

ALTERNITY.

SCIENCE FICTION ROLEPLAYING GAME

THE FUTURE'S EDGE
FREE FREE FREE FREE FREE FREE FREE FREE FREE FREE



FAST



PLAY

Bill Slavicsek

What Is This?

This self-contained game gives you and your friends the experience of playing the **ALTERNITY**[®] science fiction game in an easy-to-learn format. In this *Fast-Play Game*, you and your friends take on imaginary roles in an action-packed tale of brave heroes, weird aliens, and futuristic technology.

This demo version of the game is designed to give you the feel of playing the **ALTERNITY** game. The full game contains all sorts of options to help you create your own ongoing science fiction campaign. We'll tell you more about that at the end of this game.

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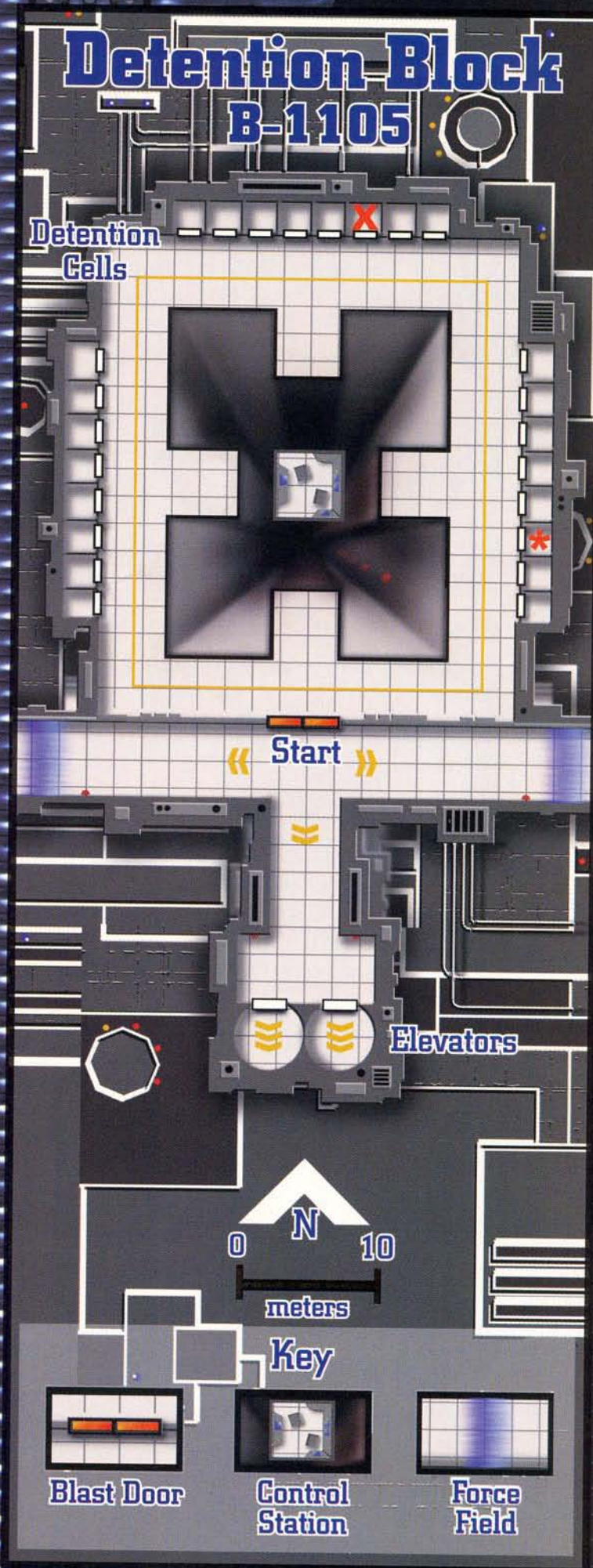
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Based on the **ALTERNITY**[®] game by Bill Slavicsek and Richard Baker

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How Do We Play?

How Do We Play?

The **ALTERNITY**® Fast-Play Game isn't like other games. There's no board, no joystick, no playing pieces. All you need is your imagination, this booklet, and at least three six-sided dice.

One of the players is called the Gamemaster, or GM. The GM's in charge of running the game. The best storyteller in your group should be the GM. Stop reading now and give this booklet to the player who will be the GM.

The GM coordinates the action, tells the other players what their characters see and hear, and resolves battles. You're two parts storyteller, one part CPU, with a little bit of "banker" and stage manager thrown in.

You run the world, and everything in it does your bidding.

