Adventure 2

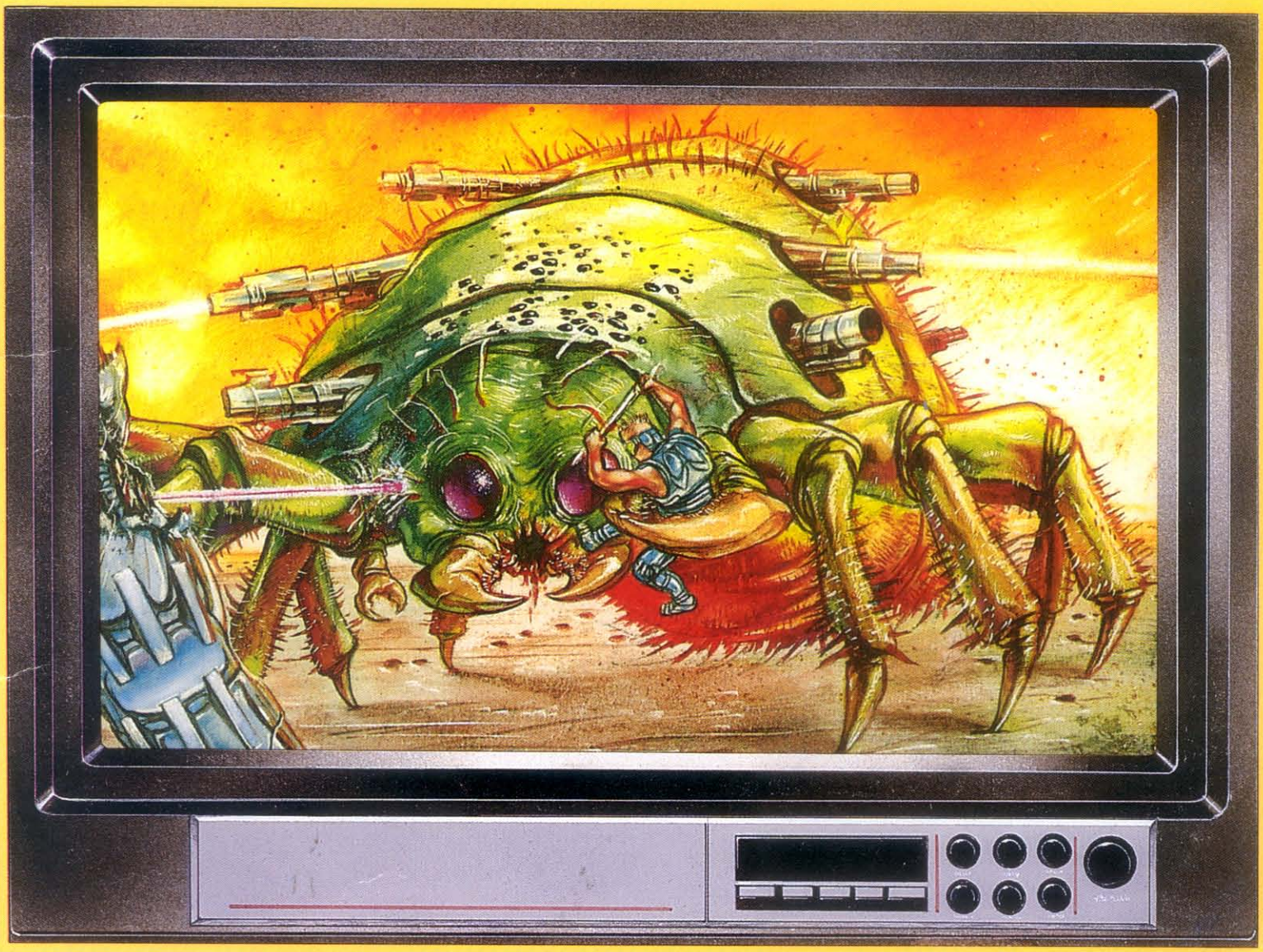
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