them with bloody violence. You likely work with several other ruffians, numbers making it easier to threaten and intimidate victims or to render them senseless or dead with greater rapidity. It is, after all, much easier to beat someone who is being held by friends or to lay them low with a torrent of blows from all directions. Of course, it is always useful to have a few extra pairs of eyes handy should you wish to avoid the local watch and due punishment or execution.

You are probably part of a gang, and have run with them since childhood, but you may have come to be a ruffian later in life, perhaps seeking to vent your anger and rage at some loss or slight, perhaps seeking the protection, comradeship and fear a gang provides. Poverty is the other likely impetus for becoming a ruffian, sheer desperation coupled with a willingness to survive at dear cost to others. Were you born to the streets or a gang, you are keenly aware that only the strength of the gang keeps you a step above the gutter and you accept the cutthroat nature of your life and viciousness with which you must be prepared to secure it.

Leaving the weak and foolish bereft in alleyways is not your only potential employ, however; you could put your talents to use in persuading debtors to make good on their agreements with local moneylenders. You might gain coin in exchange for delivering a beating to someone at the request of another, whether for revenge or as a warning or example. Extortion is also a possibility, though it certainly increases the risk of being caught unless the local watch is particularly corrupt or ineffectual.

# Death Station

By Marc W Miller with Frank Chadwick and John Harshman

The classic Traveller scenario updated for use with the Mongoose Traveller rules.

This adventure takes place in orbit above a backwater world of little importance to anyone. It should have a population numbering less than a thousand, and no formal government or law level. Local technology should be virtually all imported.

## A Patron!

The local agent for Lysani Laboratories, who lives in the mining camp and apparently gets along well with the company, has just walked into the mess hall and says he is looking for volunteers. Any takers?

The agent is concerned that he cannot get communication from the Lysani Labs ship in orbit; and he has an uneasy feeling something is wrong. He needs a group of workers to go up there and check out the station. He will provide an air/raft and vacc suits.

This may be just a routine communications breakdown. If that is the case, then he will pay Cr.1,500 per person, and they can get a good meal at the station (he gives them a voucher for this).

If there is more of a problem, he needs a complete report. He will pay for the report with a one off payment of Cr12,000, and a middle passage offworld for each of the group.

## The Laboratory Ship

Research is an unending pursuit within the Imperium. A constant effort to further understand the universe. produces more than understanding; it creates products, markets, jobs, and profits. As a result, the research efforts of individuals and



corporations are constantly moving forward. Given many continuing research projects, it is only natural that mobile research platforms be designed and made available at reasonable prices. The Calipso class laboratory ship is one example (see page 30).

Using a 400-ton hull, the laboratory ship is a movable research and development station used for routine commercial experimentation. The ship has one 40-ton pinnacle and two air/rafts. Cargo capacity is 19.7 tons. An additional 50 tons are available within the ship for use as lab space. The ship is unstreamlined.

The lab ship requires a crew of five: pilot, navigator, medic, and two engineers. The pilot also operates the pinnacle. Gunners may be added to the crew if the Ship is

armed, and additional crew are carried to execute the research functions.

The lab ship is built as a ring structure which is rotated to provide centrifugal gravity simulation. Although the standard grav plates and inertial compensators are installed, they may be turned off and centrifugal force used instead in order to remove grav forces as a variable in experiments. Two drive pods are mounted on the rings and contain drives and the power plant; on the forward face of the pods are hardpoints for turret weaponry if called for.

Two air/rafts are carried in a compartment on the ring hull. They provide access to world surfaces, both for specimen gathering and routine errands. The 40-ton pinnacle is carried at the end of a central spoke, making mating easy even if the ring is rotating.

## Operations

Typically, a lab ship will be purchased (or chartered) and assigned to a specific system or world for a series of research projects. After jumping to the system, the ship takes up orbit and begins its regimen of experiments. Lab ships are capable of moving great distances, but they generally take up station and remain in one place for long periods of time. The air/rafts are used for routine transport while the pinnacle is used for heavier work or missions requiring greater speed. The ship itself has minor thrusters positioned along the ring; they allow the ship to institute spin or to stop it as desired.

## Refuelling

The lab ship is unstreamlined and cannot skim fuel itself, this task falls to the 40-ton pinnacle. It is assigned the routine of skimming a gas giant and ferrying fuel to the lab ship. Where refined fuel is available at a distance from the station, the pinnacle carries it to the ship's fuel tanks.

## Approaching The Ship

When the lab ship is approached, the most striking feature observed is the rotation of the ring. The play of light and shadow constantly reveals new facets of the exterior hull. Not rotating, however, is the pinnacle and its docking ring. The structure at the end of the single spoke is specifically mounted to counteract the rotation of the ship, making docking easier for less skillful pilots.

## Entry Points

Four entry points to the ring are immediately obvious to observers. They are the two air/raft bays, the cargo access plate under the main lab and the docking ring for the research pinnacle.

The air/raft bays normally contains an air/raft each. They are air locks and can be opened and entered using one of the ship's vehicles; the ship's air/rafts have remote triggers which will open the bay doors. A makeshift trigger can be constructed with Engineer (electronics) 9+, 1–6 hours.

The cargo access plate to the main lab is a heavy, fully secured sliding panel normally used to allow installation of research equipment. It is not normally opened, and requires the depressurization of the entire main lab. Unbolting the access plate requires at least two persons and several hours.

The docking ring can be entered by any six meter diameter vessel; entry to the spoke is then quite easy. If no six meter diameter vessel is available, then the manual hatch on the spoke can be opened and the ship entered with Engineer (electronics) 8+, 10–60 minutes

Simplistic solutions to the entry problem (such as cutting through the hull or blasting the ship with laser fire) should be discouraged as detrimental to the ship's interior.

## Interior Details

The specific interior fittings for the ship are standard, and examples are shown on the symbols chart on the deck plans.

## Interior Walls

Interior walls are partitions: non load-bearing panels firmly fixed in place. They are not pressure tight, and cannot withstand a concerted assault.

Doing 20 points of damage on a wall with an energy weapon will burn a hole large enough for one person to pass through per turn; an explosion which produces 20 points of damage will produce the same effect. Weapons firing bullets are less efficient in doing this sort of damage; such a weapon must produce 200 points of damage before a person sized hole is produced.

Set in interior walls are sliding doors. Such doors save space over conventional swinging doors, and so are standard on most starships. They are not air tight, and serve merely as privacy screens. They may be broken through using weapons in the same manner as the interior walls.

Sliding doors are powered and open completely (assuming ship power is on) when a stud is pressed on the wall next to the door. Such doors may be locked (from the other side, from both sides or by the computer) and a red light shows on the stud panel to indicate this fact. When ship power is off, sliding doors will not operate automatically, but they may be overridden manually with brute force (Strength 8+; a crow bar grants a +4 DM).

## Bulkheads

The major structural components of a ship are the bulkheads, and they represent the compartmentalisation of the ship for damage control and environment maintenance as well as the outer hull of the ship. Bulkheads are very difficult to destroy. A concerted effort with an energy weapon or explosive must produce 200 points of damage in order to create a hole large enough for a person to step through. Bullet firing weapons are ineffective against bulkheads.

All deck floors are assumed to be bulkheads.

## Maintenance Hatches

At some points, small, unobtrusive maintenance hatches have been placed in bulkheads to allow repair or service personnel access to machinery or equipment. Maintenance hatches are not commonly used; that is to say, they stand closed and generally ignored nearly all of the time. Only rarely do crew and passengers even recognise their existence. Maintenance hatches are unpowered, and they lock with a common service key. On this ship, one key fits all maintenance hatches; there is a key stored in a compartment in the pilot's couch on the bridge, and one hangs on the wall in each drive pod.

## Lift Shaft

Elevators lifting personnel or goods between decks are called lift shafts. In the lab ship, this consists of a pressure tight lift car and a shaft extending along the spoke leading to the docking ring. Ordinary sliding doors close the shaft when a lift

# Death Station

car is not present. The lift car itself is sealed with a sliding door which is pressure tight. Between decks, the lift shaft is sealed by pressure doors, maintaining integrity between the decks.

## Iris Valves

Iris valves are pressure tight automatic portals set in bulkheads.

A valve functions much like the iris of a camera; many panels retract into the frame to leave an open passage or extend to block the portal with solid metal. Iris valves may be horizontal or vertical. The deck plan symbols chart shows the various combinations possible. Iris valves are operated by pressing a stud on the wall next to the valve. A valve may be locked from either side or by computer, and a red light glows on the indicator panel to indicate this condition. Valves cannot be forced closed if already open.

Valves are very difficult to force open once fully closed. Players need Strength 9+ to force open a closed iris valve; -3 DM if the person is in vacc suit, +2 DM if ship power is off, -8 DM if locked. Gunfire and explosions will simply block the valve tighter. Iris valves close automatically when a pressure difference is sensed between the two sides of the bulkhead. They will not close fully until the valve is clear of any foreign objects (like legs, hands and so on).

## Manual Hatches

Cheaper substitutes for iris valves are manual hatches. These are hinged pressure doors secured by a handwheel and extending bars. They are not automatic and have no interaction with the ship's computer (although there may be a sensor which tells the computer if the hatch is open or closed).

## INTERIOR CONDITIONS

Normal conditions generally approximate those of a habitable world surface. Intruders will probably be in vacc suits initially. Once they have entered the interior, they should be encouraged to remove helmets and gloves at the very least.

## Light

Many areas within the lab ship are fully and comfortably lit. The intensity of light can be varied by computer instructions or by simple wall switches. Some areas (such as the cargo hold or maintenance duct) may be poorly lit. Some areas may have no light and the fixtures may be smashed. Other areas (such as the bridge) may be lit with red light to preserve the night vision of personnel assigned there.

Each room description includes an indication of the lighting situation within.

## Temperature

The interior of a normal ship is about 25 degrees C.

## Plumbing

Each stateroom contains sanitary facilities for individuals.

## Gravity

The lab ship has grav plates built into the flooring. These plates produce standard gravity within the interior. Acceleration compensators are also installed, to negate the effects of high acceleration and lateral G forces while manoeuvring. A ship's passengers would be unable to tell whether they were moving through space or grounded on a planet without looking out a viewscreen.

The grav plates can be turned off and interior gravity provided by centrifugal force if local gravity effects are to be eliminated as a variable for experiments.

## Power

Ship power is on, and all interior mechanisms are functioning. The ship is rotating, but the grav plates are also on. Easily found light switches in each room allow areas to be illuminated.

A prominent power on switch on the bridge (another is located in each drive pod) controls all power to the ship. If the switch is turned off, all characters will perceive a

slight lurch. Turning off power douses the lights and cuts the grav plates; loss of grav plates still leaves the centrifugal effects of the ship rotation, which places gravity at 0.5 G.

## Atmosphere

The interior of the ship is fully pressurised, and an atmosphere tester will indicate breathable gases; there is no apparent (or real) danger of losing pressure at present. If pressure is lost in an area, tracing its effects on the deck plans will show which areas are in danger. Iris valves automatically close to minimise the effects of depressurisation.

Vacc suit discipline should be broken as soon as possible. While the suits themselves provide the equivalent of cloth armor, helmets and gloves should be removed, or the characters will be affected by -3 penalties to Dex based rolls.

## INTERIOR CONFIGURATION

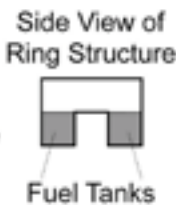
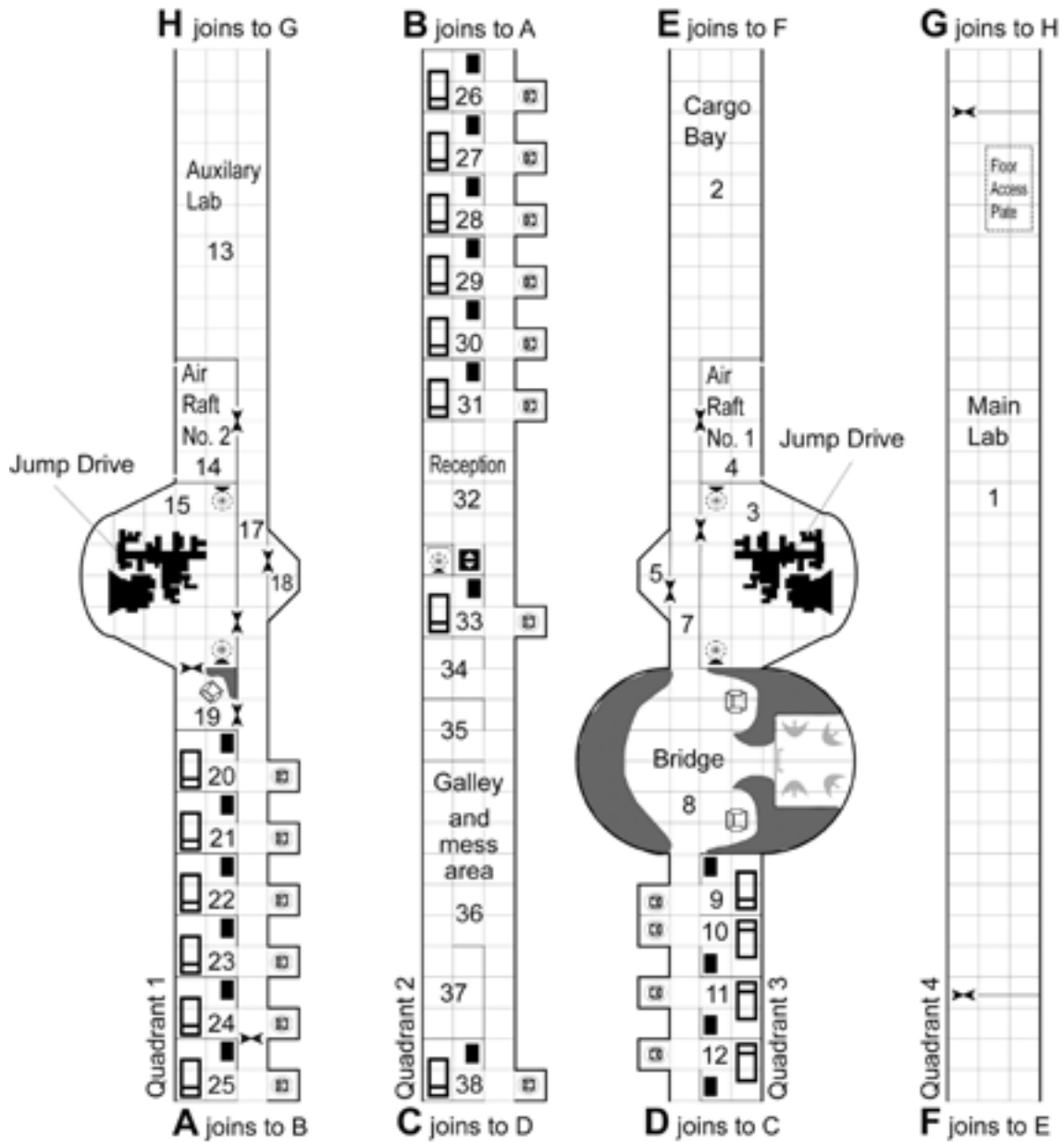
The deck plans for the ship portray the interior of the laboratory ship. The ship is divided into four quadrants, numbered 1 to 4. The end of each quadrant is labeled with a letter and a notation of which quadrant end it joins to. It should also be noted each deck plan has an arrow which shows the direction of forward on the ship.

The curvature of the ring also affects line-of-sight within the ship. Along the length of the ring, two people of average height could see each other at eye level from 9 meters (6 squares). A standing person could see the deck at 11.2 meters (7.5 squares), and a person with his eyes at deck level could see the deck 13.5 meters (9 squares) away. Naturally, gunfire is affected in the same way.

## The Deck Plans

Individual rooms are numbered within the deck plans; rooms are discussed in numerical order within sections devoted to the four quadrants.

## Laboratory Ship: Calipso Class



Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Inis Valve		Hatch	
Inis Valve Floor		Hatch Floor	
Inis Valve Ceiling		Hatch Ceiling	
Inis Valve Both		Hatch Both	
Escape Pod		Sensors	
Solar Panel		Lift	

# Death Station

The Calipso-class laboratory ship is a variant of more common classes (see page 121 of the Traveller Core Rulebook), though it shares much in common with them. Based upon a 400 ton hull, it has slightly less cargo space but can stay on station without resupply much longer and includes air/rafts, reducing reliance on the on-board pinnacle.

Laboratory Ship (Calypso)			Hull	Price (MCr.)
<b>Hull</b>	400 tons	Hull 8	—	16
	—	Structure 8	—	—
<b>Armour</b>	None	—	—	—
<b>Jump Drive</b>	D	Jump 2	25	30
<b>Manoeuvre Drive</b>	B	Thrust 1	3	8
<b>Power Plant</b>	D	—	13	32
	Solar Panel	—	1.3	0.13
<b>Bridge</b>	—	—	20	2
<b>Computer</b>	Model 2	Rating 10	—	0.16
<b>Electronics</b>	Advanced	DM +1	3	2
<b>Weapons</b>	Hardpoint 1	Empty, fire control only	1	—
	Hardpoint 2	Empty, fire control only	1	—
<b>Fuel</b>	128 tons	One Jump-2, 26 weeks of operation	128	—
<b>Cargo</b>	19.7 tons	—	19.7	—
<b>18 Staterooms</b>	—	—	72	9
<b>Extras</b>	Fuel Processor	20 tons/day	1	0.05
	18 Escape Pods	—	9	2
	Laboratory	—	50	50
	Pinnacle	(Fuel Skimmer) Docking Clamp	45	19.666
	Air/Raft	—	8	0.55
<b>Software</b>	Manoeuvre/0	—	—	—
	Jump Control/2	Rating 10	—	—
	Library	—	—	—
<b>Maintenance Cost (monthly)</b>		—	—	0.128517
<b>Life Support Cost (monthly)</b>		—	—	0.04
<b>Total Tonnage &amp; Cost</b>		—	400	154.4004

## QUADRANT FOUR

Quadrant four consists entirely of the main laboratory.