The other players run the heroes, who influence the world with every action they take. The players tell the GM what their characters do in situations the GM presents. The heroes—futuristic combat specialists, technicians, free agents, and diplomats—battle evil aliens, protect the galaxy, and collect money so they can buy the coolest tools and weapons that the technology of tomorrow has to offer. If the heroes survive the adventure, the players win the game.

The Heroes

There are four hero sheets in the center of this booklet. Each describes one of the heroes in this far-future tale. Photocopy each sheet, or just remove them and give one sheet to each player. (You don't get a hero sheet. You get the adventure and all the GM characters in it.)

While the players take a few moments to examine their hero sheets, you need to read "The Game Session," below.

The Game Session

How does this work? Well, the Fast-Play Game walks you through an **ALTERNITY** adventure, presenting the game rules when you need them—you don't have to memorize anything to play.

In the game, the other players take on the roles of galactic adventurers. You follow the directions presented here, describing situations, making embellishments, and reacting to what the players want their characters to do. In addition, you get to play the roles of the GM characters in the adventure.

Remember, all the action takes place through discussion and dice rolling. Nobody should run around the table or try any stunts—this is make-believe!

Players can speak "in character" ("I attack the robot") or refer to their heroes in the third person ("Furgar attacks the robot"), depending on whatever way they feel comfortable playing. You can decide to use different voices and sound effects when you're running the villains, or you can play it straight and describe the scenes like a narrator in a movie.

GM Aids

Throughout this booklet, you'll find the following visual aids to help you run the adventure.

The Map, printed on the inside cover, is for your eyes only. Use it to keep track of the action and to help describe what the heroes see.

Red Text is called a "Read-aloud." Read this text out loud to the players to describe what their heroes see and hear.

Boxed Text contains rules and advice for running a particular scene in the adventure. It provides you with important directions for playing the game. Don't read boxed text to the players, but do follow the directions contained within it.

✦ That's it! Now we're ready to start playing!

GM Secrets and Sidebars

appear everywhere else in the booklet. Don't read this material (or anything that isn't red text) to the players. We tell the GM everything, but the players should figure out the adventure's secrets for themselves. Note that you can skip the Sidebars entirely if you want. They contain advice and suggestions, but aren't crucial to the adventure itself.

Scene 1: Battle at the Blast Doors

Once the players have looked over their hero sheets, you can start the adventure. Remember, only read the shaded text to the players. Everything else is for your information only.

At the end of the shaded text, you turn things over to the players. They decide if their heroes open a blast door, attack a surge-soldier, run away, or something else entirely, depending on the situation. It's their choice.

Handy GM Tip: Sketching a Map

You might want to make a rough sketch of where the heroes are so that the players can visualize the scene. Use the map on page 46 as a guide. (Just draw the blast doors, the side corridors, and the corridor leading to the elevators. Nothing else can be seen from where the heroes are at this point in the adventure.)

The players tell you what their heroes are doing. You then tell them the results of what they did. This booklet walks you through the hard parts, and tells you how to handle the situations presented. When the heroes try something that isn't covered in the text, just make it up! That's the fun of the **ALTERNITY** game.

Now turn on your imagination and read the following to the players:

Each of you has a hero—a weren marine, a technical specialist, a spy, or a spacehand. These valiant adventurers are devoted to ridding the galaxy of evil. It's the far future, and the heroes utilize fantastic technology, amazing weapons, and their natural skills to keep Known Space safe. If your heroes do well, they'll win the day and survive to gain power and experience. And together, we'll tell an exciting story.

I'm going to be the Gamemaster for this adventure. I'll describe what your characters see, and you'll tell me what your heroes do based on those descriptions. Ready? Let's begin.

Let the players introduce their characters to each other. Then read:

You work for the Galactic Concord, a union of stellar nations devoted to the advancement of civilization. Many enemies threaten the Concord, including the Serin-Ru. Using powerful surge-soldiers and killer robots, the Serin-Ru have invaded Concord space and attacked peaceful planets. In a recent raid, the Serin-Ru captured Talo Kestru, a Concord ambassador whom Intelligence believes is being held in a Serin-Ru space-station prison orbiting the moon, Polmiir.

You have been sent in your starship, the Lancelot, to break into the station, locate the ambassador, and rescue him. An hour ago, you avoided the protective sensor arrays and took your ship into an empty hangar bay on the station. Now, you have located the blast doors that lead to Detention Block B-1105 (where Intelligence says the ambassador is being held). There's a computer panel next to the locked doors. Before you can begin the process of opening the doors, the elevators on the far end of the corridor slide open and a squad of surge-soldiers spill out.

What are your heroes going to do?