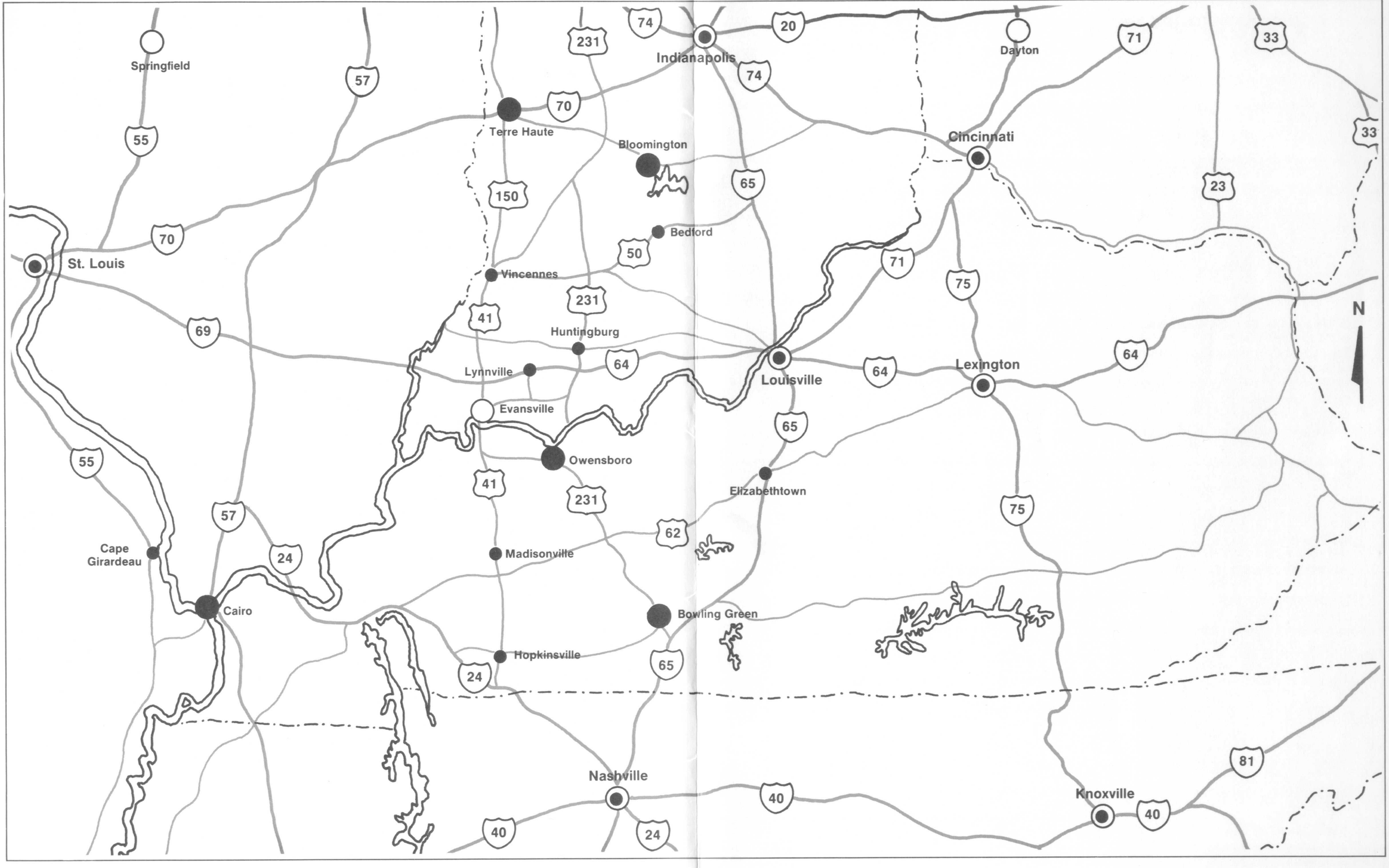
SCIENCE FICTION ROLE-PLAYING GAME ACCESSORY