### 1. Main Laboratory

Almost all of the laboratory is in darkness. The end nearest the floor access plate is still lit by ceiling fixtures; the rest of the laboratory is dark and the lighting fixtures are smashed.

Much of the laboratory is outfitted with various chemical apparatus. Experimental tables line the walls, and form two rows down the center of the laboratory.

Two aisles lead down the length of the laboratory; occasional breaks in the tables allow shifting from each aisle to the other every ten meters or so. Many of the tables are outfitted with various chemical apparatus. Some (about one table in ten) are knocked over or broken; the rest stand in various states of use or disuse. None of the laboratory equipment is currently operating, and many examples are stained from lack of attention, or dirty from lack of cleaning.

### The Computer

In approximately the centre of the laboratory, a small scientific computer

(Ichiban Model/0.5) occupies part of one table; this is not the ship's computer, but merely a scientist's research tool. Small flickering lights on its console indicate that it is operational. The screen is constantly flashing data and altering it.

This computer is processing elementary data about the lab's experiments. Each of five experiments (numbered randomly) is momentarily displayed, and then is replaced by the next. Only by watching the screen flash through several times will an individual be able to note the exact data being shown.

Any individual with the Computer skill can stop the display and manipulate it; others will only cause the computer to turn off and lose the data.

The data includes code number, general title, location within the ship, and a list of raw results for each of five experiments: they are numbered 1067, 1077, 1079, 1101, and 1103.

## The Lair

In a darkened far section of the laboratory (near F), several tables have been overturned to create a small den or lair. It is padded with bedding and trash, and just outside the tables is a pile of garbage, including bones and excrement.

One table is completely overturned, and lies next to the wall; if it is moved, characters will discover a hole in the flooring leading to the fuel tankage below. The flooring and the tank have been cut with a laser or torch, and a small hatch has been created leading into the tanks. The jagged edges are padded with wadded up bed clothing. The passage is dirty, and looks well used.

## QUADRANT THREE

Quadrant three consists of a cargo bay, the hangar for air/raft number 1, drive pod number 1, the bridge, and several crew staterooms.

## 2. Cargo Bay

The area is dimly lit, but all lighting fixtures are intact; local wall switches can raise lighting levels. This 19.7 ton cargo storage area appears to be a standard chamber, with bare metal walls, and tie down fittings on the ceiling and floor. The wall between the cargo bay and the air/raft hangar is a large sliding door. This door allows transshipment of bulky cargo from the air/raft if required. Within the cargo bay are many large crates and storage containers. Some are empty, and markings on them indicating scientific instruments were brought aboard in them. They are now being kept until needed.

One section of the cargo bay contains a large crate which is air tight, and appears to have been used for the transport of live animal specimens. Scattered behind the crate are the remnants of some small specimen cages. Close inspection will reveal some blood smeared on the walls and floor, but no sign of the animals themselves.

## 3. Drive Pod Number One Lower Level

This area is well lit, with no fixtures smashed. This lower level of the drive pod contains part of the ship's jump drive. It is accessed from the corridor and hatches lead up to the second level.

The walls of this chamber are plastered with posters and instructional aids pertaining to the jump drive. The various materials are put out by the drive manufacturers and were used in the education of apprentice engineers. Taped to the wall behind one of the posters is a maintenance hatch key, clearly labeled.

## 4. Air/Raft Number One

This area is dark, and the lighting fixtures have been smashed. Firmly fastened into transport brackets in this area is a standard air/raft. A cargo door leads from this chamber to the adjacent cargo bay.

## 5. Hardpoint Number One

This area is dark and there are no lighting fixtures installed. This forward portion of the drive pod is intended to be fitted with a turret and weaponry. Once the hardpoint is armed, a gunner's couch and fire control equipment could direct defense of the ship. At present, the area is empty, and there is nothing but some bare wiring.

## 6. Drive Pod Number One Upper Level

This drive pod level is well lit. The upper level of the drive pod extends inward toward the center of the ring. It contains the power plant and the maneuver drive,

This entire area is completely unused, although the power plant continues to function without supervision. A thin layer of dust covers all surfaces.

## 7. Corridor

The corridor is poorly lit; every second ceiling light is on. The remaining lights have been computer dimmed, but they may be turned on from a wall switch. This small narrow corridor leads past the drive pod from the cargo bay to the bridge.

## 8. Bridge

The bridge is well lit, with the exception of the end farthest away from the drive pod (toward room 9); there, the last three fixtures in the ceiling have been smashed. Two control couches are positioned in this large room: one is for the pilot and one for the navigator. Surrounding the couches are the basic instruments for ship operation, and all appear to be in operating order. The forward edge of the bridge chamber is a large vision screen providing images of the ship's course and nearby bodies.

## The Computer

On the wall near the drive pod is the ship's computer, and a software library is kept in a cabinet near it.

The ship's computer has no information about the laboratory and its experiments. The computer's memory can be scanned (Computers 8+, 10–60 minutes), and the following information can be obtained.

- Regular, routine communicator transmissions of lab reports have been made daily to Lysani Laboratories, the registered chartering company for this ship. The transmissions, sent to the mining company on the world surface below for forwarding, are coded, but can be easily decoded by the computer.
- The same lab reports have been transmitted in batches of six to the mail reception point at the mining camp for posting by the mail boat

# Death Station

when it calls. The reports are encrypted in a more complex code (although still readable through the computer) and addressed to the Butler Chemical Company.

- The visitor roster for the last four months lists several mercenary officers. This fact should serve as a hint that combat drugs are involved in the lab research.

## 9. Pilot's Stateroom

This room is well lit. This cabin is a standard stateroom used by the command pilot. Its position close to the bridge makes sure he or she is always available for duty. The single bunk's mattress has been thrown on the floor, and the clothing and possessions in the room have been strewn about.

## 10. Navigator's Stateroom

This room is dark, but the fixtures are operational, and will respond to the wall switch. This stateroom for the navigator is a standard crew cabin. The room's sliding door is locked. The interior is neat and undisturbed. There is nothing of any real interest inside.

## 11. Medic's Stateroom

This room is well lit. The interior is relatively neat, but two bottles of whiskey have been smashed in the centre of the floor. Some blood is visible on close examination, and a trail of blood leads out of the cabin into the corridor. There, the spatter disappears at the iris valve leading to quadrant two.

## 12. Engineer's Stateroom

The room is dark, and the ceiling lighting fixtures have been smashed. The entire stateroom has been violently torn up, with the desk torn from the wall and the bunk smashed. The mattress is missing.

## QUADRANT ONE

Quadrant one contains an auxiliary laboratory, the hangar for air/raft number 2, drive pod number 2 and several staff staterooms.

## 13. Auxiliary Laboratory

This area is dark and all ceiling lighting fixtures have been smashed. The auxiliary laboratory is essentially identical in form and purpose to the main laboratory. The primary difference is that it is smaller.

The entire area is completely wrecked, and most of the equipment and apparatus has been destroyed by an explosion. The force of this explosion has shattered various pipes and conduits in the walls, and has buckled the floor. Although pressurization has not been lost, the integrity of the hull may have been compromised, making this area in need of inspection and possible repair before the ship is used for any purpose.

At one end of the lab (near the air/raft hangar), a pile of wrecked lab tables and benches is stacked against the wall.

Close inspection of this area will indicate that a small tunnel into the pile of wreckage, carefully concealed, leads to a lair or burrow within. If the pile is dismantled, an access hole, recently cut, leads below to the fuel tank.

As with the one in the main lab, the edges are padded with bed clothing.

## 14. Air/Raft Number Two

This area is dark and the lighting fixtures have been smashed. The air/raft itself is missing, showing the large retractable floor panels which allow entry by the air/raft. The room itself is clean and clear of any debris.

## 15. Drive Pod Number Two Lower Level

This area is dark, but lighting may be turned on with a wall switch. This lower level of the drive pod contains part of the ship's jump drive. It is accessed from the corridor, and hatches lead up to the second level.

## 16. Drive Pod Number Two Upper Level

This area is dark, and the lighting fixtures have been smashed. Stuffed in one corner of the chamber is a pile of cloth and mattresses. Scattered garbage, including bones and paper wrappings, litters the floor around the bedclothes.

## 17. Corridor

This corridor is dark and all of the ceiling light fixtures have been smashed. This narrow corridor leads through the drive pod from the auxiliary lab to the row of staff staterooms.

## 18. Hardpoint Number Two

This area is dark and there are no lighting fixtures installed. As with hardpoint number one, this area could hold a turret and weaponry. It does not, and no weaponry has ever been installed. The area is empty.

## 19. Auxiliary Bridge

This room is well lit. This small room connects with iris valves to both the corridor and to the drive pod. It serves as a stand by or emergency bridge for the ship. Just as the bridge is adjacent to drive pod number one, this bridge is adjacent to drive pod number two. It is used to manage drive tests, and to replace the main bridge in the event of disaster. It holds complete operating controls, and accesses the main computer through a local terminal.

## 20. Staff Stateroom

This stateroom is dark, but the lights may be worked from the wall switch. The stateroom, normally used by one of the research staff, is empty. All of the cloth from within, including sheets, blankets, mattress, and clothing, has been removed.

## 21. Staff Stateroom

This stateroom is dark, and the ceiling lighting fixtures have been smashed. The room stinks; a dead crew member lies in the center of the floor.



The body has been dead for several days and is the obvious source of the smell. One leg has been torn off the body and is missing. The stateroom is otherwise empty, and all cloth within has been removed.

## 22. Staff Stateroom

This stateroom is dark, and the ceiling lighting fixtures have been smashed. The stateroom is empty and all cloth within has been removed.

## 23. Staff Stateroom

This stateroom is well lit. The interior is normal, and untouched. The bed is made, the drawers closed.

## 24. Staff Stateroom

This stateroom is dark and the ceiling lighting fixtures have been smashed. The bunk is torn from the wall, and materials have been piled in one corner into a barricade.

Behind the barricade is a hole cut in the floor leading to the fuel tank. The hole is concealed beneath a mattress, and the edges of the hole have been padded with bedclothes.

## 25. Staff Stateroom

This stateroom is dark, but the lights may be turned on by the wall switch. The interior of the room has been stripped of cloth, including the mattress and bedclothes.

## QUADRANT TWO

Quadrant two contains staff staterooms, the reception foyer of the ship, and the galley and mess area. It also contains access to the spoke leading to the research pinnace.

## 26. Staff Stateroom

This room is dark, but the wall switch works. Originally intended as a stateroom, this room has been converted to a scientific library.

Three microfiche readers are placed on stands near comfortable reading chairs.

One wall is covered with shelving containing the microfiche, typical titles are long and boringly scientific. Several boxes of cards are scattered on the floor.

This room should appear to be a potential source of information on the research which is going on in this ship. However, without additional help, all that can be learned is that the research is biochemical in nature.

If other information is found, and then this room is checked, it is possible that specific questions can be answered. Typically, Education 10+, 1–6 hours, is required for any real understanding of the information presented. Intelligence is not a basis for understanding the material, although it will help reduce the time needed to trace down an answer.

## 27. Staff Stateroom

This room is dark, but the wall switch works. The stateroom is empty and looks as if it has never been occupied.

## 28. Staff Stateroom

This room is dark, and the ceiling light fixtures have been smashed. The room has been stripped of all cloth, including the bedclothes and mattress. There are some indications of a heavy object being dragged from the room, and some small blood smears on the wall near the door.

## 29. Staff Stateroom

This room is well lit. The room is undisturbed.

## 30. Staff Stateroom

This room is dimly lit; three of the four ceiling lighting fixtures have been smashed. The fourth is flickering. The mattress from the bed and the sheets have been taken from this room. Lying on the floor in the room's center is a long wooden pole. The instrument was used to smash light fixtures, but has been abandoned for some reason.

The closet door for this stateroom is slightly ajar and disturbing it will cause

it to swing open. As it does, the body of a dead crewmember will fall out, face up. The body is severely decomposed and an arm is missing. The smell now pervades the room.

## 31. Staff Stateroom

This room is dark and the ceiling lighting fixtures have been smashed. The room itself has been stripped of cloth and bedclothes. The center of the room is wet with a puddle of water about two centimeters deep. Checking the sink and shower will show that the faucets are turned on, but that they have been overridden by the central computer when the sink and shower basin overflowed.

## 32. Reception Area

This area is dark except for one light fixture near the lift shaft; the remaining fixtures have been smashed. This large foyer is the initial entry point for visitors arriving by pinnace. The reception area includes a large plaque on the wall, several comfortable lounge chairs, and a communicator.

Adjacent to the lift shaft door is a maintenance hatch. It is well hidden by wall panels, and will not be noticed unless a light (hand lantern or electric torch) is used.

The plaque on the wall indicates basic information about the ship, including its owner, Scientific Charters. The essential information is presented on the deck plans. Beneath the information is a small bulletin board. Individual letters have been attached to spell out Lysani Laboratories.

## 33. Staff Stateroom

This room is dark, but the light switch will turn on the lights. This room was unoccupied, and there are no bedclothes or mattress inside. Several cartons are piled in the far corner.

The cartons are personal goods belonging to one of the staffers. They include books, clothes, and various personal items such as a necklace of beads, a silver studded leather belt, and a sprig of green leaf in a block of clear plastic.

# Death Station

## 34. Private Lounge

This room is dark, but the light switch will work. This room contains a table and several comfortable chairs. One wall is a display board, with individual computer stations on the table surface. Another wall has shelving and several bound volumes of computer reports.

This is a meeting room for the scientific staff. The reports document the progress of the experiments mentioned in the referee's notes. They detail where on the nearby planet the particular plant specimens have been gathered, and which specific types have proven useful. They also indicate the precise procedures used to process the plants. If Butler Chemical (see also item 8C, later) does not have the information, they could consider it valuable.

## 35. Private Dining Room

This room is well lit. A large table surrounded by chairs dominates the center of the room. Place settings for a meal are on the table.

## 36. Galley and Mess Area

This area is dark; all but two lighting fixtures have been smashed. The center of the area is occupied by long tables and chairs. The place is obviously a dining room. The tables at one end (toward room 37) have been pushed aside, but no large barricades have been created.

## 37. Kitchen and Storage

This area is dark, and the lighting fixtures have been smashed. This room is a food preparation area; facilities are available for cooking both large and small meals. To the rear of the room is a large frozen food locker...

Inside, on hooks, hang 12 crew members, dead. Some have limbs missing; all seem to have been chewed on somewhat. The teeth marks look human.

## 38. Crew Stateroom

This room is dark, and the ceiling lighting fixtures have been smashed. A pile of

mattresses and blankets occupies one corner of the room.

## THE SPOKE

A single spoke extends from the ring to the center to provide docking for the research pinnace. Through the spoke are the lift shaft, a parallel ladder, and fuel conduits. At the top of the spoke is a docking ring.

## Lift Shaft

The lift shaft car is well lit. It is operable, and will travel from just below the docking ring to the reception room in just under 30 seconds.

## Parallel Ladder

This shaft is dark, but wall switches work. The ladder is entered from the maintenance hatch, and extends from docking ring to reception room.

## Docking Ring

The docking ring accepts any round cross-section (6 meter diameter) craft,



and positions its exterior hatch adjacent to the ship's exterior hatch. Locking bolts hold the craft in position as the ship moves. Normally it holds the laboratory ship's research pinnacle when it is not travelling elsewhere.

## The Research Pinnacle

The 40-ton research pinnacle is a small craft capable of scavenging fuel, acquiring specimens, and running errands to other parts of the system or to world surfaces. The craft has a crew of one and is capable of 5 G acceleration. It has a bridge with two control couches; the second control couch carries a gunner if the craft is armed. The cargo area carries nine tons of cargo and six passengers.

The pinnacle is streamlined and has integral fuel scoops. Its fuel capacity of 12 tons is more than sufficient for long range ventures within any system. In addition, these tanks are used to ferry fuel to the lab ship.

## THE FUEL TUNNELS

The fuel tankage for the ship is contained in two ring shaped tanks under the sub-flooring of the ship (the deck plan shows a cross-section of the ring and the two fuel tanks). Internal flow baffles automatically separate the tanks into leak-proof sections in the event of a puncture.

At present, only one section, under drive pod number one, is full. The other sections have been accessed from the ring by holes (at the main lab, location 1, the auxiliary lab, location 13, and the staff stateroom, location 24) cut through the sub-flooring. The small dark passage thus created allows quick travel from point to point within the ship.

The two fuel tunnels themselves run parallel to each other, and join every 30 meters. Each independent section of fuel

tanks joins to the next with flow baffles which are normally open, allowing easy movement from one section to the next. As a result, the tunnels form a simple but effective maze below,

This lab ship was engaged in psychochemical research, with a primary goal of achieving improved types of combat drugs. The activity is legitimate but has been shrouded in secrecy because of the potential for profit.

There are other reasons for secrecy as well. The three scientists engaged in the research have been using human subjects in order to more quickly perfect the drug formulations. The navigator has been copying the various reports and sending them to a rival chemical company in return for a pay off. In all, the entire project has been poorly managed.