You've asked the players what they want their heroes to do. Now, they need to tell you what actions their heroes are going to perform.

The heroes have a couple of obvious options. They can run away down the corridor to either side of the blast doors. They can attack the surge-soldiers. Or they can try to open the blast doors. Find the action below that comes closest to what the heroes are doing and follow the directions. (Note: The characters don't all have to do the same thing. Three can attack and one can try to open the blast door, for example.)

A. Run Away

This really won't do a lot of good. The heroes are on a space station, many decks away from where they parked their starship. While they have avoided detection up to now, it appears that the Serin-Ru know that intruders have invaded the station. Force fields block the side corridors, preventing the heroes from going too far to the right or left. If they remain by a force field, the soldiers move into the corridor and attack (see "B").

B. Attack the Surge-Soldiers

If the heroes decide to attack the surge-soldiers, read this out loud:

Six surge-soldiers take positions in front of the elevators, using the corridor walls for partial cover. Each soldier wears dark red armor emblazoned with the silver slash marks of the Serin-Ru. The armor covers each soldier from head to foot, offering protection from most attacks. The surge-soldiers carry quantum blasters, heavy-looking weapons that are more powerful than pistols but not as bulky as rifles. They raise their weapons and start firing.

What are your heroes going to do?

In an action round, each character can perform one action. An action can be any skill use, including an attack. (A selection of skills is listed on every hero sheet.)

In a combat action round, each hero makes one attack. If the attack succeeds, that hero makes a damage roll, and you record the damage the enemy suffered.

Then you make one attack for each enemy, rolling for damage if a surge-soldier successfully hits a hero. As GM, you run the surge-soldiers as you see fit. You decide which heroes get attacked and what the surge-soldiers do in the round.

If there are still heroes and enemies standing after the first action round, keep playing through rounds until the enemies have been defeated, the heroes have fallen, or the heroes have opened the blast doors and moved into the detention block.

Heroes Attack

The players make the attack skill rolls for their heroes. To make an attack skill roll, a player rolls three dice.

If the total is **equal to or less than** the hero's skill number (as recorded on each player's hero sheet), the attack succeeds.

If the total is **greater than** the hero's skill number, the attack fails this round.

(The heroes can make **rifle** or **pistol** attacks from a distance, depending on the skills and equipment on their sheets. If the heroes advance to fight close up, they can make **grav mace** or **brawl** attacks.)

If an attack succeeds, the player then makes a damage roll, as listed on the hero sheet. You record this damage on the Surge-Soldier Durability chart (see below). When all of a surge-soldier's Durability boxes are marked off, that soldier dies.

Amazing Success: If someone rolls three 1s when making a skill check, that's an Amazing success! The skill use succeeds spectacularly.

When making an attack, an Amazing success means that the target goes down in spectacular fashion, regardless of how tough the enemy is. When using another skill, consider an Amazing success to be the best possible result—the hero climbed like an acrobat or spotted the most obscure clue, for example.

Critical Failure: If someone rolls three 6s when making a skill check, that's a Critical Failure. The skill check fails, and sometimes something awful occurs. If the heroes are having a difficult time, you can determine that a Critical Failure just means the skill didn't work.

If they're breezing through the adventure, use a Critical Failure to throw an obstacle in their way. A weapon runs out of ammo or a security alarm sounds an alert, for example. It all depends on what skill was used at the time.

After each of the heroes has had a chance to attack once, it's the surge-soldiers' turn ...

Surge-Soldiers Attack

You roll for the surge-soldiers. The soldiers have pistol skills of 10. Roll three dice for each soldier. If the total is **equal to or less than 10**, the soldier hits.

If a soldier hits a hero, roll one die and add 2. The hero marks off that many Durability boxes (printed on the hero sheet). If all of a hero's Durability boxes are marked off, that hero dies.

The surge-soldiers can achieve Critical Failures. See the "Heroes Attack" box for details. For the purposes of this Fast-Play Game, however, they can't get an Amazing success. Three 1s just indicate ordinary success.

Close-Up Attack

If the heroes get close enough to use their **brawl** or **grav mace** skills on a surge-soldier, that soldier won't be able to bring his quantum blaster to bear. Instead, he'll have to use the weapon like a club.

The soldiers have **club** skills of 11. Roll equal to or less than 11 on a club attack, and the soldier hits. A club attack inflicts one die of damage.

Surge-Soldier Durability

Soldier 1	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Soldier 2	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Soldier 3	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Soldier 4	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Soldier 5	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Soldier 6	○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Keep playing rounds of combat as described above until the heroes beat the soldiers or the soldiers defeat the heroes.