Film at Eleven



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by
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Springfield
57
55
70
St. Louis
69
55
57
24
Cape Girardeau
Cairo
74
231
Indianapolis
70
Terre Haute
Bloomington
150
65
Bedford
50
Vincennes
231
41
Huntingburg
64
Lynnville
Evansville
Owensboro
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231
62
Madisonville
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Hopkinsville
65
Bowling Green
Nashville
40
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74
Dayton
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Cincinnati
33
23
71
75
N
64
Louisville
64
Lexington
65
Elizabethtown
75
81
Knoxville
40

have several options. Any CC can easily move the child out of danger by using ultraspeed (10 PU) before any shots are fired. Direct fire on the Xenoborg will eventually kill it, but it will be able to broadcast the signal before expiring. If the characters simply charge, the alien will fire one shot before the CCs can close, but it can't get them all, nor can it operate its radio equipment during close-in fighting.

Destroying the antenna assembly is easy — it will take only one aimed (called) shot. (If you are using the Basic Combat rules, just apply a penalty of -20 to the d10x roll.) The antenna is fragile, and any unmodified roll of 30 or more will hit and destroy it. If this happens, the Xenoborg will order the Teleborg to rescue it if possible, or to get away if not. Meanwhile, the Captain will hold its position as long as it can and try to destroy as many CCs as possible.

The characters can also prevent the transmission by using a called shot with an impact weapon (such as a fragmentation grenade or a gun that fires projectiles) against the container of Powwers. As before, one hit will destroy the container. This will upset the Powwers greatly, causing them to discharge their energy into the circuit and through the alien's comm unit. The resulting jolt will produce an unintelligible squawk and deplete the Powwers, leaving the Xenoborg unable to signal the attack force. (The jolt will not, however, harm the Xenoborg at all.)

Let the CCs plan their own strategy, but remind them of the urgency of the matter through their MadMacs if necessary. Don't be too nasty here. If the CCs come up with a fairly reasonable plan to save Traci and destroy the transmitter, let it work. Your job here is to make the end of the chase exciting, not to injure the little girl or use up valuable CC characters! If the characters truly bungle the job and there is no hope otherwise, Steve MacDonald can save the day with one well-placed rifle shot to the jar of Powwers. But avoid this ending if you can — the CCs should be the heroes. Only let Steve save the day if the CCs are truly so incompetent that they do not deserve to win on their own.

6. Aftermath

If the characters manage to prevent the massive Xenoborg assault, their MadMacs will remind them to evacuate the area immediately. The Captain (if still alive) and the Teleborg are no longer important; if the characters spend time trying to fight them, they may not get out in time to avoid the scout from the assault force.

If no signal is forthcoming from the Xenoborg Captain at the end of the two-hour time limit, the commander of the Xenoborg attack force will send down one medium-sized Base-Teleborg with a full platoon of Xenoborg troops to investigate the situation and determine whether any CCs are still in the area. The remaining five Base-Teleborgs reduce their altitude to 26 km (10 miles) above the surface in preparation for a quick drop.

The Xenoborgs will round up the locals and question them carefully, then send out search teams to scout the countryside for CCs. Eventually, they will decide that all the CCs have escaped and depart, leaving only one squad to watch over the region. The player characters can consider this a major victory, especially if no civilians or CCs have lost their lives in the process.

If the characters do not prevent the transmission, the entire assault force will come down in 1 ST and cordon off the whole region to prevent the CCs from escaping. The six Base-Teleborgs and twenty-five squads of Xenoborgs will not hesitate to devastate much of the region and kill many humans if the CCs show any resistance. If this happens, the characters have little chance of escape. Steve MacDonald will use the nuclear warhead to destroy any CCs that fall in battle so that the enemy will not capture them.

This section is worth a maximum of 8 SP per character. Deduct 1 SP per hostage killed, and 2 SP if the Xenoborg succeeded in sending its message or if the characters are still in the area when the Base-Teleborg comes down to scout. Add 1 SP bonus if the characters collected cell samples from the Aerial Teleborg.