## The Blow up

The navigator had received instructions from Butler Chemical to delay progress in the drug research, and stupidly decided that such a delay would best be handled by a simple explosion. He rigged a bomb in the auxiliary laboratory, set its timer, and then retired to his stateroom. There, he settled in to a bottle and got completely drunk. While he drank, the bomb went off. It was the night shift, and the lab was unoccupied. Actual damage was rather low, but it disseminated samples of two of the combat drugs into the ventilation system. The two drugs have relatively innocuous effects alone, but together, they synergise.

That is to say, they interact with each other to achieve an effect far out of proportion to their normal ones. For 80% of humans, the result is death: the two drugs react together to form a poison which acts quickly and painlessly. Immediately, 16 of the 20 crew and staff were killed. The remaining four personnel were affected differently.

## The Drug Effects

The remaining four individuals on the lab ship were affected by the drugs, each in a different way. The exact effects of the drug differ according to body weight, metabolism and other factors; the general effect is to increase personal strength, dexterity and endurance, while leaving intelligence and education relatively unchanged. The effects take place almost immediately and last for an hour; thereafter, the individual is fatigued and ravenously hungry. The drug promotes flashbacks, however, resulting in recurring cycles of heightened strength.

These cycles occur about every twelve hours.

Two other effects are promoted by the drug combination. First, those affected have an aversion to light. Pupils are dilated, increasing night vision but making standard illumination levels painful to the subject. Second, individuals feel strong aggressive instincts while their civilized inhibitions are suppressed. They feel combative and are prone to attack sources of pain or irritation. This is the reason for the many smashed light fixtures. Although the individuals retain the ability to find and use light switches, the suppressed inhibitions lead instead to simple destruction.

Finally, the drunken navigator was subjected to a variation of the drug effects.

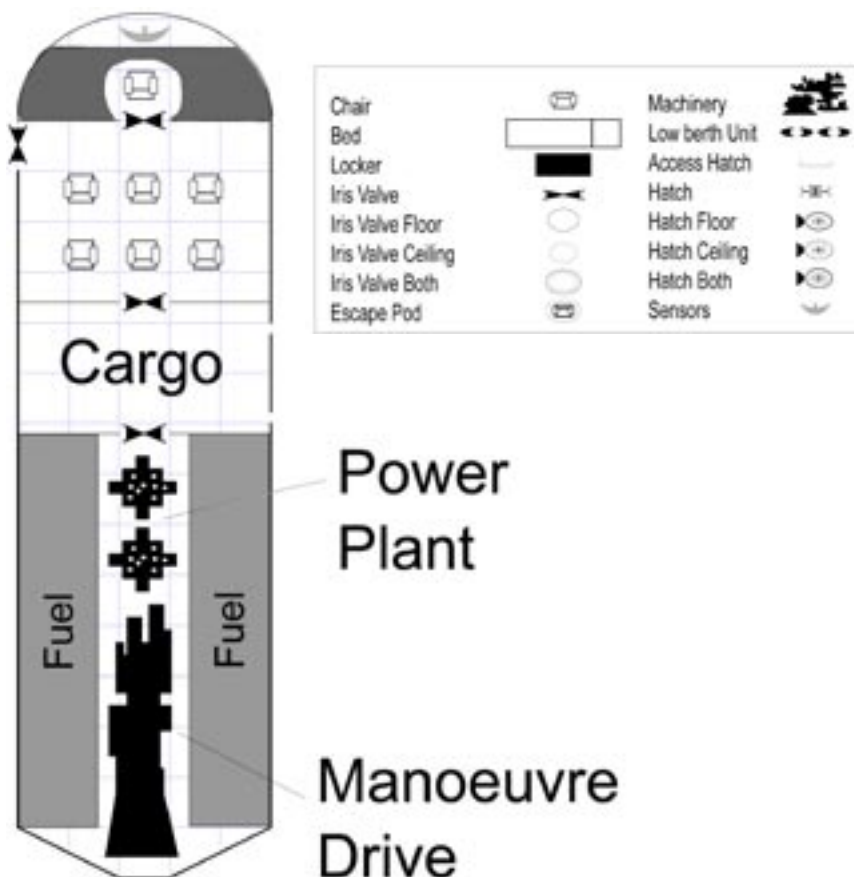
Because of the high level of alcohol in his bloodstream, the effects of the drugs were further twisted from normal. The alcohol speeded the effects of the drug combination, making him more greatly affected. Simultaneously, the drug effects increased his intelligence slightly while in the enhanced state, an effect not happening to the other survivors.

# Death Station

## Pinnacle: Fuel Skimmer Class

This is a modified version of the standard pinnacle. With an increased fuel capacity but reduced cargo and not as comfortable. Primarily used by ships lacking fuel scoops of their own to skim fuel, or those needing to stay where they are. While the fuel tanks are not large with the high acceleration of the pinnacle trips to skim fuel can be done faster.

Pinnacle (Fuel Skimmer)			Tons	Price (MCr.)
<b>Hull</b>	40 tons	Hull 1	—	1.4
	Streamlined	Structure 1	—	0.14
<b>Armour</b>	None	—	—	—
<b>Manoeuvre Drive</b>	sK	Thrust 5	5	11
<b>Power Plant</b>	sK	Rating 5	3.9	8
<b>Bridge</b>	Control Cabin for 1	—	3	0.2
<b>Computer</b>	Model 1	Rating 5	—	0.03
<b>Electronics</b>	Basic Civilian	DM -2	1	0.05
<b>Weapons</b>	None	—	—	—
<b>Fuel</b>	12 tons	12 weeks of operation	12	—
<b>Cargo</b>	6.1 tons	—	6.1	—
<b>Extras</b>	Cabin Space for 6	—	9	0.45
<b>Software</b>	Manoeuvre 0	—	—	—
	Library	—	—	—
<b>Total Tonnage and Cost</b>			40	19.143



## THE EXPERIMENTAL DATA

The research computer in the main laboratory lists five experiments being conducted on the laboratory Ship. They are identified by the code numbers 1067, 1077, 1079, 1101, and 1103. Each experiment is listed below:

### 1067. Combat Drug

**Location:** Main lab.

Effects of standard combat drug as a control for other tests. This drug is used as a standard against which the other drugs will be judged.

### 1077. Improved Combat Drug A

**Location:** Auxiliary lab.

Effects of improved combat drug A on small animals: This drug appears to increase personal Strength and Endurance to 15 after ten minutes, but at the cost of a reduction of Dexterity by - 5. There are no undesirable side effects other than a period of fatigue after 30 minutes.

### 1079. Improved Combat Drug B

**Location:** Auxiliary lab.

Effects of improved combat drug B on small animals: This drug appears to mimic combat drug, but produces no effects on users when it wears off.

### 1101. Improved Combat Drug C

**Location:** Main lab.

Effects of improved combat drug C on small animals: This drug increases personal Strength and Dexterity by +5 for 30 minutes. There are no side effects.

### 1103. Improved Combat Drug D

**Location:** Main lab.

Effects of improved combat drug D on small animals: This drug has no observed effect, but 20% of animals used as subjects die after three days.

## THE SURVIVING CREW

The four surviving crew members scattered to various parts of the ship. Their deranged mental states made survival uppermost



in their minds, while hunger and fatigue led them to establish individual lairs. All the while, their intelligence was unimpaired, making them cunning and imaginative.

The surviving crew members are shown below. Each is shown with original characteristics, drug enhanced characteristics and fatigued characteristics. Also shown is the location of each crew member's lair. Crew members may be encountered in their lairs or elsewhere in the ship.

The flashbacks induced by the drug recur every twelve hours, and last for about one hour. After that period of enhanced characteristics, the individual becomes fatigued for perhaps six hours. Then a five hour period of normalcy returns, followed by another hour of enhanced characteristics.

## Confrontations

It is possible to trigger a flashback with a sudden confrontation. When any survivor is encountered, throw 9+ for an immediate trigger to enhanced characteristics. The enhanced, fatigued, normal cycle begins anew from this point.

### Jan Vartha, Main Lab (1)

Jan Vartha	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
43	Scientist (6)	8	9	7	4	8	8
Enhanced characteristics		14	15	13	4	8	8
Fatigued		4	5	3	4	8	8
Computers 2, Survival 1, Engineer (Electronics) 1, Admin 1, Jack of all Trades 1							

### Hollo Ezrahm, Auxilliary Lab (13)

Hollo Ezrahm	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
31	Scientist (3)	7	4	4	7	11	9
Enhanced characteristics		13	10	10	7	11	9
Fatigued		4	1	1	7	11	9
Astrogation 1, Computers 1, Mechanic 2, Physical Sciences (chemistry) 3							

### Pent Stavro, Drives (16)

Pent Stavro	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
26	Engineer (2)	9	10	6	6	6	7
Enhanced characteristics		15	16	12	6	6	7
Fatigued		5	6	2	6	6	7
Engineer (power) 2							

### Haris Slocombe, Cabin (24)

Haris Slocombe	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
33	Navigator (3)	7	7	9	5	6	8
Enhanced characteristics		16	16	16	7	6	8
Fatigued		3	3	4	7	6	8
Astrogation 2, Computers 2, Mechanic 2							

# Death Station

## THE LABORATORY ANIMALS

The various animals being expertly tested upon in the labs were also affected by the release of the drugs into the ventilating system. Many (about 80%) were killed by the effects; their dead bodies were eaten over the next few days by the survivors.

Most of the remaining animals used their enhanced strength to escape from their cages, and now roam free in the ship. Throw 9+ every fifteen minutes for an encounter to occur. If it does, throw 4D for the number of animals encountered. If encountered in a lit area, they will flee; in the dark, they will attack on 7+. If they do not attack within two rounds, they will flee.

In reality, the animals are only a minor nuisance. But the possibility of encountering them in the fuel tunnels should be considered and used as a deterrent to the adventurers exploring below too easily.

## THE UNDERSHIP MAZE

The fuel tunnels were created by the navigator. He realized that cutting through the sub-flooring to the fuel tankage below would create a maze of tunnels which would allow an alternate means of access to various parts of the ship. The tunnels come out at the main lab, the auxiliary lab, and the staff stateroom at 24. Almost immediately, the other survivors established barricades over the tunnel exits.

The purpose was not so much to conceal them as to control their access by others. Even while they slept, the survivors could

lie above an exit with a mattress covering the hole, thus protecting themselves from that flank.

## ENCOUNTERS

When the players enter the lab ship, one or more of the four surviving crew may be in the heightened strength phase of the drug induced cycle. Roll 10+ for each crew member to so determine. If in the heightened strength phase, the crew member will be wandering the ship in search of food, or engaged in eating a thawed limb of one of the dead crew near the meat locker. Those not in this phase of the cycle will be in their lairs.

When encountered by the players, surviving crew will display suspicion and guarded hostility due to the effects of the drug. While their intelligence remains unaffected by the drug (with the exception of the navigator) the mental effects of the drug have induced a psychotic paranoia, and their intelligence manifests itself more as animal cunning.

It is possible to talk to and reason with the surviving crew but they will be extremely sensitive to any implied or perceived threats. Light will irritate them, and a light shined in their eyes will automatically bring on the enhanced strength phase and cause an immediate attack, as will sighting any other surviving crew member ('the enemy').

All surviving crew members will claim to have subsisted solely off of captured lab animals and the galley food stores, claiming that the others have been eating the dead crew (in fact, all four have). All

will be hungry (and will respond positively to the offer of rations, if the players have brought any along) and will use this hunger as evidence of the fact that they have refrained from eating the dead crew.

All are convinced that they will be executed for cannibalism if it is found out, (in fact, no legal action would be contemplated given the circumstances but any attempt to convince them of this will be perceived as a trick to get them to confess). If a surviving crew member is discovered in the act of eating a dead crew member, the survivor will attempt to kill all of the players, thus preventing them from reporting his or her actions. The crew member will use all of his or her cleverness and knowledge of the ship to accomplish this.

## Ending the Adventure

The adventure may end in a variety of ways, usually by their own choice in leaving the ship.

- If the group clears the ship of the four surviving crew members (capturing them and restraining them), then the expedition is successful, and the agent will pay as promised.
- If the group clears the ship by killing some or all of the survivors (and capturing and restraining the rest), then the agent will express disappointment and waver a while, but will ultimately pay as planned.
- If the group leaves without dealing with all four survivors, then the agent will only partially pay the agreed amount, and will not provide tickets off world.

### Laboratory Escapees

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Intermittent	Plains Walker	4	7	4	1	8	12

Athletics (co-ordination) 1, Melee (claw) 1, Survival 1

Teeth (1d6), Leathery hide (1). Number Encountered: 4d6

Normally not dangerous these creatures are now capable of frightening ferocity in their attacks.

***Magick and Clockwork  
battle for supremacy  
in a world turned  
upside-down!***

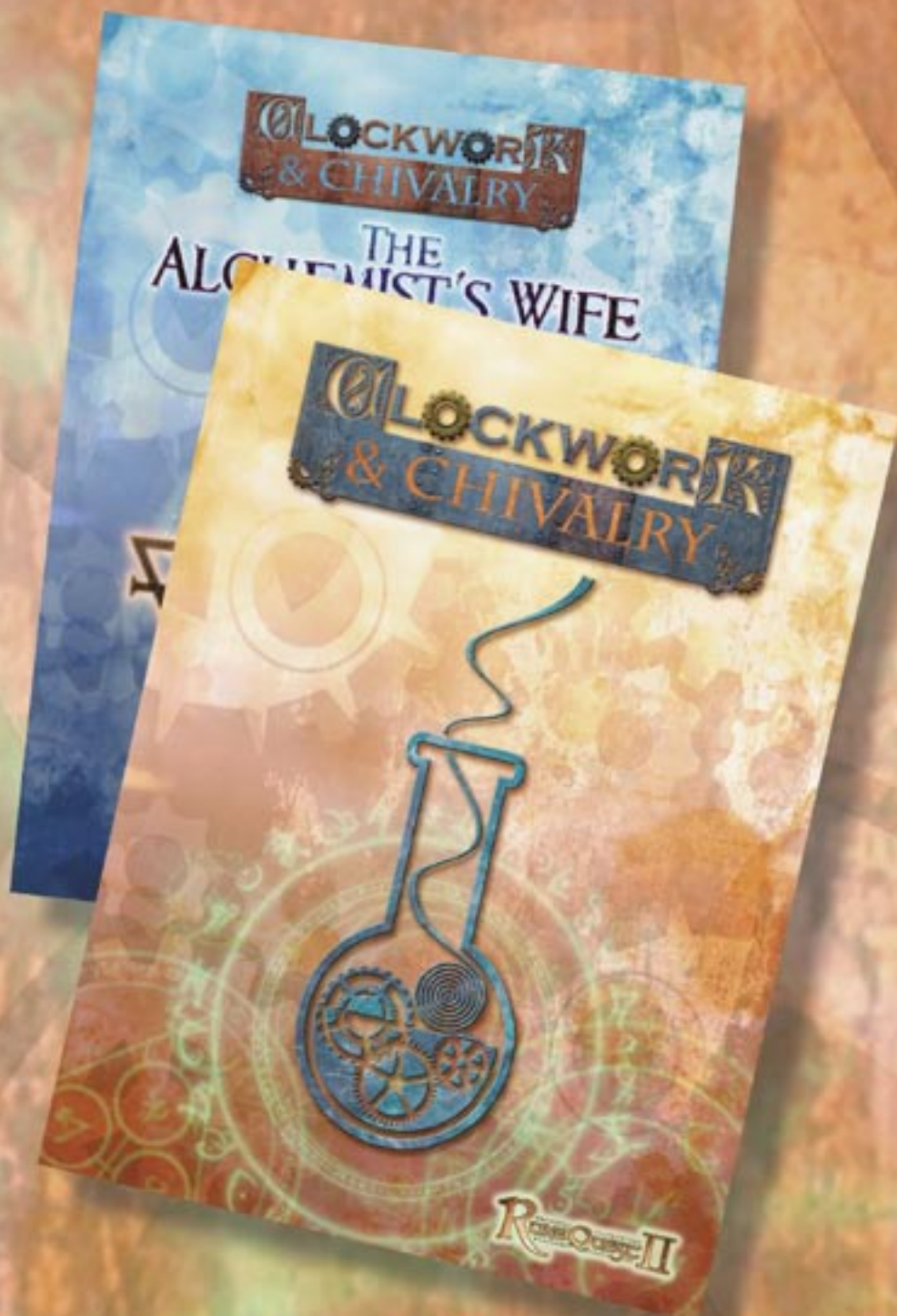
**The Seventeenth Century**  
– a time of romantic  
Cavaliers and dour Puritans,  
religious strife and political  
upheaval.

**England**

– a land riddled with hunger,  
pestilence and superstition,  
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Competing factions struggle  
to survive. The King has  
been executed. Cromwell  
has usurped power. In this  
richly-imagined alternate  
history, the conflict  
continues. Two great armies  
lay waste to the country, the  
Royalists aided by fearsome  
Alchemical magicks, the  
Roundheads by mighty  
Clockwork death-machines.

Old beliefs are crumbling.  
The future is up for grabs.  
With a heart filled with  
Righteousness and a cause  
worth fighting for, you enter  
the maelstrom...



Requires the *RuneQuest II Core Rulebook*, available from Mongoose Publishing.

***Clockwork & Chivalry – alternate history for RuneQuest II***

- *Clockwork & Chivalry Worldbook* – coming July 2010
- *The Alchemist's Wife* – Part I of the epic *Kingdom & Commonwealth* Campaign – coming August 2010

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# CHUPUCABRA

Thus far this little excursion your boss decided to take has been dull and uneventful – just the way you like it. While attacks against CEOs were pretty rare these days they still happened. It was doubly more likely when said CEO had just announced plans that left a great many special interest groups less than pleased. It was one reason he had opted to head out into the country – to get away from the furor.