Handy GM Tip: Cool Voices

Use a flat, lifeless voice when the surge-soldiers speak. For the sentinel robots, use a mechanical voice and use lots of one- or two-word sentences. The big villain, Warden Klu-donn, has a deep voice.

By changing your voice to match the GM character you're playing, you set the tone of the scene and help your players better visualize the action.

Scene 1 - Scene 2

Handy GM Tip: Dead or Defeated Heroes

Death happens. The threat of getting your hero's clock cleaned adds excitement to the game. However, dead heroes aren't much fun. Here are some options for retrieving dead characters:

Is the Hero Really Dead? A character who loses all of his or her Durability is out of the game—unless someone applies a trauma pack. Laskk, Daw, and Furgar each carry one trauma pack. This item restores lost Durability if administered at the first opportunity.

Share Characters. If a player is running two heroes, and another player's hero dies, give that player one of the remaining heroes.

Bring in a New Hero. The heroes can find a friend in one of the prison cells. (After they search and open a cell, that is.) Just change the name. Daw becomes Dallas, for example.

Start Over. If all of the heroes are killed or defeated, the Concord sends a new band to rescue the ambassador. They have the same statistics as the previous group; they just have different names.

If the heroes are defeated, they wake up in a cell in the detention block. See the Sidebar on "Dead or Defeated Heroes." After the heroes defeat the soldiers or otherwise get through the blast doors, go on to the next section of the adventure.

Taking a Quantum Blaster

The heroes can take the quantum blasters off the surge-soldiers if they defeat all of the soldiers. This weapon requires the **pistol** skill to use. To determine the damage, roll one die and add 2 to the result.

C. Open the Blast Doors

The blast doors are made of thick, heavy metal that can't be damaged by any of the weapons the heroes are carrying. There is a computer control panel in the wall next to the doors. The heroes can use either the **computer hacking** or **repair** skill to disengage the electronic lock through the computer panel. Use these rules:

Each player who tries to open the electronic lock rolls three dice. If the roll is equal to or less than his or her hero's **computer hacking** or **repair** score (as recorded on each player's hero sheet), the lock is disengaged.

Each skill use requires one action round. If the check fails, the hero can make another attempt in each subsequent round until the blast doors open. If a hero gets a Critical Failure (by rolling three 6s), that hero can't figure out the lock and has to stop trying. Another hero can pick up the slack, however.

Remember, if the surge-soldiers are still around, they'll attack the heroes to keep them from opening the blast doors. This shouldn't deter the heroes, but it will make life interesting.

Once the heroes get the blast doors open, go to scene 2.

Scene 2: In the Detention Block

When the heroes have successfully opened the blast doors, read the following aloud:

The immense blast doors slide open to reveal a cavernous chamber. Cell doors line the walls, and similar decks extend above and below this level. The overhang in the center of the chamber gapes like the hungry maw of a bottomless pit, waiting to swallow anyone who steps too close to the edge. A control station is suspended in the center of the overhang, separated from you by four meters of open space. Concord Intelligence didn't know the number of the cell holding the ambassador; you'll need to find that out for yourselves.

What are your heroes going to do?

The heroes have defeated the surge-soldiers or gotten out of the line of fire by opening the blast doors and slipping inside. The doors close behind them as soon as they enter, and there's nothing immediately dangerous in the chamber.

The heroes can do a variety of things in the chamber, either together or separately. Ask the players what their characters are doing, then check below for the entry that comes closest to a hero's actions. Remember, if a hero tries something that isn't covered here, make it up! Just be fair and consistent, and everything should work out fine.

A. Finding a Computer Terminal

There's a computer terminal on the wall next to the blast doors that matches the one in the corridor. A hero can use the computer to look up prisoner details.

This requires the use of the **computer hacking** skill. The player rolls three dice. The player needs to roll **equal to or less than** the skill score for the action to succeed.

If the action succeeds, the hero discovers the exact location of the ambassador. He's in Cell B-1105/14 (marked with an X on the map.)

If the roll is greater than the skill score, the action fails. The hero can't break through the

ALTERNITY

Furgar



Marine (Weren)

Ability Scores

Strength	14
Dexterity	10
Constitution	12
Intelligence	8
Will	9
Personality	7

Durability

24 ●●●●●●●●●●

Skills Roll 3 Dice

Grav mace	16
Damage—roll 1 die and add 3	
Brawl	15
Damage—roll 1 die and add 2	
Rifle	12
Damage—roll 1 die and add 1	
Knowledge	9
Perception	10
Intimidate	11

ALTERNITY

Daw Kolos



Technical Specialist (Human)

Ability Scores

Strength	10
Dexterity	11
Constitution	8
Intelligence	13
Will	8
Personality	10

Durability

16 ●●●●●●●●

Skills Roll 3 Dice

Jump	12
Pistol	13
Damage—roll 1 die	
Starship Piloting	13
Knowledge	14
Computer Hacking	15
Repair	14
Perception	11
Charm	12

Wealth

(Record any wealth and new items Daw acquires here.)