Epilogue

If you wish to expand the campaign in this location, try one of the following possible spinoffs from this adventure, or create your own.

1. Quincy somehow escapes from a military prison and must be tracked down before he can drum up more Xenoborg support for a renewed assault on the resistance fighters.
2. Shana takes over WNBRG and starts a campaign of anti-alien propaganda that attracts the attentions of other Xenoborg forces.
3. Shana and Steve MacDonald invite the CCs back for their wedding, which is interrupted by Xenoborg "party-crashers."
4. A squad of Xenoborgs occupies Evansville and forces the surviving townsfolk to reopen local industrial plants to manufacture bugborgs (enemy robots).



STIRLING UNIVERSITY ROLE-PLAYING SOCIETY

CYBORG COMMANDO™

SCIENCE FICTION ROLE-PLAYING GAME ACCESSORY

Film at Eleven

by Guy W. McLimore, Greg K. Poehlein & David F. Tepool
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Table of Contents

Introduction 2

GM Reference Materials

Important People 19
Extra Encounters 29

The Adventure

Stage 1: Resistance Factor 8
Stage 2: And Now For the News 13
Stage 3: Old MacDonald Had a Farm 31
Stage 4: The Farmer in the Dell 39

Player Information

Mission Briefing 5
Pre-generated Characters 21
CCF Data Files 30

Maps & Diagrams

Resistance Camp Map 8
TV Station Diagram 14
Transmitter Building Diagram 15
Alien Camp Map (Players) 27
Leonard Farm Map (Players) 28
Alien Camp Map (GM) 33
Alien Compound Diagram 37
Leonard Farm Map (GM) 42
Forest Niche Diagram 47
Area Map ..... Inside Cover

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Introduction

This adventure is a work of fiction. Except for the names and locations listed below, all names, characters, events, and location descriptions herein are fictitious. Any resemblance to actual persons living or dead, organizations, events, or location descriptions is entirely coincidental.

States of Indiana, Illinois, and Kentucky, U.S.A., and all city, town, and road names

"Minnesota Fats" & "Titanic Thompson" (aliases for pool players)

Film at Eleven is set in southern Indiana during the summer of 2035. The action is fast and furious, and the entire adventure only covers a period of one day, game time. During these few hours, the characters will have to rescue two groups of hostages, destroy a Xenoborg encampment, stop an alien sympathizer with delusions of grandeur, and capture an Aerial Teleborg, but this is all in the line of duty for six strapping young soldiers of the CYBORG COMMANDO™ Force.

Invasion Recap

In the six months since the invasion, Xenoborg operations have been proceeding, though not as easily as the creatures had imagined. The CCs have not been waging an all-out war against the aliens, for they are still building their forces toward the day when they can finally drive the aliens off the planet. They can and do engage in rescue operations and guerrilla tactics, however, and have already done considerable damage to the enemy.

The aliens have entrenched themselves in the major metropolitan regions. In the occupied cities, the human population must submit to the rule of the aliens or be eaten. In the smaller cities and towns, however, the effects of the invasion are felt only indirectly. The aliens visit periodically and control the areas through human puppet rulers.

Current Situation

A group of human resistance fighters based in southern Indiana has been highly successful at fighting Xenoborgs in the local area. Their leader is Major George Barris MacDonald, a retired officer from the U.S. Army Special Forces. The fighters have managed to kill several wandering aliens so far. Unfortunately, however, they did not realize the importance of destroying each and every Xenoborg cell cluster. The remains of their kills simply ate and grew into duplicates of the original creatures, and now there are more aliens in the area than ever before.