You are staying a discrete distance from your employer, giving him the privacy you knew he was after out here in the

middle of

nowhere. Far enough he could pretend

to forget you were there but close enough that you could intervene in the unlikely event that something did happen. The consummate professional, your eyes were scanning the woods nearby constantly searching for signs that something was amiss. That was when you noticed the movement.

Your hand instinctively closed around the pistol inside your coat as you discreetly moved closer to your employer. He was still walking calmly along the treeline oblivious to your heightened state. Your eyes bored into the darkened woods searching for the

source of the movement. Then you saw it, something moving parallel with you. It stopped suddenly, almost as though it could sense you had seen it. Straining to see into the darkened woods your eyes grow wide when you realize the creature is about to pounce.

With a yell you dive into your employer as the creature sails through the space he had just occupied. Turning quickly your whip out your gun then stop as you finally get a good look at the creature.

At first you think it is a panther or some other predatory cat but you realize it isn't. It moves like one but the



proportions are all wrong – almost alien like. Its front legs are small, almost malformed when compared to the powerful looking rear ones. Quills or spines, quivering in agitation, run along the back of the creature. Its head is long with eyes sitting on either side of it and one large one dominating the top. Long, sweeping ears sit behind the eyes. The creature twists its head side to side as it studies you, sizes you up. Then it lets out a low, haunting growl. You can see the creature's teeth, wicked jagged things. The the bottom jaw splits down the middle as the growl grows in volume. Your training and instinct madk you raise your weapon to fire but not before the creature leaps...



## Overview

*The Chupucabra is a creature that has been rumored to exist in a number of cultures across the planet though every culture has its own name for it. The slaughter of livestock in less developed regions have often been attributed to the mythical creature. Even so the rumors of the creature have always been scoffed at as nothing more than the tales of superstitious, backward people who saw the boogiemán in every shadow. Unfortunately for those same 'enlightened' fellows the existence of the Chupucabra has become a proven fact.*

*These aggressive creatures exhibit the behaviors of both predators and scavengers though they seem to favor the traits of the former. They are indiscriminate killers who relish both the hunt and the kill but are also more than willing to feed off the work of another. Often they will chase or kill another creature to get at his meal – almost as though simply to prove their superiority. There are few things on Earth that will get a Cupucabra to back down from a fight making most encounters ones the end only with the death of either the Chupucabra or his foe.*

*Sightings of these creatures has been on a slow increase over the last decade. When the first one was seen by reliable sources the academic community was beside itself in giddiness at having discovered that the age old myth was actually true. In the years since however scientist have grown alarmed as some have begun to point at the creature as evidence that life on this planet may not have evolved in the ways formally accepted as fact. They simply have no way of explaining the creatures existence that fits into any of the traditional molds. Even its evolutionary tract is a mystery with some believing that the creature has not changed in thousands, if not tens-of-thousands, years.*

## Variants

*Across the solar system creatures similar in form and behavior have started appearing. The most common example are the Dececebra, more commonly referred to as Dust Demons, that have been appearing in a number of remote regions of Mars. Thus far they seem to have been avoiding regions with a heavy human presence but there have been a number of attacks against isolated expeditions.*

*On Callista the Genekbra is another creature with too many traits similar to its Earthbound cousin to be a coincidence. As a result some scientists are beginning to pose uncomfortable questions about where these new creatures are coming from and how they may be*

*related to life on Earth. The theory that life on Earth actually originated elsewhere in the solar system has begun to appear once again in academic papers though most of that community treat these papers as nonsensical drivel with no scientific foundation to support it.*

## Mindset

*The Chupucabra is an ancient predator - perhaps the oldest on Earth. It is a creature that seem certain in its dominance over others. Even the way it moves exudes confidence and certainty of its superiority over anything, or anyone who happens to have crossed paths with it. Even when confronted by an obviously stronger and more powerful foe the Chupucabra shows no fear, no concern that it may have bitten off more than it can chew. This aggressive and highly assertive nature often leads to the other beast backing down and fleeing the area. Unfortunately that is precisely the wrong move to make as it simply emboldens the Chupucabra who will give chase and often down the now fleeing antagonist. When faced with one of these creature a return of aggression is the best course of action.*

*In a stark contrast to this aggressive behaviour the Chupucabra is incredibly gentle with its own kind. While the creatures are generally solitary in nature they seem to hold no ill will towards others of its kind. When mated both will defend the other, as well as any young, from any threat they may stumble upon. Foes tend to already be hesitant to fight one of these creatures so encountering two almost always ends in the death of the unfortunate beast after is has turned and fled.*

*Unlike many predatory species the Chupucabra is not territorial. Instead they range far and wide only stying in one location while actively mating. They ignore any signs of territorial marking that is common with other predatory creatures seeming to believe that the warnings do not apply to them. To a Chupucabra the entire planet, or at least the continent, is its territory and everyone else should leave.*

*Finally, despite their overtly aggressive nature the Chupucabra seem to limit their actual hunting to creatures that fill the traditional role of prey in nature. While they are perfectly willing to fight other predators or chase down those who flee they will rarely initiate these encounters and will actually work to avoid them if they are aware of the other predators presence. When they do fight other predators it is rare for the Chupucabra to find itself on the losing end of the encounter.*

**Dececebra**  
 Size: 3' at the shoulders  
 170 lbs.  
 Habitat: Mars

**Characteristics:**

Strength	10	(+1 DM)
Dexterity	12	(+2 DM)
Endurance	8	
Intelligence	4	(-1 DM)
Instinct	10	(+1 DM)
Pack	6	

**Skills:** Athletics (Endurance) 1, Melee (Natural Weapons) 1, Recon 2, Stealth 2

**Weapons:** Bite (3d6)  
 Claws (2d6)  
 Barbed Quill (1d6+5)\*

**Armor:** Hide (2)  
**Horror Factor:** 0 DM  
**Number Encountered:** 1 or mated pair  
**Special Abilities:**

- **Jump (x3)** - the powerful rear legs allow the Chupucabra to leap much further than one would expect.
- **Run (x2)** - the smaller martian relative of the Chupucabra is faster and more agile than its larger cousin.
- **Toxic Acid** - the barbed spikes of the Dececebra are coated in a toxic acid. If at least one point of damage it caused by the quill it will continue causing 1d6 points of damage each turn until a successful 8+ END check is made.

**Genekbra**  
 Size: 4' at the shoulders  
 200 lbs.  
 Habitat: Callista

**Characteristics:**

Strength	10	(+1 DM)
Dexterity	9	(+1 DM)
Endurance	8	
Intelligence	4	(-1 DM)
Instinct	8	
Pack	6	

**Skills:** Athletics (Endurance) 1, Melee (Natural Weapons) 3, Recon 1, Stealth 1

**Weapons:** Bite (2d6+2)  
 Claws (3d6+2)  
 Quill Burst (see below)

**Armor:** Hide (3)  
**Horror Factor:** 0 DM  
**Number Encountered:** 1 or a mated pair  
**Special Abilities:**

- **Climb (x1)** - the claws of the Genekbra allow it to easily scale even most verticle surfaces without slowing it.
- **Run (x2)** - the Genekbra is fast for a creature of its size and is easily able to run down most foes.
- **Quill Burst** -once per fight the Genekbra can throw its quills out in a burst. Any creature witin 15 feet can be hit by 1d6 quills each of which can cause 1d6+2 damage. Make a separate attack roll for each with no DM to the roll.

## Strengths and Weaknesses

The pure, unmasked aggressiveness and confidence in their place in the universe is one of the Chupucabra's greatest assets. Their seeming inability to back down and willingness to stand up to creatures much larger and more powerful than they allow this creature to exist beyond the rules that normally enwarp citizens of the wild. It means they rarely need concern themselves with potential threats as most other creatures are loathe to cross paths with the Chupucabra though truly territorial predators will often initiate an encounter out of pure instinct only to swiftly regret the decision.

While this assertive attitude usually serves the Chupucabra well it can sometimes also seal its doom. With the seeming inability of the creature to back down, even in light of overwhelming bad odds against it, the Chupucabra can find itself at the business end of a larger, more powerful creatures claws and teeth. Fortunately even larger predators rarely have the stomach for such encounters in the face of such primal aggression. They will either avoid the Chupucabra or try to flee any encounter they do initiate.

The paralytic poison that coats the quills of a Chupucabra are one of the reasons it is so successful even when facing down a clearly superior opponent. The toxin is potent enough that even the largest

creatures can fall prey to it. While the effects are rarely long-term it provides enough of a window for the Chupucabra to close in on its foe and deliver the death blow without its opponent from ever having the ability to strike back.

## Tactics

In many ways the Chupucabra operates in a manner very similar to more traditional predators of Earth. They are patient hunters who will spend hours stalking their potential prey. Despite their power they prefer to pounce on isolated, wounded or sick targets. Some believe this is because their powerful bodies can quickly use up a significant portion of its energy reserves when forced into a protracted chase.

When facing its traditional food source the Chupucabra will slowly stalk the target, moving closer and closer while staying as concealed and unobtrusive as possible. Only when it cannot get any closer or it senses its prey knows it is near will the Chupucabra break into the open. Usually it prefers to use its powerful legs to cover any remaining ground in a single leap but it will give chase when forced to. If the chase lasts more than a couple hundred yards, however, the Chupucabra will generally give up the in favour of an easier, and slower, target.

If facing down another predator or a potential meal that surprises the Chupucabra with returned beligerance instead of flight it will fire off a number of quills in the hope of paralyzing its opponent and allowing it to cause mortal damage at its liesure.

Some researchers have questions why it does not use the quills when stalking its traditional prey. The prevailing theory, and one that seems to be supported by gathered evidence, is that those quills do not regrow quickly. As a result the Chupucabra nurses its supply of them in much the same way a soldier low on ammo makes certain that every shot counts.

Another odd aspect to the tactics this creature employs lies in the way it treats prey versus agressor. When it hunts the Chupucabra takes its prey down as quickly as possible killing the creature before beginning to feast but giving up the chase after only a short distance. However, when facing down another predator or other foe it was not actively hunting it will often wound and cripple the opponent leaving it to suffer a slow, painful death and chase it down until it does not have the energy to continue. Rarely does the Chupucabra actually eat such an antagonist.

## As the Enemy

The Chupucabra is an implacable foe who can only be defeated through its death. They will never back down from a fight and seem not to know how to run. Instead they throw themselves headlong into an enemy until one or the other goes down. It will give no quarter and it is best not to grant it any. Fortunately the Chupucabra does not go looking for a fight unless it is actively hunting.

Unfortunatly any encounter with a Chupucabra is almost always results in a confrontation. Beacuse these creatures never back down and they generally chase down an opponent who does it is difficult, if not impossible, to extracate oneself peacefully after encountering the beast. The best option is to simply spot him before he spots so thatyou can leave the area before such an encounter can occur.

## Story Hooks

The Chupucabra makes an excellent diversionary antagonist the break up the events of an ongoing campaign. Characters may stumble across evidence of its work or may be asked to look into unusual levels of predators preying on local livestock. It is even possible, though rare, that one of these manage to find a way into a domed colony.

# Tomes of Power

By Carl Walmsley

Spell books and magical tomes are amongst the most iconic of treasure items. Their theft, recovery or misuse can provide the impetus for all sorts of quests – and has inspired the adventures of Fafhrd and the Gray Mouser amongst others.

The history, function and form a magical book can take are as varied as that of any enchanted ring or blade. Some are fashioned from brittle papyrus, others from skin; some are written in magical ink, others in a sorcerer's own blood; some are works of great evil, others contain the benevolent musings of saintly monks. Whichever is the case, a tome of power is a unique item which is sure to engage the attention of a group of adventurers.

The tomes presented below possess more than enough special characteristics to make them of interest to Adventurers. However, they may also contain any manner of campaign specific information that the Games Master decides is appropriate. This might include maps, history, riddles and so forth. The addition of such material can help to slot a tome seamlessly into an adventure. This can make it far more than just a curio – and possibly even a vital step along the path of an adventure.

All of the books below are magical in nature but do not normally act as grimoires for sorcerers unless the Games Master so wishes, including such spells as he deems pertinent.

## Magister's Tome

The *Magister's Tome* takes the form of a single volume but contains more worldly knowledge than an entire library. Set within its pages are not just the thoughts and experiences of a great occult scholar, but his very essence – preserved across the ages.

The tome is a small but sturdy volume, bound in blue leather and decorated with gold lacquer. The pages are made from

exceptionally fine parchment, which will never accidentally tear. If unused for any length of time, the tome has the ability to move itself, appearing unexpectedly in a more prominent position. Just like the man who created it, it does not like to be ignored.

The first section of the book contains a detailed reference section. This provides a +10% Modifier on all Lore Skills as long as the character has free access to the tome.

The latter sections of the book are far more unusual. To use them, one must place one's hands upon the cover and ask a question aloud. If the answer is contained within the book, the owner will instinctively know which page to turn to. A character who opens the book without following this procedure will find every page other than those in the first section is blank.

In game terms, the Magister's Tome has the following Skills:

Lore (all) 85%  
Culture (all) 85%

Each time a question is asked of the tome, the Games Master should determine in secret whether or not it knows the answer – just as if a character were checking. However, as the tome is rather arrogant and has no wish to 'lose face', it will always provide an answer even if it is the wrong one.

Furthermore, the answers found in the tome are never provided in an entirely objective manner. It is not just the Magister's knowledge the tome contains, but his personality as well. Information is therefore provided complete with a commentary reflecting the Magister's point of view. Given that he was an extremely opinionated man who enjoyed pointing out others' flaws, this commentary can be quite colourful.

For instance, an Adventurer might enquire as to the best way to get into a hidden mountain top fortress. There are a number of secret routes in, and (assuming the Lore Test was successful) the answer might run something like this:

*Where the underground river known as the Ebonwash leaves the mountain, there is a small hidden tunnel. It is guarded night and day with spell and sword. It also reeks like an ogre's arse, due to the fact it carries away the effluence of the city. Gods, but those city folk eat some odd stuff.*

*If you don't want to stink like a dwarf on bath day, try the second entrance. This is high up on the southern cliff face and can only be spotted up close. You'll have blisters the size of gooseberries by the time you finish the climb, but the entrance is rarely guarded – most folk have forgotten about it. Nobody reads enough any more.*

The Magister's Tome can serve as an excellent way to surreptitiously guide the Adventurers. By determining in secret whether the tome holds a particular piece of information, it is easy to fudge a result from time to time – holding back a vital clue or providing struggling players with a helpful nudge.

Well handled, this can be an ideal source of exposition for the Games Master – and one the Adventurers will enjoy using but cannot rely upon too heavily.

## Codex of Calumny

Known also as The Book of Lies, this infamous tome is the most complete guide to duplicity and deceit ever penned.

In form, it is a featureless black text with silver-edged pages. It is small enough to fit inside a decent-sized pocket. The minute script, however, contains such secrets of double-dealing and trickery that cheats and thieves everywhere have at least heard fireside stories of its existence – and dreamed of acquiring a copy.

A character who reads the codex changes – forever. No longer will he engage in idle chatter; no longer will he listen to others speak and let it wash over him. No longer will he be blind to the thoughts, desires and motives of others. From now on, every facial tick, every intonation of the voice, every gesture of the hand will reveal something to him. People will be as books – their covers wide, their secrets on show.

By interpreting the minutiae of communication and body language the character will be able to discern when others are lying. He will also become a master of concealing his own untruths. As a result he will, inevitably, become detached from the world around him and suspicious of everyone he meets as the tiny half-truths and deceptions that are a part of every day life are laid bare. To the newly attuned character, everyone will seem a liar – to a greater or lesser extent – and he will be unable to trust anyone he meets.

A character who has read this book receives a +30% Modifier on all tests relating to the use of the Insight skill.

He gains a +20% Modifier when using the Courtesy, Disguise, Influence and Seduction skills.

He benefits from a +10% Modifier on all tests where ‘reading’ another person would provide a distinct advantage. This might include the use of skills such as Oratory, Streetwise and Perception. At the Games Master’s option, this modifier could even apply to Dodge and Parry tests where

the character can see his opponent’s face – and therefore read his intentions.

Reading the *Codex of Calumny* takes 8 weeks.

The drawbacks of being so unusually skilled at reading others should be largely roleplayed out. A Games Master who does not feel a character is acting suitably detached and suspicious should impose penalties upon his ability to read others. This simulates a character’s subconscious decision to forget what he has learned in order to get closer to people once more.

## Catalogue of Beasts & Summoner’s Manual

This enormous book is really two volumes in one: the first detailing the creatures of the world; the second providing the means to summon a selection of them to do the owner of the book’s bidding.

The manual is bound in a variety of hides and pelts, seamlessly stitched together. These include a piece of griffin’s mane, a section of giant spider skin and a single glistening dragon scale.

The first section of the tome provides a not just lifelike but entirely mobile encyclopaedia of beasts. So lifelike are these drawings and the actions they depict, the reader of the book will feel as though he is observing them in their natural habitat. A character with access to this book should be able to identify any creature with an Easy (+40%) Lore (Animal) Test. Successful identification will provide an outline of the creature’s habits, abilities and preferred environment.

The second section of the manual contains a number of gold and silver inked illustrations. Each of these not only depicts a creature but stores its essence until such time as it is called upon.

By placing a drop of his blood upon the page, the owner of the book may summon forth one of the creatures. It appears a round later and is entirely obedient within

the limits of its intelligence. If the creature is killed, its body remains – entirely corporeal and non-magical. The page from which it was conjured will remain forever blank.