Wealth

(Record any wealth and new items Furgar acquires here.)

Weapons

Laser Pistol Damage: Roll 1 die

Weapons

Grav Mace Damage: Roll 1 die and add 3
Laser Rifle Damage: Roll 1 die and add 1

Equipment

In addition to her laser pistol,
Daw Kolos carries:

Comm Gear - a radio headset for keeping
in touch with her companions
Trauma Pack- one use, restores 2 dice of
Durability
Data Slate- a handheld computer
Data Jacks- for connecting her data
slate to other computers
Tool Kit- for making repairs in the
harshest of circumstances

Equipment

In addition to his laser rifle and his grav mace
(a powered bludgeoning weapon), Furgar carries:

Comm Gear- a radio headset for keeping
in touch with his
companions
Trauma Pack- one use, restores 2 dice
of Durability
Flashlight- can be worn on wrist or
attached to rifle
Field Rations- for keeping his ever-
present hunger in check

Who is Daw Kolos?

Daw Kolos is a pilot and technical expert for the Galactic Concord (a union of stellar nations that keeps the peace and promotes the advancement of civilization throughout Known Space). She has worked with the other heroes before, providing her skills and expertise on many dangerous missions. She loves new technological toys, and this mission promises to give her access to lots of unusual Serin-Ru technology.

Who is Furgar?

Furgar is an alien. His species is called the weren, and they are known for their great strength and battle prowess. He is a combat-tested marine working for the Galactic Concord (a union of stellar nations that keeps the peace and promotes the advancement of civilization throughout Known Space). He considers the other heroes to be good allies, and he's ready to defend them to the very end. He considers it a matter of honor to rescue Ambassador Kestrul from the Serin-Ru.

ALTERNITY

Laskk Overon



Spy (Human)

Ability Scores

Strength	9
Dexterity	12
Constitution	9
Intelligence	9
Will	12
Personality	9

Durability

18 ::::

Skills Roll 3 Dice

Jump	10
Brawl	10
Damage—roll 1 die	
Pistol	14
Damage—roll 1 die	
Sneak	15
Knowledge	10
Perception	14

ALTERNITY

Brag Sanders



Spacehand (Human)

Ability Scores

Strength	12
Dexterity	11
Constitution	9
Intelligence	10
Will	8
Personality	10

Durability

18 ::::

Skills Roll 3 Dice

Jump	13
Brawl	14
Damage—roll 1 die	
Pistol	13
Damage—roll 1 die and add 1	
Knowledge	11
Repair	12
Perception	9
Bargain	12

Wealth

(Record any wealth and new items Brag acquires here.)

Weapons

Charge Pistol Damage: Roll 1 die and add 1

Equipment

In addition to his charge pistol,

Brag Sanders carries:

Comm Gear-	a radio headset for keeping in touch with his companions
Flashlight-	can be worn on wrist or attached to pistol
Tool Kit-	for making repairs in the harshest of circumstances

Who is Brag Sanders?

Brag Sanders is a spacehand. He's a jack-of-all-trades who loves to make deals, fix ships, and talk his way out of any jam. He's a valuable asset of the Galactic Concord (a union of stellar nations that keeps the peace and promotes the advancement of civilization throughout Known Space). Brag has worked with the other heroes before, keeping their starship in peak condition and their spirits high. He's quick with a joke, a tall tale, or an outright exaggeration if it will defuse a tense situation or make his teammates smile. He wants to get his hands on a robotic capacitor, and he's sure to find one in the Serin-Ru prison space station.

Wealth

(Record any wealth and new items Laskk acquires here.)

Weapons

Laser Pistol Damage: Roll 1 die

Equipment

In addition to his laser pistol,

Laskk Overon carries:

Comm Gear-	a radio headset for keeping in touch with his companions
Trauma Pack-	one use, restores 2 dice of Durability
Flashlight-	can be worn on wrist or attached to pistol
Sensor Gauntlet-	for analyzing and scanning the immediate area

Who is Laskk Overon?