Quincy Selling, the owner of a local television station in Huntingburg, Indiana, saw the increase in alien activity and incorrectly assumed that the actions of the resistance fighters were drawing more troops to the area. He and a few of his employees decided to offer their services to the enemy in return for positions of power in the new regime. Selling contacted the largest alien he could find (a Corporal), and the Xenoborg readily agreed to the terms, for it needed Selling's television station to contact HQ and requisition weapons and supplies. The alien instructed Selling to use the broadcasting equipment at the transmitter building (page 15) to contact the Xenoborg HQ in Indianapolis and request weapons and Comm units. Meanwhile, the new Xenoborgs organized themselves loosely into three squads and occupied the cities and towns nearby.

Weapons and equipment, plus three Sergeants and two Corporals to take command of the new Xenoborg squads, were loaded onto an Aerial Transport Teleborg and flown to a pre-arranged site by a Xenoborg Captain. When the shipment arrived, the Corporal who had sent the initial message reported a large, dangerous human, apparently made of metal, wreaking havoc with its troops. (This was Robert Phillips, a Type-1 with a damaged SINC who had been wandering the area. See page 20 for details.)

The Captain relayed this information to Indianapolis, and the Xenoborg leaders, anxious to acquire a CC for study, ordered the Captain to stay in the vicinity and arrange to capture it using the troops at hand. It was deemed unwise to send additional reinforcements until after the capture, since that might arouse suspicion or scare the CC away. However, Xenoborg HQ began to assemble a major strike force, consisting of six medium Space-Teleborgs and a company of troops, in space above the area. (See the Campaign Book in the CYBORG COMMANDO™ Game for stats.) When the Captain has a CC in hand, it will signal the strike force, which will land within 1 ST and cordon off the area to prevent any pursuers from staging a rescue. The assault team will not land until a capture is confirmed, though if too much time passes without a report from the Captain, one Space-Teleborg with a platoon of troops will be sent down to investigate.

The Captain has hatched a plan to draw the CC out of hiding. The Xenoborg troops have taken dozens of human hostages, and declared (through their human agent) their intention to execute six of them each night on the local news program until the resistance fighters give themselves up. They do not, of course, expect this to happen. They have stationed several Xenoborg officers around the transmitter building where the executions are to be held, hoping that the renegade CC will try to rescue the hostages. When that occurs, the Xenoborgs will spring their trap. If they are successful, they will take their captive back to the Aerial Teleborg at their temporary camp, and the Captain will send the signal.

The characters must rescue all of the hostages without allowing themselves to be taken. In addition, they must discover the alien plan and prevent the Captain from calling in a major Xenoborg assault.

The Resistance

All of the resistance fighters except those described in the "Important People" section (pages 19 & 20) are normal adult humans with Skill Ratings of 1-3 in #130 Vehicular Movement (#131 Small landcraft), #230 Personal Weapons (#235 Modern small arms), and #410 Personal Arts (all). Each is armed with a standard hunting rifle (range 30, damage 10) and a fragmentation grenade.

Unbeknownst to all except Major MacDonald and his son, the resistance fighters also have a "doomsday device" — a nuclear warhead stolen from a fused missile silo before the Xenoborg ground troops could get to it. This "pony nuke" is buried in a storage cache at the resistance camp. It can be transported safely by vehicle, but must be detonated by hand.

The MacDonalds are saving this warhead for an emergency. If it looks as though they and their forces will be killed, one of them will detonate the warhead and take as many aliens with them as possible.

If the characters fail their mission and allow the Xenoborg strike force to land,

Steve MacDonald will use this device to destroy any CCs who fall in battle so that the aliens will not capture them. The MacDonalds will not tell the characters about this "pony nuke," nor will they use it unless all is lost. It is simply a means of ensuring that character failure will not result in a major victory for the Xenoborgs.

The Enemy

The Xenoborg Captain in charge of this operation is on detached duty, assigned to travel with and care for the Aerial Teleborg. These two creatures have developed a close working relationship, similar to that of master to beloved pet. (Although the Teleborg has intelligence equivalent to the human norm, the Captain has four times that.)

As is the standard Xenoborg practice, this Teleborg is always paired with this particular Xenoborg for missions. The two can communicate telepathically over distances of up to 1,000 m/y, and will go to great lengths to protect one another.