The summoner may dismiss a creature, returning it to its page in the manual. Doing so requires a single action, and the creature may not be resummoned during the same cycle of the moon. Conjuring a new creature from the book returns any other, still living, creature to its page.

The manual features the following creatures:

- Baboon
- Brown bear
- Crocodile
- Hawk
- Lion
- Viper

Any creature summoned from the book that has INT of less than 5 is considered to have 5. This enables it to follow instructions about as well as a trained dog. Any summoned creature will instinctively protect its master.

The Games Master should feel free to modify this list: pages of the book may have been torn out or new ones added to reflect the specifics of a campaign.

## Book of Woe

All the pain and anguish encountered during his life as a torturer-mage was poured into this loathsome tome by its creator. The result is a book that emanates sadness, draining the mirth from even the most optimistic of individuals. More than this, details of the most inhuman torture methods are included, providing the means to break the resolve of just about anybody.

A character holding the book must succeed with a Persistence Test once each hour or be overcome with feelings of despair. A character who Fumbles this test is so overcome with misery he will immediately try to kill himself.

# Tomes of Power

Characters within 5 yards of the book must make a similar Test, but receive a +20% Modifier and are not subject to the same effect if they Fumble.

By referencing the methods in the tome, a character can extract information by means of torture. This is certainly not for the squeamish, and will require the character to do things that most individuals would find horrifying. An individual tortured by someone with access to the *Book of Woe* must pass a Persistence Test every hour or reveal whatever it is he is withholding. The torturer can elect to enforce a penalty to this roll of between -1% to -40%. The greater the penalty, the more terrifying – and permanent – the effects of the torture being employed.

Due to the specific knowledge of physiology that the book provides, a character who has read it is far more effective at dispatching his enemies. The chance of him inflicting a Critical Hit in combat is doubled so long as he is used a single-handed blade no larger than a shortsword – larger weapons are too imprecise to benefit from the teachings of the book.

Reading the *Book of Woe* takes 4 weeks – during which time the character is unlikely to get a single undisturbed night's sleep and will find his outlook on life darken noticeably.

In appearance, the *Book of Woe* is horribly innocuous. Bound in faded grey leather with a picture of heavy-linked chain on its cover, it could sit easily on a shelf amongst other books without being noticed – were it not for the abhorrent aura it exudes.

## The Book of Winter

With a glistening cover of carved ice and pages of gossamer-thin frost, this is a unique and wondrous tome. Sculpted more than written, it is a book that contains a wealth of information about life in the frozen wastes, along with detailed historical and geographical information. In addition, possession of the book provides

its owner with protection from the rigours of arctic conditions.

The precise history and geography described in the book is entirely campaign specific. In *Nehwon*, it would provide details of the lands north of the Trollstep Mountains; in Europe of the Tragic Millenium, it would provide information on northern Skandia and Muskovia. The Games Master should feel free to tailor the book's contents, but they should include detailed maps of even the most inhospitable regions, along with an explanation of the culture, politics and history of such places. Any Lore or Culture Tests regarding these areas should receive a +20% Modifier so long as a character has access to the tome.

An Adventurer who reads the book's exhaustive explanation of weather patterns, animal habits and flora uses will receive a +10% Modifier to Survival Tests pertaining to arctic conditions. Reading this section takes 4 weeks.

Thanks to an enchantment on the book itself, its owner will never feel cold or suffer from frost bite. He is immune even to the effects of cold-based spells such as a *Frostbite* or *Ice Storm*.

## The Annals of Blood

Not only are the words in this tome scribed in blood – hardly an unusual practice amongst dark sorcerers – but its cover is fashioned from pulpy tissue, which continues to pulse rhythmically like a heart. Several eyes have also been stitched into the cover, which flutter open to inspect those who stray too near. Such a sight is enough to send most men fleeing in terror. Those who do not – and instead choose to open the book – will discover all manner of blasphemy within its pages.

The first section of this tome details various encounters between mortal sorcerers and creatures from the lower planes. A character who reads this will learn a great deal about the etiquette involved in such meetings. Any future applications of skills

such as Influence or Courtesy receive a +20% Modifier when they relate to meetings with such entities.

The next section details the organisation of the lower planes. What information is revealed here – the geography and hierarchy of 'Hell' – will depend entirely on the campaign world. Familiarity with this section provides a +30% Modifier to uses of the Lore (Lower Planes) skill.

Reading each section of the book takes 4 weeks.

## Spirit Scrolls

This odd collection of papers reveals many of the secrets of communing with and combating spirits. However, an enchantment on the scrolls means they are invisible unless there is a spirit nearby!

When visible, the scrolls are of various sizes and colour – a mish-mash of different parchments, all curled and frayed from long use. The text is written in a number of different hands, indicating that the scrolls are not the work of an individual but several scholars, all intimately familiar with the workings of the spirit world.

If a spirit comes within 10 metres of the scrolls, they become visible. They fade from view 1D10 rounds after the spirit leaves.

A character who reads all of the scrolls – which takes 6 weeks – acquires the ability to see a spirit with a successful Perception Test. The scrolls becoming visible is usually enough to warn him that a ghost is nearby.

In addition, he is able to use the Spirit Bane spell even if he has never been taught the incantation.

When interacting with spirits, the character is so well-versed in the rules of the spirit world, he receives a +20% Modifier on skill tests relating to Courtesy, Insight and Influence.



# RuneQuest II

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# Gifts of the Gods

By James Norbury

## Archon Contacts

The Archos are quite possibly the most significant mystery of the 26th century. Ancient, unfathomable in their motives and almost omnisciently wise, there are none who take them lightly. Yet, there are those who they deign to speak to in person, individuals who possess some potential to be a fulcrum about which part of the world turns that can influence the Archon's unknowable agenda. A character with an Archon contact has a powerful weapon in their arsenal, but it is a double-edged sword; not only are the Archons capable of almost anything, but they can demand the same in return. Characters with regular contact with the Archons are referred to as *The Chosen* by UIG and corporate intelligence operatives whose job it is to find and monitor such individuals, and they are not to be taken lightly.

Mere communication with an Archon is a harrowing experience, few come away from it without feeling somehow shorn of their innocence. It is easy in the world of 2500AD, with all its marvels, to believe humanity is the smartest and most powerful force in the universe. Coming face to digitised-avatar-face with an Archon changes all that. At first it is only a creeping suspicion, a vague sense of unease in the back of your mind, but the more contact is maintained the sooner one comes to realise that the Archons can only communicate with humans by lowering themselves to our level. When the Archons speak to humans it is like adults speaking to toddlers, slowly and simply, occasionally dangling something shiny in front of our eyes when our attention wavers.

## Loyalist Archons

Orpheus, Thanatos, Ionisis, Medusa, Artemis and Kronos still guide and, ostensibly, serve the UIG and by extension humanity itself. Together they have all the resources of the UIG at their beck and call. State of the art equipment, much of it already designed to their specifications, will be turned over to their disposal at a moment's notice.

## Rogue Archons

Circe, Hyperion and Narcissus never returned from their sojourn into the datanet, and their siblings have been ominously silent on the subject ever since. While the rogue Archons lack the material assets of the loyalists, having to make do with hijacking civilian nanofactory plants and omnifabrication engines to create technological gifts for their servants, they have spent much longer trawling the hidden areas of the datanet. There are some secret servers hidden behind layers of firewalls and data-locks, routed through multiple protected proxies and dead-end timers that even the loyalist Archons do not know about yet... but the rogues do, and they will share their contents for a price.

*"Any sufficiently advanced technology is indistinguishable from magic."*

- Clarke's Third Law

## Archon Tech

For many of the world's superpowers, Archon tech is the holy grail worth sacrificing nearly anything to obtain. Near monopoly over the powerful devices given to them by the Archons is largely what has made the UIG as feared and powerful as they are in the face of global corporate domination. Broadly, Archon technology can be placed into two categories:

### Gifts of the Archons

Some Archon technology is open-source, the schematics given freely to manufacture by anyone with the resources to build it and widely available for public purchase. The Archons themselves decree which technologies they grant are to be gifted to all humanity, despite objections by the Exchange when the UIG would prefer to keep such devices for themselves. The reason





why the Archons occasionally choose to grant a technological uplift to humanity is unknown to any but them and, perhaps, a few members of the Exchange. The Archons claim it is simply a gift, a way of helping to ease human life, but conspiracy-theories abound that it is a deliberate attempt to steer or undermine the direction of human scientific advancement by injecting technologies into the mainstream that are way beyond human understanding. The most prominent example of a Gift of the Archons is gravity manipulation, which is steadily increasing in use worldwide and is commonly integrated into up-market vehicles.

### Secrets of the Archons

Most devices that people think of then they hear the words "Archon tech" are, however, reserved only for the Archon's servants, be they the UIG or the Chosen. These secret technologies are exceedingly rare and very powerful. Secrets of the Archons are almost never even constructed by humans. When the UIG needs a new set of close-form ion shields, personal teleporters or ghost modules, for example, the request is given to (or sometimes anticipated by) the Archons who then commandeer a nanofactory plant to produce the devices, permanently and completely erasing any trace of the schematics from the machine's databanks afterward. At most, some large devices such as teleport stations are constructed in modular pieces to be assembled by human engineers afterward. On the subject of Secrets the Archons are very clear and uncharacteristically blunt; trusted humans may use them with sufficient oversight but humanity as a whole is not ready to be trusted with such technology to use as it sees fit.

In both cases Archon technology is desirable not merely because it is more advanced than human technology but because it can do things human science cannot even begin to attempt. Human technology can do many amazing things; such as biomechanically augment the body, cure virtually any disease, interface mind and computer or create objects from the atom up by means of nanoassembly. However, before the Archons

were discovered teleportation of anything larger than a subatomic particle was considered a pipe-dream and no-one had any idea where to even begin with artificial gravity.

### Archon Contacts

Presented here are the revised rules for gaining and possessing Archon contacts. If used they override the basic contact rules presented in the core rule book for purposes of determining the effects of having an Archon contact.

#### Gaining and Increasing

Gaining the attention of an Archon is not a simple matter of seeking them out, it requires a level of dedication beyond that required to obtain regular contacts. In mechanical terms it costs a full 8 contact points to gain 1 rank in an Archon contact. In addition, it costs 10XP to gain the first rank in an Archon contact, though it can be increased using only contact points gained from downtime actions thereafter.

A character may only have one Archon contact, the Archons do not meddle in the affairs of each other's Chosen servants. The only exception to this is the members of the UIG Exchange, who have contacts with all the Loyalist Archons.

#### Loyalist Vs. Rogue Archons

Chosen who are in contact with Orpheus, Thanatos, Ionisis, Medusa, Artemis or Kronos can access Archon Tech as if their contact rating were 2 ranks higher.

Chosen who are in contact with Circe, Hyperion or Narcissus can call in Archon Intervention as if their contact rating were 2 ranks higher.

### Archon Intervention

When calling in assistance from an Archon contact, unlike 'Backup Calls' from *Incorporated Volume 1*, there is no middleman or corporate bureaucracy involved, it is just you and the Archon - the godlike machine sentience created by a dead alien civilisation... but best not to think too hard about that part, assuming you enjoy undisturbed sleep.

This means there is ordinarily no risk of demotion for making a frivolous call and the degree of assistance that can be called in is dependent upon the Chosen's Archon contact level rather than their Rank, though it is best not to count on the Archons for everything. If they chose to give you special interest it is because they judged you to be capable enough to be useful, after all, making them reconsider that judgement is rarely wise. Also, unlike a standard backup call, there is no response time; the Intervention occurs immediately when it is needed.

The Chosen's patron Archon will inevitably require certain favours in return for their assistance; a particular item acquired, a particular person removed, a particular phrase whispered in a certain very specific ear. The GM is encouraged to find any opportunity to tie in this request to the Chosen's current mission. Failure to meet these requirements will result in a loss of 1 level of the Archon contact. If this contact ever reaches 0 then it is permanently lost and the character may never acquire a contact with an Archon again.

#### Guidance

Contact Level 1

The Archon trawls the datanet and other, otherwise completely isolated and inaccessible systems for information on a particular subject and downloads it to a data storage device. This information will be so well organised and complete that it will provide a +4 bonus on any research into the subject. Alternatively it can provide a definitive "yes" or "no" answer to a number of questions equal to the Chosen's contact level. The only time the answer will be inconclusive is if another Archon or comparable being (such as Minerva) has skewed the available data.

#### Domestic System Break

Contact Level 1

This Intervention can be called to instantly and automatically break any Domestic System hacking attempt. There is no roll, there is no risk that an Archon would fail unless prevented by another Archon.

# Gifts of the Gods

## Serendipity

Contact Level 2

The Archon's control over the computerised devices which are omnipresent in the corporate age creates a world where everything just seems to go right for the Chosen. Traffic causes them no impediment, with speed limits always being just what they want them to be and traffic lights always being green before they hit them, computers are miraculously left unsecured when they want to access them, doors are always unlocked and elevators are found just waiting for them. Conversely, anyone pursuing or on the run from the Chosen will find traffic always gets in their way, data terminals reject logins no matter how many times they are double-checked, locks malfunction and elevators are always as far away as possible when summoned, and then break down and trap them when they do arrive.

## Effects

The Chosen may reroll any failed Driving, Computers & A.I. and Crime rolls related to picking electronic locks. Anyone pursuing them or being pursued by them must reroll all *successes* and choose the worst result. In addition, the GM is free to add in any events to the plot that just seem to make things go the way the Chosen wants them to.

## Omniscient Trace

Contact Level 3

The Chosen requests a trace to be placed on a specific individual. Until the trace is lifted then every networked recording device the target comes in range of will identify them by facial, voice or chip recognition and focus on them for as long as they are in range. Every security camera, mobile phone and chip scanner they come within a few metres of will automatically pick them up and send transmissions back to the Chosen's patron, the information is then downloaded to a device of their choice. Unless the traced target is very careful to remain away from recording devices, which are nearly everywhere in all Spires and most old cities, then the Chosen can always have a rough idea of where they are and what they have been doing. Studying their movements can also provide a +4 bonus on any

Psychology roll made in relation to the target.

## Commercial System Break

Contact Level 3

This Intervention can be called to instantly and automatically break any Commercial System hacking attempt. There is no roll, there is no risk that an Archon would fail unless prevented by another Archon.

## Minor Chip Rewrite

Contact Level 4

The Archons designed the technology that made ID chip encryption unbreakable by conventional means, and they alone know how to bypass the system. The Chosen can temporarily alter a single minor detail of their chip data, minor details in this case includes nationality, age, cybernetics and any payment history such as vehicle rentals, firearms purchases and hotel stays. The method used is not as secure or untraceable as Ai-Jinn's altered chips, the change lasts only 1D6 days before the Chosen's patron must change it back to avoid detection.

## Techno-Cypher

Contact Level 5

The opposite of an Omniscient Trace, a character under the effect of a Techno-Cypher (who does not have to be the Chosen) is virtually untraceable by conventional means. Recordings of their image or voice are deleted, chip scanners lose any record of their chip data seconds after scanning, bank transactions are logged but with no record of what the cash was spent on or where, travel tickets have their entries mysteriously erased until the very moment they are used, and then immediately erased again shortly after. In short, a character who is under the auspice of a Techno-Cypher becomes a data phantom in the most convenient fashion. Attempts to locate the character through study of electronic media automatically fail except on a critical, and even a critical will provide no more than a recent last known location. The only exception is if another Chosen places an Omniscient Trace on them, in which case the two effects cancel each other out.

## Major Chip Rewrite

Contact Level 6

This Intervention is identical to Minor Chip Rewrite (see above) with the exception that any single major detail such as name, occupation and criminal history can be changed. Additionally, any and all minor details may be altered.

## Cyber Ghost

Contact Level 7

The next stage up from a Techno-Cypher involves the Chosen's patron Archon constantly monitoring them (or another individual of their choice) and removing them from active surveillance in real-time. Recording devices simply do not register the character as being there, though they will be completely visible to the naked eye a camera or similar device pointed at them will show an empty patch of air. This effect is comprehensive enough even to affect droids, though cyber-animals and replicants have enough natural biological senses that are not parsed through a processor to sense their presence.

## Effect

Electronic surveillance will not register the character's presence, they will not show up on video monitors, nor will they trip sensors or chip scanners. Droids and automated turrets automatically fail any non-critical perception tests made against them and they gain a +8 bonus to Stealth rolls versus cyberanimals, replicants and anyone with an Anascan PSE. Their effects on the environment will still be registered. If they pick up a cup in a room with a surveillance camera, the cup will appear to levitate as if under the effect of telekinesis, for example.

## Secure System Break

Contact Level 7

This Intervention can be called to instantly and automatically break any Secure System hacking attempt. There is no roll, there is no risk that an Archon would fail unless prevented by another Archon.

**Divine Authority**  
Contact Level 8

After calling in this Intervention, the Chosen may subvocalise a trigger word while concentrating on a particular computerised device to change all its user privileges over to him. In the case of droids or automated weapons, this will mean that they will obey the Chosen's commands instead of their originally programmed user. Devices which use chip scanners will recognise the Chosen as their registered user and password-protected systems will go into password-change mode, allowing the Chosen to set a new login. The effect lasts a scene, after which all systems revert to their original programming.

**Elite System Break**  
Contact Level 9

This Intervention can be called to instantly and automatically break any Elite System hacking attempt. There is no roll, there is no risk that an Archon would fail unless prevented by another Archon. However considering that most Elite systems are run by the UIG, at this level it becomes increasingly likely that one of them just might...