Laskk is a talented spy working for the Galactic Concord (a union of stellar nations that keeps the peace and promotes the advancement of civilization throughout Known Space). He used to work alone. Now he utilizes his sneaky ways as part of a team. Laskk fights if he has to, but he prefers stealth and trickery to direct conflict. He has a need to know everything he can about an enemy. The chance to learn more about the mysterious Serin-Ru and their surge-soldiers makes this mission particularly intriguing to him.

security programs. The group of heroes will have to search each cell to find the ambassador.

If the roll is a Critical Failure (three 6s), alarms start to blare. Go to "B" below.

If the roll is an Amazing success (three 1s), the hero discovers a datafile that will help the Concord's efforts to stop Serin-Ru aggression. It contains details of battle plans and patrol routes used by the Serin-Ru in Concord space.

B. Sentinels Arrive

If the heroes set off an alarm, a pair of sentinel robots arrives. Read:

Suddenly two cylindrical robots swoop down from a higher level and propel themselves toward you. Wicked, multijointed mechanical arms unfold and drop from the central globe, displaying sharp blades and crackling energy dischargers. "Unauthorized access," the first sentinel declares. "Opposition is useless," the second sentinel proclaims.

What do your heroes do?

The obvious options include trying to trick the sentinels, surrendering to the robots, or attacking the robots.

1. Trick the Sentinels

The sentinels aren't extremely bright. If a hero comes up with a good story and makes a successful **bluff** skill check, the sentinels can be tricked. There are lots of ways the heroes can trick the robots. They can pretend to be guards or a repair crew. They can try to convince the robots that the surge-soldiers in the corridor need help. Or they can come up with something equally clever, just so long as they make a successful skill check. If the check fails, the robots attack.

To make a **bluff** skill check, a player briefly explains what kind of bluff his or her hero is attempting to pull off. Then the player rolls three dice. If the total is **equal to or less than** the hero's **bluff** score, the trick succeeds.

2. Surrender

If the heroes surrender, the sentinels order them to drop their weapons. If the heroes refuse, the robots attack (see below). If the heroes comply, read the following to the players:

The sentinel robots hover before you, keeping their energy dischargers aimed directly at you.

Four of the cell doors along the left wall slide open. "Step into the detention cells," the first robot orders. "One prisoner to a cell," the second robot adds.

If the heroes enter the cells, the doors slide shut and lock. They are prisoners of the Serin-Ru and fail to rescue the ambassador. The Concord will have to send a second team of heroes to save the day.

3. Attack the Sentinels

The heroes might attack the robots, or they might be forced into a confrontation if another tactic fails. If the heroes declare that they are attacking, they go first in the combat action round. If they get to this situation by failing a **bluff** skill check (as described above), the sentinels attack first.

Heroes Attack

The players make the attack skill rolls for their heroes. To make an attack skill roll, a player declares what kind of attack his or her hero is making and rolls three dice.

If the total is **equal to or less than** the hero's skill number (as recorded on each player's hero sheet), the attack succeeds.

If the total is **greater than** the hero's skill number, the attack fails this round.

If an attack succeeds, the player makes a damage roll, as listed on the hero sheet. You record this damage on the Sentinel Durability chart (next page). When all of a sentinel's Durability boxes are marked off, that robot is destroyed.

Brag and Daw can retrieve robot components from a destroyed sentinel.

Amazing Success: If someone rolls three 1s when making an attack, that's an Amazing success! The attack succeeds spectacularly and the sentinel explodes.

Handy GM Tip: Winging It

Players will eventually try something that isn't covered in the Fast-Play Game. That's one of the cool things about the game, and the reason that it works best with a live GM and not a computer AI. As the GM, you consider a player's action and judge how successful his or her hero is.

When a situation comes up that you don't have an answer to, make something up! If you're fair, consistent, and having fun, everything will turn out fine. This is the fine art of "Winging It." It's a perfectly acceptable tactic for handling the unexpected.

Consider the situation. What is the player trying to accomplish and how likely is it to succeed? If need be, call for a roll against a particular Ability Score. (Roll three dice. If the result is less than or equal to the chosen Ability Score, the check succeeds.) For example, trying to run past a sentinel robot might require a Dexterity check to avoid its blades and energy dischargers. As the GM, it's up to you. Just be cool, be fair, and keep in mind that it's only a game—the object is to have fun.

Critical Failure: If someone rolls three 6s when making an attack, that's a Critical Failure. The attack fails, and the hero either drops his or her weapon or runs out of ammo. The hero must spend an action round recovering the weapon or reloading, depending on what you decide.

After each of the heroes has had a chance to attack once, the robots attack ...

Sentinels Attack

You roll for the sentinels. The robots have **energy discharger** skills of 12. Roll three dice for each robot. If the total is **equal to or less than** 12, the robot hits its target. (Each robot can target two heroes in a round because they each have two energy dischargers.)