**Technogrammaton**  
Contact Level 10

With a single thought, the Chosen exerts total cybernetic dominance over all computerised technology in sight. For the scene treat every suitable device that comes within 100 metres of the Chosen as being under the effect of Divine Authority.

*"Any sufficiently advanced magic is indistinguishable from technology."*  
- Corollary to Clarke's Third Law

**Sufficiently Advanced Technology: Secrets of the Archons**

For every rank in their Archon contact, the Chosen gains an Archon Tech point. These points may be spent to acquire devices of Archon make, including those

employed by the UIG. Most UIG officers will, however, automatically assume that any restricted Archon technology in the hands of non-UIG personnel is stolen or looted, so it is advisable to be discreet when carrying the gifts of the gods.

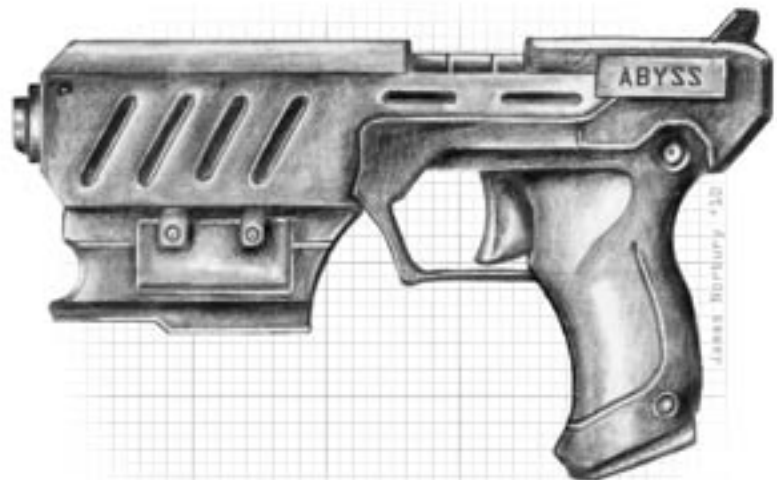
Archon Tech points may be recovered by returning the original device, normally to a nanofabrication facility of the patron's choice, to be broken down into constituent atoms. It takes a week of downtime to acquire new Archon tech or break down old tech for points. Disposable or one-shot items give back the Archon Tech points invested in them immediately after use, but it still requires a week of downtime to reinvest them. This time represents speaking with the archon and letting them know how things stand and whether anything unusual happened whilst using the tech. Obviously the Chosen must also visit a nanofactory plant of the Archon's choosing and wait for an appropriate time for the item to be created.

Current Archon Tech items and their points cost are listed below, players and GM's are of course free to create their own Archon Tech items to be introduced with GM approval.

Core Book Item	Point Cost
Immobiliser Shield	1
Static Conveyance Saw	2
Hybrid Weapon	3
Immobiliser Rifle	3
Contraband Scanner	4
ID Bioscanner	5
Erabite Armour	6
Personal Teleporter	7

Dragon Awoken	Point Cost
Ghost Unit	6
Phase Pistol	2
Phase Rifle	3
Phasing Sniper Rifle	4
Phase Grenade	1

Machines of War	Point Cost
Raven 220	1
Parthian X50	3
Viper 150	3
M90 Magnapulse Cannon	5
Seraphim Heavy Repeater	6
Revenant MK2	6



RAVEN 220 - ARCHON PATTERN HEAVY PISTOL

# Old Flames

By Alex Greene

Romance is a part of almost everybody's life. Some people starve for the want of it. Others find the opposite problem: a wish for solitude and personal space.

The following Non Player Characters became romantically entangled with a character. In some cases, these Non Player Characters managed somehow to move on with their lives: in other cases, they still carry a torch for the character with whom they were involved. That torch can easily be a raging obsession, placing the character's (and the Non Player Character's) life in danger.

## Referee Note: Gender and Age

The Non Player Characters presented here are a mix of genders. That is not to say you cannot mix and match the Non Player Characters presented. The Jilted Lover below can as easily be a man ditched at the altar by a female (or, indeed, male) character. The names can be swapped around, so Shiimi Kushaami can be the name you give to the Childhood Sweetheart or the Lonely Heart.

Finally, each Non Player Character can be different to each member of the crew: a Patron to one, a Rival to another ... even a new romance to a third crewmate.

The Non Player Characters' ages range from between 3 – 5 terms; this presumes the characters muster out at between 3 and 6 terms. If the characters are older, adjust the Non Player Characters' ages and skills accordingly. Do not bother with their aging rolls until after play begins.

Alternatively, these Non Player Characters could be younger people whom the characters met later in their careers, so leave them unmodified. Do not be afraid of the age gap. It is a potential source of friction: and for a Referee, friction generates adventures.

## Format

Each Non Player Character has the following format.

**Title:** A short summary of the Non Player Character, along with the Non Player Character's name, and any nicknames or pet names the Non Player Character was known by.

**Description:** The Non Player Character's appearance, history and possible secrets for Referees only.

**Involvement:** This section details how the Non Player Character can become significant in the character's life again as an Ally, Contact, Rival, Enemy or Patron.

## Left In The Lurch: Shiimi Kushaami, The Jilted Lover

**Description:** Already a physically imposing woman when she was involved with the character, Shiimi is now positively Amazonian, with ripped musculature and a severe blonde crew cut. There is a steely gaze in her grey eyes that was never there before. Imagine Brigitte Nielsen in Imperial Marine fatigues, and you get the picture.

This is the old flame whom the character dumped one night, after a romance that had been the talk of the community. She and the character had been all set for marriage; had even set the date. Nobody expected the character to leave her waiting.

It is up to the player how the character came to abandon Shiimi. Perhaps he got cold feet. Or a Rival told the Draft Board where the character would be, or slipped Fast Drug into the character's drink before locking him into a cold berth on a long Jump out system. Perhaps he got an offer he simply could not refuse, if only he would leave immediately.

**Involvement:** Not long after being left in the lurch, Shiimi joined the Marine Corps "to forget." There, she discovered her true love: her unit and the Corps. Shiimi's career in the Corps has been exemplary. She specialises in Commando and Striker actions, receiving two Purple Hearts and an MCUF to date.

*As an Ally:* An exemplary Marine, she wants the character to know there are no hard feelings – the severance proved to be the best thing for her. In any fight, she has his back.

*As a Contact:* Shiimi can never forgive the character, and will not speak to him directly – but she can understand what drove him away. She has come to understand that part of the fault was, indeed, hers. She had been too clingy. Life in the Marines had cured her of that weakness.

Shiimi will not help directly but she will pass on information useful to him, perhaps in a manner intended to induce guilt pangs in the character.

*As a Rival:* It was Shiimi who had arranged to recruit the character into the Draft, or had arranged for his involuntary voyage in a cold berth. The cold feet were hers. A career in the Marines was imminent and there seemed no way to let the character down, hence the charade.

*As an Enemy:* Shiimi wants the character to feel alone and deserted, as she once had been. And then she wants the character to know nothing but pain.

*As a Patron:* Shiimi approaches the character while she is on leave. She explains her sister has been kidnapped and is being held to ransom. She wants to tag along in any rescue attempt, and she knows the character will help because her sister is still a good friend of the character (an Ally). All debts are cleared anyway but if the character accepts he gains Shiimi as a very capable Ally.

## Blast from the Past: Timothy Trohe, The Ex-Boyfriend

**Description:** He has put on a little extra weight since the relationship but his tousled sandy hair, the wicked gleam in his eyes, and his million-credit smile – they have not changed.

Neither the character nor Timothy know how the relationship ended. But both agree on *when*. Rhylanor Highport, six months ago. You got on one ship. Timothy got on another. Neither of you looked back. Neither of you needed to: the romance had been good for both parties, but it had run its course and both knew it.

**Involvement:** This is a chance encounter. Or is it? The character could be in the middle of an adventure, at a tense moment, when Timothy appears seemingly out of nowhere. Or a comms call arrives unexpectedly from Timothy in a quiet moment.

If the character was an Agent or a Rogue, the character may even bump into Timothy in a police station, languishing in a holding cell.

*As an Ally:* Timothy became involved with a band of Drifters, roaming through space. They are his family and a good friend of his is a good friend of theirs.

*As a Contact:* Timothy always was an expert social networker, and he always has useful, or at least entertaining, information for the character.

*As a Rival:* He was never satisfied with the ending of the relationship and now Timothy wants to show the character he still has what it takes to be a good partner. He will not take no for an answer. It may require stronger measures to shake him.

*As an Enemy:* The break-up had not been good. Timothy has never come to terms with the split, and now seeks closure through violence.

*As a Patron:* Time has not been good on Timothy. All the old mannerisms the character once thought endearing now

seem crude; almost childish. However, he has an interesting lead on an old medical ship that crashed two parsecs from here, and he is looking for people to join him on a little expedition he has been hired to undertake, under the impression that it may have been carrying a cargo of expensive anagathics. Along the way, he may even attempt to rekindle the romance. If he is rebuffed, he may decide to strand the character and any associates.

## Puppy Love: Farah Culver, the Childhood Sweetheart

**Description:** She was the first one. The character's first ever romance. The character still remembers her auburn ringlets, and the dimples in her cheeks when she smiled; fondly recalls sharing Chroma sodas, going to see movies and kisses stolen on long, romantic walks under the moons. But then high school drew to a close, and Farah and the character sadly parted company to go to different colleges.

And now she is here, staring at the character. She is the one wearing the badge; the character is the one in cuffs.

**Involvement:** Farah can turn up any time the character falls afoul of the Law. The character's past misdeeds have somehow caught up with him, and it is Farah who has the pleasure of apprehending and charging the character. Personally.

*As an Ally:* Farah remembers the character fondly. If the character has not left a trail of bodies behind him, she will pull strings to get the character let off. Once. And that is all she can do. If the character *has* carved a long, unsanctioned swathe of broken corpses behind, there is little she can do except to arrange for a more comfortable prison cell and, perhaps, a few privileges.

*As a Contact:* Farah arrested the character on a trumped-up charge. She needed the character taken out early, because her agency is planning on raiding the establishment where the character was due to meet their Patron that night. After the raid, she will let the character go without charge.

*As a Rival:* Farah is working a sideline moonlighting for her agency's opposition, and has discovered the characters are after the same thing she is. Her Patron has ordered the character's death; she convinced her employer incarceration is a far more satisfying means to get the character out of the way. If the employer tries to go behind Farah's back, she will change her tack and spring the character from prison, rather than let him get murdered. She at least owes him this.

*As an Enemy:* Farah cannot believe how far the character has fallen. Sickened by his depravity, she will walk away and only reappear once again in the character's life – as a witness at his sentencing.

*As a Patron:* Farah has the character over a barrel. She will let him go free, if he can provide her with information vital to her enquiries. That means undercover work infiltrating a dangerous criminal or terrorist group. From now on, the character will be on a very short leash.

## Admired From Afar: Doran Marshak, the Unrequited Love

**Description:** This is the weedy little boy who sent anonymous Lover's Day cards to the character in school but whom the character never even knew was there. Then everybody grew up. The character became a Traveller; the nerd became a billionaire and secured Naval and Scout contracts to supply their vessels' computers with the latest software.

He is now losing his hair, and he has gained some weight; but he never forgot the character, nor what the character meant to him.

**Involvement:** Doran had a stammer in school; it plagued him constantly. Since he grew up, he learned to overcome his deficiencies and became an urbane and sophisticated public speaker; except when the character appears. Then the old stammer resurfaces once again.

*As an Ally:* Doran will help get the character a cut price deal on computer

software. He can even arrange for a copy of some Intrusion software to fall into their possession, from the days of his wild youth in the Rhylanor Irregulars, a group of hackers and chaoticians.

*As a Contact:* Doran owes the character one, for that one time the character helped him out in school. All the character did was take the blame on Doran's behalf for hacking into the school computer and altering some grades; but Doran feels that this is a debt that he can never fully repay.

*As a Rival:* The character has made good use of his own Computer skill, and Doran would like to learn the secrets of coding the character never revealed.

*As an Enemy:* Doran actually stole most of the character's secrets one drunken night. The character must expose Doran as the copyright thief he is or Doran will make billions more and the character will languish in ignominy for the rest of his life.  
*As a Patron:* Doran is aware of a bug in the software of an experimental stealth Naval ship currently on her shakedown cruise somewhere in the subsector. He needs the characters to locate this ship, board her and supply its commanding officer with the patch before it Misjumps, or before the flaw triggers a lethal radiation surge from the power plant that will fry the crew.

## Casual Encounter: Viriada, The One Night Stand

**Description:** It was the wings. The character could never get past his (her?) wings, their downy, feathery, fractal texture and iridescent sheen. They were functional, too, in a dense atmosphere or under low gravity. Hairless, with translucent bluish skin and golden eyes, Viriada's odd appearance and supernatural poise exuded a strange, compelling allure the character found irresistible. It was a brief encounter, and Viriada had literally flown the coop by morning. But it had been unforgettable.

**Involvement:** Viriada is an unknown. Is she a genuine alien, or a far-flung member of an uplifted offshoot human species whose

homeworld is, so far, undiscovered? Viriada will say nothing of his or her past, race or homeworld. Viriada is a mystery, and her motive for involving the characters again should be just arcane as she is.

*As an Ally:* The alien race of whom Viriada is a member has been discovered. Viriada offers to act as a guide to the natives in the characters' First Contact efforts.

*As a Contact:* Viriada can contact the character for any reason: to provide useful information, or to give a warning – or simply to offer a cryptic, seemingly meaningless piece of advice that turns out to be essential to cracking a puzzle the character was working on. Viriada never explains her motives. Ever.

*As a Rival:* The characters are on a job to track down an alien temple. The complication arises when it transpires the temple is sacred to Viriada's species, and it is taboo for outsiders even to set foot on the planet on which it is based. Viriada will do anything possible to stop the characters, even calling upon strange and arcane alien Psionic abilities not listed in the *Traveller* core book, such as pheromones that alter behaviour or telepathic memory erasure, or even some exotic power such as time travel.

*As an Enemy:* Viriada's species has declared her an outcast. The act of mating outside of one's species is taboo and distasteful. Viriada blames the character for his indiscretion in boasting about his assignation with Viriada within earshot of another member of his species.

*As a Patron:* Viriada's reappearance surprises the character. Viriada asks the character if he can undertake a simple task, which at first blush seems incomprehensible; perhaps to retrieve an item which is locked in a sealed underground vault, or to arrange for the placement of seven large menhirs in a certain configuration in the local municipal park overnight.

Viriada's request has a purpose: perhaps her species is claustrophobic and the item

is sacred to her people, or the park menhirs will open a portal to his homeworld in another dimension, allowing Viriada to go home at last – or to launch an invasion of his kind.

## Looking for Love: Martha Goodge, The Lonely Heart

**Description:** Martha runs a small tailoring business in a respectable part of town not frequented by Travellers. She is visiting Startown looking for a brief liaison with one of these "dangerous" Traveller types she has heard so much about.

**Involvement:** Martha's interest in the character is casual. She has fantasies about being swept off her feet by a pirate captain or adventurer. However, in the morning, she always returns to her one true love – her tailoring business.

With the advent of high tech desktop tailoring, virtually anybody can turn out clothing for themselves. What makes a really good dress or suit stand out is the tailor's eye for style, not the equipment. Fashion has returned to the individual and mass-produced designer labels have gone the way of phlogiston chemistry and phrenology. Martha's eye for good material and the aesthetics of clothing design have taken her far, and made her a lot of useful Contacts.

Nonetheless, Martha is fascinated by the Traveller way of life and secretly longs to join them. If she did not have the responsibilities of a house, a seven year old son and a business with three subordinates, she probably would.

*As an Ally:* Martha can pull some strings to kit out the characters with good quality ship's jumpsuits or specialised outfits at bargain prices. She can get them flak jackets, or sew concealed pockets into their garb, and she can get it for them wholesale.

*As a Contact:* Martha can be pumped for essential information concerning her associates. All the character has to do is

just go out on one little date with her. What could possibly go wrong?

*As a Rival:* Martha hears that the characters are protecting the interests of a Patron who is her competitor. She will attempt to inveigle her way into the character's good graces in order to sabotage the character's efforts to complete her contract with the Patron.

*As an Enemy:* Martha is secretly working for a faction which the character seriously inconvenienced in the past. Once Martha gets close enough to the character for intimacy, she intends to kill the character and plant evidence framing an innocent whom the character's associates consider a friend. Her real traits are:-

*As a Patron:* Martha is not that interested in the character beyond casual intimacy, nor in the Travelling life per se. However, she

has a younger sister Aloicia (Citizen, 30) who makes no secret of wanting to join a crew and taking to the stars. If the character takes Aloicia on and teaches her some of his skills, she becomes a valued member of the crew and Martha can supply the characters as for Martha as Ally, above. This is all about responsibility for those who depend on the character and as Referee you should only offer this option to a player you know will enjoy the challenge.