If a robot hits a hero, roll one die and add 2. The hero marks off that many Durability boxes (printed on the hero sheet). If all of a hero's Durability boxes are marked off, that hero dies.

On a Critical Failure, a robot's discharger shorts out. It can't use that weapon again. The robots can't get Amazing successes, however.

Three 1s just indicate ordinary success.

Close-Up Attack

If the heroes get close enough to use their **brawl** or **grav mace** skills on a sentinel, that robot won't be able to bring its discharger to bear. Instead, it attacks with the sharp blades on its mechanical arms.

The robots have **blade** skills of 11. Roll equal to or less than 11 on a blade attack, and the robot hits. If a blade hits, roll one die and add 1 for damage.

Sentinel Durability

Sentinel 1 ○○○○○○○○○○○○

Sentinel 2 ○○○○○○○○○○○○

C. Checking Cells

All of the cell doors are locked. There's an electronic keypad next to each door. A small transparent panel is set in each door to allow a guard or someone else on the outside to look into the cell. Inside, each cell contains a small, hard bed, a sink, and a toilet. All of the cells on the left wall are empty.

To unlock a cell door, a hero must make a **computer hacking** or **repair** skill check. The player rolls three dice. If the total is **equal to or less than** the skill score, the cell door slides open.

If the check fails, that hero can't open that particular cell.

There are six prisoners (including Ambassador Kestrel) in the cells on the other two walls. All of them have been wrongfully imprisoned by the Serin-Ru. The prisoners are weak from their ordeal; they can walk on their own, but they won't be able to fight. If the heroes want to free the prisoners, there's plenty of room in their ship to carry them all.

One cell, marked with an asterisk (*) on the map, contains a battered backpack. It can be seen through the cell's window. The pack belongs to a prisoner who recently died in the next cell over. (His body is still within the cell.) If the heroes retrieve the pack, they find the following items:

Handy GM Tip: When a Hero Doesn't Have a Skill

A hero can try anything. It's just that some heroes are better at certain tasks than others. If a hero has a skill listed on his or her hero sheet, that's a skill the hero excels at. But if a skill isn't listed, you can still allow a hero to try.

If a hero doesn't have a skill but wants to try an action, you must determine which Ability comes closest to that action. The Ability Score is used as the target number; the hero must roll equal to or less than the Ability Score to succeed.

Here's a quick run-down on what each Ability covers:

Strength covers any skills that require physical power, such as climbing or brawling. Dexterity covers skills that need good agility or hand-eye coordination, like shooting or sneaking. Constitution is great when you want to see if a hero can withstand pain or fatigue. Intelligence deals with a hero's education and mental acuity and covers skills like computer hacking and repair. Will is a measure of a hero's awareness; it covers perception and intuitive skills. Personality measures a hero's charisma and covers skills like charm, bluff, and bargain.

\$1500 in Concord dollars, papers identifying the man as Concord Administrator Balthus Tane, a frag grenade (requires **throw** skill, inflicts two dice of damage), a data slate containing more information on the Serin-Ru, and a coil of 50 meters of high-tension rope.

If the heroes know which cell contains the ambassador, they can move directly to it. If not, they have to check all of them until they spot the ambassador. When they open the ambassador's cell, go to Scene 3.

D. The Control Station

The control station for this level of the detention block is suspended in the center of the central shaft. More detention levels are stacked above and below this level all along the vertical shaft.

Walkways can be extended between the control station and the edge of the shaft, but the controls to operate the walkways are located on the control station's computer panels. The control station also features switches that can unlock all of the cell doors at once.

To reach the control station, a hero must leap across the 4-meter-wide gap. To do this, the player makes a **jump** skill check. Roll three dice. If the total is **equal to or less than** the skill score, the hero successfully leaps the gap.

If the check fails, the hero must make a Dexterity check to catch onto the edge of the control-station platform. If this check also fails, the hero falls to his or her death.

Note that if a hero has found the rope from the cell and tied it around himself, then even if the hero misses the leap, the remaining companions can pull him or her up from the shaft.

Scene 3: Battle at the Blast Doors

When the heroes open the cell containing the ambassador, read the following:

Ambassador Kestrel looks up at you with a blank expression. Then his eyes clear and he says, "You're not Serin-Ru! Has the Concord sent you?"

Before you can answer, you hear the hum of an anti-grav engine as it slides up behind you. A man in dark red armor, much more

massive and ornate than that worn by the surge-soldiers, stands atop an anti-grav disk. He holds a quantum disruptor—much deadlier than a quantum blaster—at the ready.