## Shiimi Kushaami, The Jilted Lover

Shiimi Kushaami	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
35	Marine (4)	8	8	9	8	8	7
Athletics (endurance) 1, Battle Dress 1, Explosives 1, Gun Combat (slug rifle) 2, Mechanic 0, Melee (blade) 1, Melee (unarmed) 2, Recon 1, Stealth 1, Zero-G 2, Vacc 1							

## Timothy Trohe, The Ex-Boyfriend

Timothy Trohe	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
41	Drifter (5)	6	7	6	7	8	6
Admin 1, Carouse 2, Deception 1, Gun Combat (slug pistol) 1, Jack-of-all-Trades 2, Melee (blade) 2							

## Farah Culver, the Childhood Sweetheart

Farah Culver	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
35	Agent (4)	8	8	9	7	9	9
Advocate 1, Comms 1, Computers 1, Gun Combat (slug pistol) 1, Interrogation (doubletalk) 1, Investigate 2, Melee (unarmed) 1, Recon 1, Stealth 1, Streetwise 2							

## Doran Marshak, the Unrequited Love

Doran Marshak	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
40	Scholar (5)	6	9	6	13	14	6
Admin 1, Art (holography) 1, Broker 1, Comms 1, Computers 4, Remote Operations 1, Science (electronics) 1, Science (computers) 3, Sensors 1							

## Casual Encounter: Viriada, The One Night Stand

Viriada	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
39	Mystery (5)	10	14	12	15	13	5
Athletics (co-ordination) 3, Athletics (flight) 3, Art (dance) 2, Carouse 1, Jack-of-all-Trades 1, Melee (unarmed) 1, Persuade 1							

## Looking for Love: Martha Goodge, The Lonely Heart

Martha Goodge	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
34	Citizen (4)	5	7	7	8	8	8
Admin 1, Advocate 1, Broker 2, Carouse 1, Drive (wheeled) 1, Persuade 2, Trade (tailoring) 3							

Martha Goodge	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
34	Agent (4)	8	8	9	10	11	9
Deception 3, Melee (knife) 2, Melee (unarmed) 1, Persuade 2, Trade (tailoring) 2 (the tailoring business is a cover, and she really is good at it)							

# Taking The Law To The Lawless

By John White

## The Justice Department in the Cursed Earth

In the aftermath of a catastrophic nuclear war that destroyed most of the world's civilization, the three surviving Mega Cities of North America looked to their own population's welfare and safety. Isolating themselves from the irradiated deserts, the Judge system had only a limited effect on the wretched survivors of the Cursed Earth.

Yet the arm of Justice has always been sporadically extended beyond Mega City One. All Judge Cadets have been given training in the Cursed Earth itself and fugitives from justice have often found themselves hunted down. Punitive actions have been carried out against mutant raiders and any perceived threats to the City's safety were, when identified, ruthlessly eliminated. An increasing amount of Judges are now posted, temporarily or permanently, in the Cursed Earth.

## The Long Walk

When a Judge gets too old to continue his duties properly he is generally faced with the option of retiring to take up a teaching post at the Academy of Law or to

undertake the 'Long Walk'. Those taking the walk leave the city for good on a personal crusade to bring Justice to the denizens of the radioactive wilderness of the Cursed Earth.

A short ceremony is held for a Judge at a gate in the West Wall as they commence their longwalk. The Judge leaves the city through an honour guard who fire a salute with lawgivers, and an officiating Senior Judge makes the promise that their name will be remembered as long as law endures.

Usually the Judge is only armed with a lawgiver and bootknife, though they may elect to take a 309 Shotblaster scatter gun. Judge Dredd, when undertaking his long walk, was accorded the special privilege of being issued with a Lawmaster bike.

Some Judges sometimes take the walk while still in full health and fitness when their competency in enforcing the Law impartially is brought into question. In these cases the Walk proves an honourable way of leaving the service for individuals ill-suited to a role in civilian life or who are possibly nearing a pattern of behaviour that could eventually lead to a lobotomy or even a sentence to the penal colony on Titan.

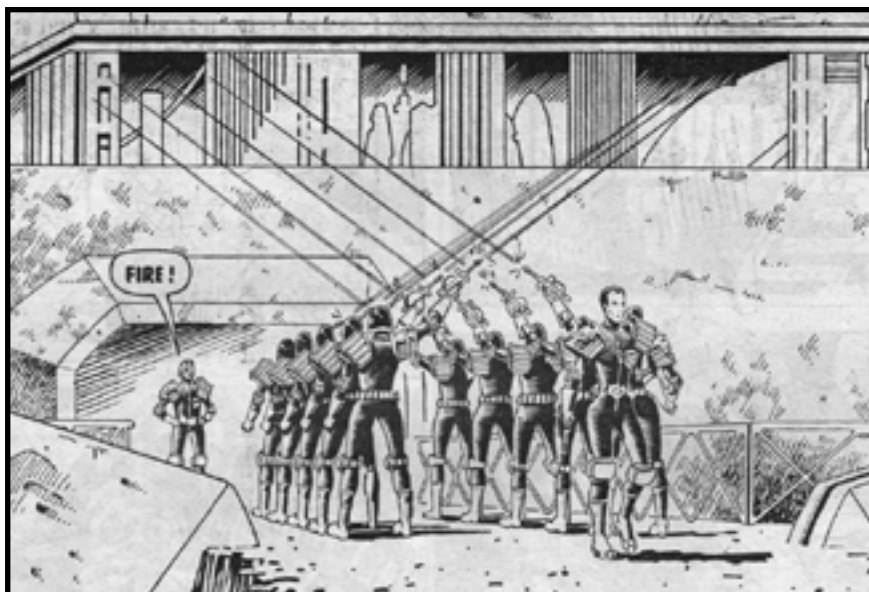
Although usually past their prime of life, longwalk Judges are formidable opponents for the desperadoes and predators of the blighted continent's interior. Though often using improvised weaponry and no longer reliant on the full weight of the Justice Department's resources, they have behind them long years of training and service in a violent, overcrowded Mega-City. The Long Walk Judges have left the security of their home city in a determination to die hard in the service of the Law rather than peacefully in a nursing home or euthanasium.

## Circuit Judges

As Mega City One became more crowded, thousands of citizens each year emigrate into the lands outside the city's walls to try and find a new life for themselves by founding settlements, away from the rule of the Judges. The practice was soon established of forming convoys of large, armoured and armed vehicles to provide mutual protection on these exoduses. These journeys were extremely perilous and soon became referred to as 'Hell-treks'. Incredibly some hell-trekkers managed to reach the 'New Territories' and start new communities.

There were also developments made by the Mega-city in utilizing the Cursed Earth for resources. A few mines were reopened and some became the sites of penal camps. More law abiding citizens were encouraged to establish themselves in ranching bison or undertaking the hydroponic farming of products such as munce, all of which were vitally important to their parent mega-city.

By the early 22<sup>nd</sup> Century Mega-City One started to stretch the influence of its Judge system into the Cursed Earth settlements with the implementation of Circuit Judges. Senior Street Judges with a proven track record of efficiently dispensing justice were sent on lone patrols of a few months duration on routes planned to visit the scattered outposts of former Mega-Citizens who now lived or worked outside the city.





This provided a means of encouraging the loyalty of settlers to the Mega City and acted as a deterrent to threats from marauding bands of mutants.

Assizes are held in settlements where disputes between settlers can be judged by the Circuit Judge. When a straight ruling or a fine of money or service is inappropriate the Judge could order a short period of penal detention if the town had a jail house, or arrange for the criminals detention in a labour camp or the Mega City.

Circuit Judges proved to be a valuable resource for allocating and assessing Cursed Earth threats. These Judges were expected to utilize any means possible to enforce the law, including judicial execution, to eliminate dangers to the Meg.

With the development of permanent Circuit Judges with their allocated territories of jurisdiction, experienced and respected Street Judges on temporary Circuit postings are vital to visit and assess the efficacy of these mavericks. An inspecting Judge can recommend the dismissal of outpost Judges who they feel are inadequate to meet their role.

## Full Time Circuit Judges aka 'Cursed Earth Judges'

In 2122 it was discovered that for two years all the Long Walk Judges who had left the Mega City One had been systematically rounded up by the mutants in the service of Scrap City. These unfortunate Judges were then executed en-masse as a warning against sending more Judges into the Cursed Earth. After the subsequent destruction of Scrap City, Chief Judge Hershey initiated a program designed to provide better communication and protection for Judges operating beyond the city walls.

Previously some Judges with problems of discipline had been advised into taking the Long Walk. Now Judges could be given the option of becoming Permanent Circuit Judges. They would be expected to stay in the Cursed Earth until, if ever, recalled and

would co-operate in small groups to patrol and provide Justice for specific regions.

These groups were expected to maintain communication with the Justice Department which could, intermittently, provide replacement equipment and personnel. Some earlier administrations had dumped misfit Judges in Sector 301, now there was a location outside the city were Judges with attitude problems could be sent but permanently retained in service. A positive feature for selection was that these Judges were expected to have good combat ability and a strong enough constitution to withstand the rigours of their posting.

During this time some settlements had been granted a Protectorate status where they were completely under the protection and ultimate authority of Mega City One.

Permanent Circuit Judges usually have a relaxed code to dress, and modifications and substitutions to their uniform and equipment are often maintained, even if replacements become available. Many are issued with lawmasters, though often another vehicle or an animal might be preferred. The discipline of these Judges is far more relaxed and many indulge in pursuing recreational like alcohol and sex.

## T-Town Judges

Following the revoking of mutant citizenship in 2131 the construction of four new townships was commenced. Each T-Town was intended to hold 36,000 citizens. The initial token Judge contingent represented personnel out of favour with the Council of Five or else perceived as misfits by their Sector House Chiefs. Judge Dredd who headed the force was only allocated five judges to police all the townships.

Following an attack on T-2 and the kidnap of its allocated Judge, the number of Judges in the townships was increased. Judges are called on to train and lead militias and besides their judicial duties in the new communities, they are also meant to undertake patrols around the T-Towns to

deter trouble or else deal with any dangers that are discovered..

Potentially the T-Towns should prove to have happier and more compliant populations than Mega City One due to full employment, modern amenities and housing, and less crowded conditions. However there is still some resentment at the see-sawing of Justice Department policy regarding mutant rights over the past few years, not to mention the ruthless campaign against the New Mutant Army. In consequence, ideal judges need a level of tact not normally associated with their calling. Judges also need to be flexible in their duties due to the low staff levels and need to undertake duties in administration and communications monitoring when required.

The Judge contingents under the overall command of Judge Rico, are still small, but the auxiliary Mutant Militia groups are now equipped and in operation. Townships remain vulnerable to attack or infiltration as their main defence is a 3 metre high chain link fence perimeter

## Mutant Militia



# Taking The Law To The Lawless

The militia are in fact volunteers who are paid full-time to act as law-enforcers and troops for the T-Towns under the command of the garrison judges. They are keen to cooperate with the judges and also to help their fellow mutants.

They are proving competent enough at liaison work, helped by the fact that they are not under the strict restrictions on their relationships with citizens the way Judges are. Weapon training is satisfactory, their main weakness is the difficulty most have in grasping the sheer volume of laws they have to enforce and how to do it impartially. If unsure of a legal ruling they can refer to a Street Judge or hand in a perp for trial by jury, a temporary measure that was brought in during Dredd's command of the townships.

Mutants wear a uniform that gives the same protection as a Judge's armour and uses a similar colour scheme, though they lack the elaborate decorative features and eagle.

Some items of uniform are sometimes omitted if the militia man's mutations prove difficult to clothe. Squad leaders are marked out by a red colour trim to the standard issue blue helmets.

Currently militia have are issued Lawgiver LE, Colt MkIA sidearms which only use standard rounds. Other equipment includes handcuffs, pollution metres, medipacks and a portable comm unit. At need, daysticks and riot shields are issued and Clearcoast wall-guns are used for dealing with serious threats.

## Cursed Earth Penal Camps

Built to ease overcrowding the City's iso-blocks and simultaneously provide labour for mining and reclamation projects, several containment camps are scattered around the Cursed Earth. Many existing camps were once used for the detention of mutants born in Mega City One. Although health care is available, prisoners are exposed to more hazards to their health



and safety than if they were incarcerated in the city. The radio active wilderness and its dangers provide penal camps with a bonus deterrent to escape.

The Judges appointed as Chief Wardens are generally those who have fallen foul of the Council of Five or the Chief Judge. Guard warden posts are increasingly being filled by Mechanismo robots and Med Judge posts by Robodocs. Trustees from the prison population help with the general running of camps.

Some detention centres are manned by civilian employees and are for young offenders. Spring Seeds was a rehabilitation facility giving juves the experience of working on farmland away from the pressures and violence of the Mega-city. Juves leaving had a 76% rate of reoffending on release, compared to a rate of 95% from facilities inside the Meg itself.

## Cursed Earth Research Stations

Isolated locations in the Cursed Earth were used for the establishment of centres for the quarantine care and study of citizens with new or alien diseases. During the paranoia and intrigue blighting McGruder's troubled second term of office, covert research establishments were set up to develop

bio-weaponry and other inventions for black ops. Some were allocated in penal camps which provided a supply of human guinea-pigs for experimentation.

Many of these now abandoned stations exist though they are not all known to the Justice Department and still hold secrets and dangers.

## Cursed Earth Auxillary Rangers

Following the world wide disastrous conflict engineered by Sabbat the Necromancer in 2114 the Justice Department was woefully undermanned. One initiative was to entrust the care and safety of hell-trekers and settlements in the borderlands of Mega-City to a force of auxillary scouts. A force of Rangers was recruited from citizens of Mega City One, some were failed students from the Academy of Law but most were citizens with a clean criminal record. Individuals have different reasons for enlisting such as patriotism, a sense of adventure or unemployment. It was not long before the hazards of their patrols bond them into a band of comrades whatever their origins.

Rangers usually operate in small squads under NCOs, with larger teams or special missions commanded by chiefs, a rank

similar to a captain in the military. There is a small unit of medics who drive wheeled ambulances but most rangers operate as scouts on 'Hawg' hover bikes.

Rangers are armed with a laz-carbine a laser pistol and a bush knife. Their light brown uniforms, besides acting as camouflage, afford protection equivalent to TL7 armour ( *Traveller Main Rulebook* , page 87). Grey stetsons, capes and goggles give extra defence from the elements. Ammunition clips and other gear are carried in two bandoleers or pouches. The Hawg 's carry tool kits, rations, a radarak, medical pack, a tent and a coil of rope and includes a holster for a carbine. Rangers wear yellow bandanas which, given the manner of wearing equipment and general comportment, suggest a historic US cavalry image.

Rangers try and project a good humoured, carefree attitude backed up by their habit of singing trail songs. Between missions they enjoy partying and blowing off a little steam in bars. The work and play ethic contrasts with the Judges they work with who they cheerfully nickname 'stiff-necks'.

Their principal opponent has been the guerrilla bands of the New Mutant Army. These guerrillas, though poorly equipped, proved to be dedicated and resourceful fighters. Booby traps, ambushes, mutations that gave an edge in warfare and sympathetic mutant communities all helped the NMA in their campaign. For a decade a dirty war that was hardly ever publicized within the city was waged. Captured Rangers could expect little mercy from their opponents who tortured and maimed any prisoners they took. These crude terror tactics however merely added a desire for vengeance in the hearts of the Rangers. The CEAR fought on determinedly resulting in the mutants christening them 'Damned Rangers', a sobriquet the Ranger corps was happy to adopt.

In 2126 the CEAR. undertook their most important assignment to date. A force of fifty rangers , led by Chief Dounrey joined a punitive Judicial force commanded by Judger Dredd that had been assigned to pacify the N.M.A. Dredd's command included four hundred judges, three troopships and a contingent of war droids. The rangers acted as scouts for the main force and were in constant action. The

NMA under their leader 'Red Eye' eventually made a stand in the Black Hills and after days of bombardment and combat the last defenders were finally crushed at Hardrock Mountain. Throughout the entire campaign the Rangers had fought well and hard, to their credit there casualty statistics were actually lower than any other component of Dredd's force.

The intermittent warfare continued however. The southern branch of the mutant resistance was actually discovered to be under the leadership of Robert Booth, the former president who had started the war that destroyed the American nation and had created the Cursed Earth and its mutant population !

The CEAR. uses a wolf's head as a symbol instead of using a judicial eagle like the Judges. The rangers see this as a token of the fact that they are a pack family of brothers and sisters in arms rather than aloof, ruthless guardians of law.

## Francisco's Era

Despite Mega City One's abandonment of detention camps for its genetically defective citizens and the creation of, hopefully, model communities in the new Townships, there is little cause for complacency amongst the Rangers, or indeed, any other arm of the Justice Department stationed in the Cursed Earth. Helltrekkers, hunters clubs and Citi-Def groups on training mission still leave the City and cause problems for innocent mutants or else fall prey to die-hard survivors of the NMA and other denizens and dangers of the wilderness. Additionally, the recent draconian transportation and abandonment of thousands of mutant prisoners into the Cursed Earth in Sinfield's brief tenure as Chief Judge has added a huge influx of desperate marauders and refugees into a dry and poisoned land that can barely sustain the needs of all those who now inhabit it.

Yet despite all these new migrants the land is still to a vast for the Judges to do more than police its larger townships effectively.



# Taking The Law To The Lawless

When the line of the T Towns is crossed a Judge on the Long walk is truly alone and the sole force of justice.

## New Special Ability Cursed Earth Survival

The judge has spent time learning how to adapt as well as possible to the lethal conditions encountered in the Cursed Earth. This ability provides a +1 bonus to any Survival skill roll the judge has to make in the Cursed Earth.

## New Equipment Relay Remote

A small, 1 kg weight, rotor-bladed flying device used for transmitting radio or satellite communication. It can be flown up to 10,000 metre range using a small, but powerful, hand held control unit. Used by Judges whose communication devices are suffering from obstructive terrain or localized atmospheric interference.



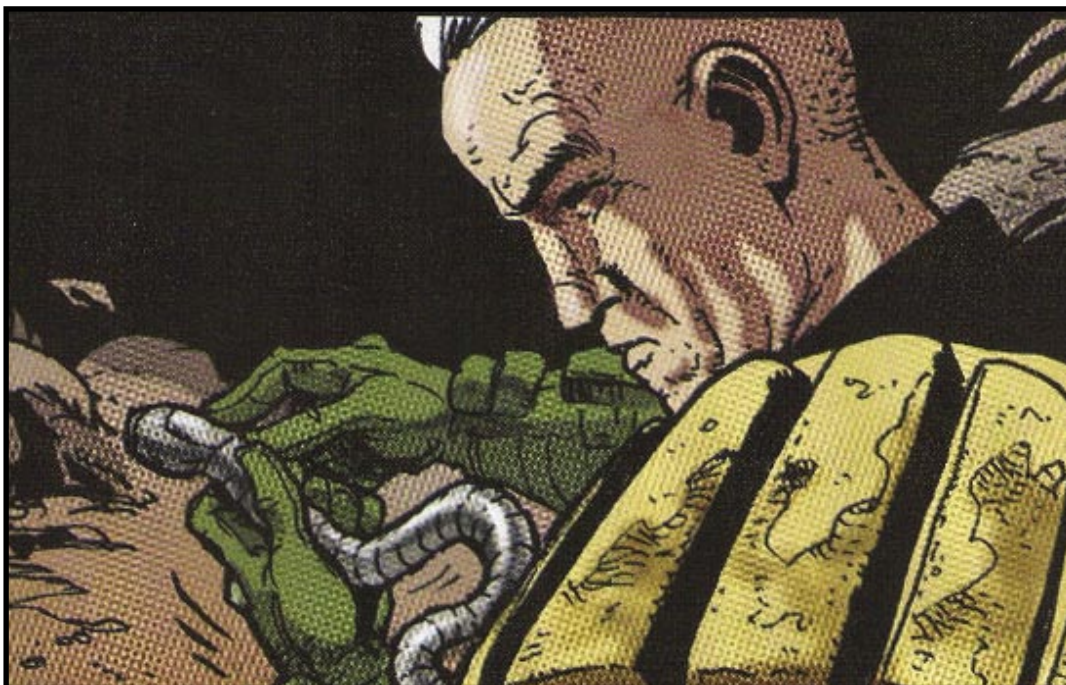
## Sidewinder

A small device used for covert visual surveillance. It comprises of a lens located in the head of an articulated motive unit, built too move as, and resemble, a metre long snake. The camera sensors can magnify and relay images, with the option to use LI or IR, to a screen up to 1,000 metres away. The movement of the sidewinder corresponds to a real snake and is controlled by an operator using the Remote Ops skill.

## New Weapon Flame thrower

These man-portable devices which launch burning streams of fuel, models and types of fuel vary. They are useful to settlers for clearing areas of scrub or vermin and are also sometimes used by bands of mutants. The Justice Department has used them mounted in Land Raider units and also Gunmeks.

One draw back to their use is the fact flamethrower operators who surrender after being in combat to someone other than a judge, are often killed by their captors!



## Cursed Earth Specialist Judges

**Advanced Training** (As per rules in Judges Handbook)

### Circuit Judge

A Circuit Judge undertakes a long solo patrol of the Cursed Earth. He is authorized to resolve disputes in townships and to investigate any serious crimes that are outstanding. On his journey the judge is also meant to identify threats to Mega City One and eliminate them himself if needed.

#### Requirements

Must have Endurance 6 or higher and at least four levels in Law and two levels in Drive (Lawmaster).

#### Survival

Roll End 8+

#### Benefits

Although you have to submit a report of your circuit, you are free to pass sentences without interference during your duties from senior judges or other departments.

You gain one level in Geography (Cursed Earth).

#### Equipment

Equipment: None.

Robots: None.

Vehicles: You may choose to replace your Lawmaster cycle with a Quasar Mk II Lawmaster bike for your tour of duty.



### TRAINING

1d6	Special Ability
1	Combat Acuity
2	Cursed Earth Survival
3	Formidable Presence
4	Recovery
5	Sixth Sense
6	Track Perp

### MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the injury table ( <i>Traveller Core Rulebook</i> , page 37) and take the lowest roll.
3	You fail to identify a Cursed Earth town as a training camp for New Mutant Army guerrillas, who later wipe out a Hot Dog run team. You are recalled and returned to your sector house. You do not gain any training or benefits for this term.
4	You contract a debilitating disease and are evacuated to a Mega City hospital where you spend several months. You do not gain any Special Techniques for this term.
5	Bushwacked by mutants. Roll Gun Combat (any) 8+. If you fail you must roll on the Injury table ( <i>Traveller Core Rulebook</i> , page 37).
6	A Protectorate town you visit reacts badly to your presence and erupts into violence and a considerable loss of life results. On your return to Mega City One an inquest is held. Roll Advocate 9+ or lose 1 Inf.
7	The Cursed Earth proves an extremely hostile environment. Roll Survival 9+, if you fail roll on the Injury table ( <i>Traveller Core Rulebook</i> , page 37).
8	You eliminate most of a dangerous Cursed Earth band but some of them escape and swear vengeance. You gain 1d3 Enemies. Roll 1d3 to determine the nature of your Enemies: 1 – Mutant bandits; 2 – Slavers; 3 – Survivalists; 4 – Mek-Trooper robots from President Booth's army; 5 – Cultists; 6 – Gila-munja.
9	You visit a Judge Post and are appalled at the level of indiscipline you find and try to re-motivate them. Roll Leader+Inf 10+ if you fail you gain 1d3 of them as rivals.
10	You find yourself in the path of a dinosaur stampede. Roll Lawmaster 8+. If you fail you must roll on the Injury table ( <i>Traveller Core Rulebook</i> , page 37).
11	You come to prefer being independent. Roll 1d6: 1–2 You impose a –1 DM when assisting or receiving aid in a chain roll. 3–4 Any Tactic or Leadership roll made to assist you suffers a –2 effect. 5–6 You ignore any positive DMs for others' Influence. <i>Re-roll d6 if a result is ever repeated.</i>
12	Injured. Roll on the Injury table ( <i>Traveller Core Rulebook</i> , page 37).

# Taking The Law To The Lawless

## EVENTS

d66	Event
11	Disaster ! Roll on the mishap table but remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Your time in the Cursed Earth increases your Survival skill by one level.
14	You spent a long time in the saddle. Gain a level of Drive (lawmaster).
15	You have a natural aptitude for Navigation. Gain one level in this skill.
16	You have a natural aptitude for demolitions. Gain one level in Explosives.
21	The tour is extremely arduous. Roll End 9+. If you succeed you gain a level in Athletics (End), if you fail you must roll on the Mishap table but still gain the level of specialisation.
22	You preside over several assize hearings. Roll Inf 9+. If the roll succeeds you may add a level of Advocate, Diplomacy or Interrogation.
23	A number of your stops involve solving crimes. Gain a level in Investigation.
24	You have a natural aptitude with weapons. Gain a level of Melee (Blade) or one from Gun Combat (lawgiver), (slug rifle) or (shotgun).
25	Your Lawmaster is destroyed and you have to use other transport. Gain a level in Animals (ride), Drive (tracked) or Drive (wheeled).
26	Gain 1d3 mutant Contacts in the Cursed Earth.
31	You learn to look for and to avoid dangers. Gain a level in Recon or Stealth.
32	Undertake rigorous physical training. Gain +1 Dex.
33	Your time in the Cursed Earth gives you one level in Survival.
34	You spent a long time in the saddle. Gain a level of Drive (lawmaster).
35	You are in need of medical attention which you must administer to yourself. Roll Medic 10+. If you succeed gain a level of Medic, if you fail roll on the Injury table ( <i>Traveller Core Rulebook</i> , page 37).
36	Gain 1d3 Cursed Earth settlers as Contacts.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, or Heavy weapons (any) 1.
42	You maintain your Lawmaster in good running order. Gain a level of Mechanic.
43	The tour is extremely arduous. Roll End 9+. If you succeed you gain a level in Athletics (endurance), if you fail you must roll on the Mishap table but still gain the level of specialisation.
44	You have a natural aptitude with weapons. Gain a level of Melee (blade) or one of Gun Combat (lawgiver), (slug rifle) or (shotgun).
45	You gain a Cursed Earth dweller as a Contact.
46	Your encounters with some of the Cursed Earth fauna give you knowledge of their vulnerabilities. Roll 1d6 to determine the type of creatures you gain a +1 attack bonus against: 1 – Dinosaurs; 2 – Rad-scorpions; 3 – Giant spiders; 4 – Gila Munja; 5 – Dune sharks; 6 – Geiger wolves.
51	You learn to look for and to avoid dangers. Gain a level in Recon or Stealth.
52	Undertake rigorous physical training. Gain +1 End.
53	Your time in the Cursed Earth gives you one level in Survival.
54	You spent a long time in the saddle. Gain a level of Drive (lawmaster).
55	You gain a contact at a Judge Station.
56	You come upon a ruin from before Booth's war. Roll Int 8+ if successful you find an ancient archive and learn an important secret from the past. You also gain a level in Mega City History.
61	You defeat a deadly threat to a Protectorate of Mega City One. Gain a level in Leadership and +1 Inf. You also gain 1d6 Contacts in the town.
62	You preside over several assize hearings. Roll Inf 9+. If you succeed you gain a level of Advocate, Diplomacy or Interrogate.
63	A number of your stops involve solving crimes. Gain a level in Investigation.
64	You have a natural aptitude with weapons. Gain a level of Melee (blade) or one of Gun Combat (lawgiver), (slug rifle) or (shotgun).
65	You save the life of a Long Walk Judge, he becomes an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

## TOWNSHIP JUDGE

Each of the four new Mutant Townships requires a small, overworked, garrison of Judges to maintain law and order and also help co-ordinate the defence of the settlement from Cursed Earth dangers. Judges have a force of mutant militia to train and utilize for helping with their duties. As many specialized Judges and resources are absent, Judges have to be flexible and resourceful.

The population, having had Mega-City One citizenship awarded and then revoked, are to be treated diplomatically, if the T-Town project is to become a success.

### Requirements

You must roll Influence roll 4+ to get a T-Town posting.

### Survival

Roll Int 7+

### Benefits

You gain Geography (Specific T-Town).

### Equipment

You are not issued with any additional equipment as standard and have no special priorities for equipment.

**Equipment:** None.

**Robots:** None.

**Vehicles:** None.

### Training

1d6	Special Techniques
1	Crowd Control
2	Cursed Earth Survival
3	Lightening Reactions
4	Perp Sense
5	Rapid Aim
6	Track Perp



## MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table ( <i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You are the sole survivor of a patrol you led into an ambush. You are returned to your Sector House posting. You do not gain any training or benefits for this term.
4	You are seriously injured during a raid by mutant bandits and out of action for several months. You do not gain any Special Technique this term.
5	During a riot you severely wound a protestor. As the riot disperses you try to save his life. Roll Medic 8+, if you fail the mutant dies but his friends still blame you for his death despite your efforts and you gain 1d6 Rivals amongst the mutant population.
6	Your activities against mutant gangs earn you 1d3 mutie Enemies amongst the Township's juves.
7	A mutant perp has to flee the Township to escape your investigation. They become a Cursed Earth outlaw and an Enemy.
8	Some malcontents attempt to ambush you during a night time patrol you are undertaking. Roll Streetwise 9+, if you fail roll on the Injury table ( <i>Traveller Core Rulebook</i> , page 37).
9	You are sent on a patrol of the Cursed Earth. Roll Survival 9+, if you fail roll on the Injury Table ( <i>Traveller Core Rulebook</i> , page 37).
10	You find that your absence from the Mega City has somehow lessened your standing in the Justice Department. Lose 1 Inf.
11	You find yourself partnered with an uncooperative, washed out, Judge who has been sidelined to the Town. They become a Rival.
12	Injured. Roll on the injury table ( <i>Traveller Core Rulebook</i> , page 37).

# Taking The Law To The Lawless

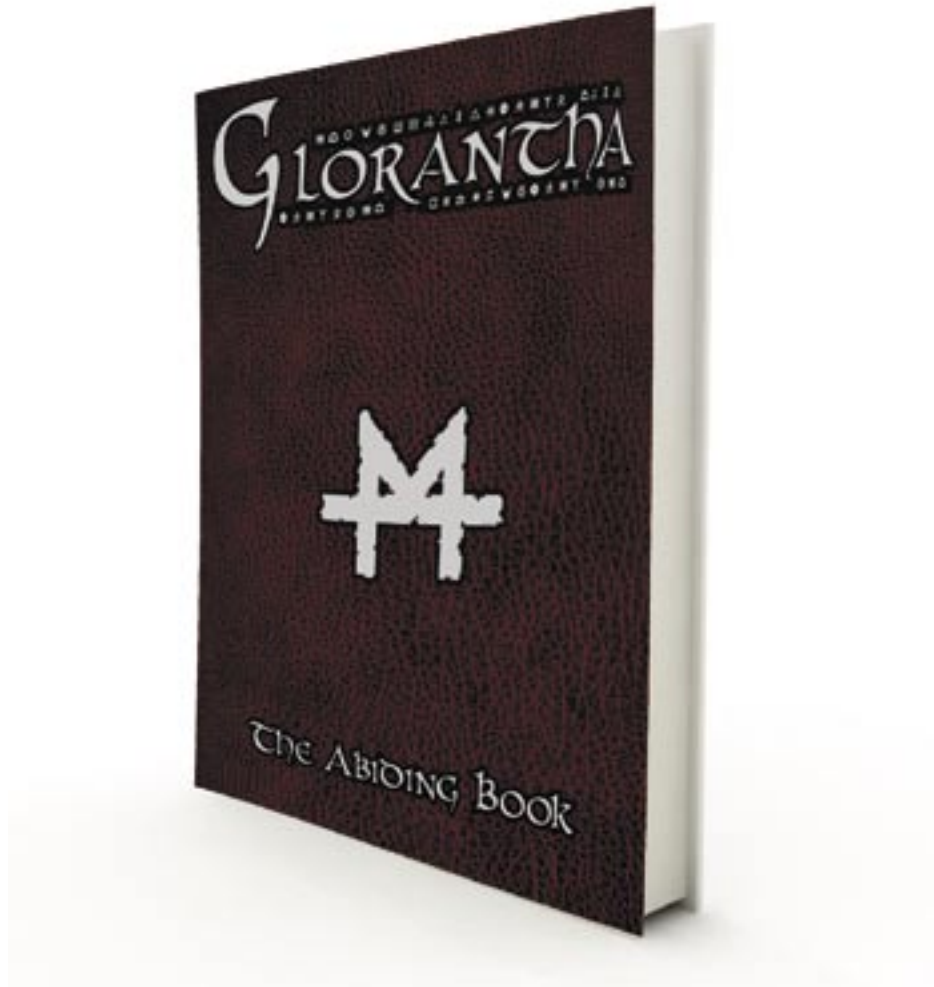
## EVENTS

d66	Event
11	Disaster ! Roll on the mishap table but remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You train with the militia. Gain a level of Tactics.
14	Paperwork occupies a good deal of your time. Gain a level in Admin.
15	You spend a lot of time in operations centre. Gain a level of Comms or Sensors.
16	You are involved in settling a lot of disputes amongst the population. Roll Inf 9+.
21	If successful you gain a level of Diplomat, Interrogate or Persuade.
22	You patrol between the Townships. Gain a level of Drive (lawmaster).
23	Undertake rigorous physical training. Gain +1 Dex.
24	You show a talent for solving crimes. Gain a level in Investigate.
25	You are involved quelling rioting. Gain a level in Melee (bludgeon).
26	Resources are stretched and you find yourself helping out in the Med-centre. Roll Int 8+, if successful you gain a level in Medic.
31	You undertake several long range patrols into the Cursed Earth. Gain a level in Survival.
32	During your duties in the Township you gain 1d3 Informers from amongst the mutant population.
33	Undertake rigorous physical training. Gain +1 End.
34	Undertake extensive weapons training. Gain a level in Gun Combat (lawgiver), Gun Combat (shotgun) or Heavy Weapons (any).
35	You are put in charge of the militia. Roll Inf 9+, if successful you gain a level of Leadership.
36	You spend a lot of time in operations centre. Gain a level of Comms or Sensors.
41	Whilst leading a patrol you are ambushed. Roll Tactics 10+, if successful you fight your way out and save the life of one of the mutant militia who becomes an ally. If you fail roll on the Injury Table ( <i>Traveller Basic Rulebook</i> , page 37).
42	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
43	Undertake rigorous mental training. Gain +1 Int.
44	Paperwork occupies a good deal of your time. Gain a level in Admin.
45	You gain a mutant civilian Contact in a T-Town.
46	You are involved in settling a lot of disputes amongst the population. Roll Inf 9+. If successful you gain a level of Diplomat, Interrogate or Persuade.
51	You learn how the criminal elements operate in the township. Gain a level of Streetwise.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You train with the militia. Gain a level in Tactics.
54	You are put in charge of the militia. Roll Inf 9+, if successful you gain a level of Leadership.
55	You gain a Contact in the T-Town Judge personnel.
56	You undertake several long range patrols into the Cursed Earth. Gain a level in Survival.
61	You find yourself in a position to try and reconcile dissenting factions of the population. Roll Diplomacy 8+. If you succeed you gain +1 Inf and also 1d3 mutant citizens as contacts.
62	You prove adept at identify dangers from the Cursed Earth. You gain a level of Recon.
63	Undertake extensive weapons training. Gain a level in Gun Combat (lawgiver) , Gun Combat (shotgun) or Heavy Weapons (any).
64	You are involved quelling rioting. Gain a level in Melee (bludgeon).
65	You save the life of a Judge, gaining a T-Town Judge as an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.



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