"Step away from the prisoner and lower your weapons," the armored warrior demands in a deep voice. "You are now in the custody of Warden Klu-donn of the Serin-Ru!"

What are your heroes going to do?

Warden Klu-donn oversees this portion of the detention block. He has called for reinforcements, but they won't arrive before this battle ends. If the heroes can defeat Klu-donn, they can exit the detention block and return to their ship. If not, Klu-donn either captures or kills them and the ambassador remains a prisoner of the Serin-Ru.

Klu-donn attacks first, as soon as the heroes show any hint of aggression or delay in complying with his orders.

Warden Klu-Donn Attacks

You make the attack rolls for Klu-donn. He has a **quantum disruptor** skill of 13. Roll three dice. If the total is **equal to or less than** 13, Klu-donn hits his target.

If Klu-donn hits a hero, roll one die and add 4. The hero marks off that many Durability boxes (printed on the hero sheet). If all of a hero's Durability boxes are marked off, that hero dies.

On a Critical Failure, the disruptor runs out of energy. Warden Klu-donn must spend a round slapping in a new power pack. Klu-donn can get an Amazing success. If you roll three 1s on an attack roll, Klu-donn's weapon inflicts extra damage (roll two dice and add 4).

Whom does the Warden attack? That's up to you. Play the warden as an intelligent opponent. He attacks the dangerous-looking heroes first and tries to avoid fighting too many heroes at once.

Close-Up Attack

The heroes can't use close-up attack skills while Klu-donn is riding the anti-grav disk. When Klu-donn takes enough damage to mark off more than half of his Durability boxes, the disk runs out of power and Klu-donn leaps down to the deck. When in close-up combat, Klu-donn uses his disruptor like a club.

Klu-donn has a **club** skill of 10. Roll equal to or less than 10 on a club attack, and Klu-donn hits. Then roll one die and add 1 for damage.

Warden Klu-Donn Durability



Heroes Attack

The players make the attack skill rolls for their heroes. To make an attack skill roll, a player declares what kind of attack his or her hero is making and rolls three dice.

If the total is **equal to** or **less than** the hero's skill number (as recorded on each player's hero sheet), the attack succeeds.

If the total is **greater than** the hero's skill number, the attack fails this round.

If an attack succeeds, the player then makes a damage roll, as listed on the hero sheet. You record this damage on the Warden Klu-donn Durability chart (above). When all of the warden's Durability boxes are marked off, the warden dies.

Amazing Success: If someone rolls three 1s when making an attack, that's an Amazing success! The attack succeeds spectacularly and the warden takes double damage (roll damage normally, then double the result).

Critical Failure: If someone rolls three 6s when making an attack, that's a Critical Failure. The attack fails, and the hero either drops his

or her weapon or runs out of ammo. The hero must spend an action round recovering the weapon or reloading.

When Warden Klu-donn runs out of Durability, read the following out loud:

Warden Klu-donn lets out a loud scream and stumbles toward the edge of the central shaft. His eyes blaze at you from inside his dark red helmet, then he silently falls into the shaft. You have won.

Cool! Now What?

The heroes gather the ambassador and head back for their ship. Will they run into more trouble? Will they have to fight their way out of the space station? That's up to you and what you want to happen in your next **ALTERNITY** science fiction adventure!

This **Fast-Play Game** is only the beginning! The full **ALTERNITY** Game offers a complete and comprehensive set of rules that allows you to create your own science fiction adventures.

In the **ALTERNITY Adventure Game** (shown on the adjacent page), you get everything you need: more rules, which means more options and more excitement; more hero characters to choose from; more enemies to battle; more weapons and more equipment; and more ready-to-play adventures. You also get rules for hero improvement and advancement.

Look for this game and other fine Wizards of the Coast products at a book or hobby store near you, or check out www.wizards.com for more information.

Aegis System Update, Year 2501

Bluefall—Criminal mastermind Thon Mardian is being transported to the Aegis system to face charges of terrorism, piracy, and murder. Thuldan and Concord Intelligence officers tracked Thon Mardian for 9 months across the Verge before finding him on Oasiş. Six military officers were killed apprehending Mardian.

Charged with the murders of more than 60 people and believed

responsible for the attempted abduction of Regent Hale of Bluefall last year, Mardian is expected to arrive on Bluefall tomorrow aboard the Regency Star Vessel *Tuscarora*. Authorities plan to increase security at all starports in the system.

For more information, check out "**Deepstrike**" in this issue (page 86). For additional information on the Aegis system, check out the **System Guide to Aegis**, on sale in stores this month!