The Adventure (Overview)

Stage 1 of the adventure starts with the player characters (all of Lance Corporal or lower rank) reporting as ordered to the recently-activated Secondary Base in Cairo, Illinois. Their mission is twofold. First, they are to contact Major MacDonald and officially request that he and his forces cooperate with the CCF. Once he has agreed, the characters must instruct the resistance fighters on the proper techniques for killing the alien cells once the monsters have been broken down into small pieces. This can be accomplished by using a portable microwave emitter that can be built from spare parts scavenged from standard microwave ovens.

On their way to the camp, the characters encounter Robert Phillips, a damaged Type-1 CC, fighting a Xenoborg. After aiding him, they arrive at the resistance camp with their supplies and information. Major MacDonald agrees to place his fighters under the command of the local CCF branch in Cairo, and requests that he be permitted to return to active duty. The Major delegates his son Steve to locate the necessary parts for building the microwave devices.

The excited air in the camp is broken by the arrival of Shana Selling, Steve's fiancee. Out of breath, she delivers the news of a major crisis. Her father, Quincy Selling, is the owner of a small, low power television station in Huntingburg, Indiana, a town about 78 km (30 miles) away from the camp. Selling is an opportunist who has been cooperating with the invaders to gain personal power in the new regime. Until now, his support for the aliens has been verbal only, but Quincy Selling is apparently helping the aliens in their latest plot to crush the resistance and bring the entire area under their control.

Shana has discovered that the Xenoborgs plan to execute a number of hostages on television, during the evening news report at 6:00 P.M. (local time). Actually, this information was fed to her deliberately. The Xenoborgs do not care about executing hostages; they are hoping to capture a CC.

Of course, the characters will probably want to go to the hostages' rescue. (If not, the Major will insist on going, alone if need be!) If the players do not think of the idea themselves, the Major will also suggest that the rescue be televised, so that even more people in the area will know that the aliens can be defeated. Shana insists upon accompanying the rescue party, since she knows how to operate the TV station's control board.

This discussion is interrupted by noises from northeast of camp. Just as the characters look up, three Xenoborgs come crashing through the perimeter, attacking anyone who gets in their way.

In Stage 2 of the adventure, the rescue party leaves for Huntingburg. The characters will arrive about twenty minutes before the broadcast is to take place, but they will find no Xenoborgs, no live broadcast, and no Quincy Selling. The people running the station have not seen him all day, and they have no idea what Shana and the CCs are talking about. It is business as usual at the station, and the news team is preparing for a normal newscast.

Shana quickly realizes that there is one more place where the execution could be staged, and no one at the station would know about it. The aliens must be planning to broadcast from the transmitter building ten miles southwest of town. There is just enough time to get there.

The characters will arrive at the transmitter building just minutes before the execution is to take place. Outside, one Xenoborg Sergeant is operating the cameras, while another is holding six humans in its tentacles and training three lasers on them. Several more aliens are lurking in the woods, and Quincy is inside the transmitter building, at the auxiliary control board. The audio portion of the regular newscast is being played on loudspeakers set outside the building.

Shana sneaks into the transmitter building to immobilize her father and tie the various CC video signals into the transmitter so that the rescue can be televised. When the characters attack, the Xenoborgs will immediately abandon what they are doing and try to capture at least one of the CCs. As soon as the Xenoborgs have one character immobilized, one of them will pick up the captive and retreat, while the others cover its escape. After it is out of sight, the remaining Xenoborgs stage a fighting withdrawal, hoping to draw pursuit away from their companion. The human hostages can be released and led away by one of the resistance fighters during the combat.

If Quincy is still alive after the fight, he will try to escape on a motorcycle that he concealed earlier. The characters should be able to stop him with little trouble, and will have the opportunity to question him. Either he or one of the hostages can pinpoint the Xenoborg camp.

In Stage 3, the characters must rescue the other hostages (and their companion, if one of them has been captured) from the Xenoborg camp, which is located in the abandoned strip mining pits just south of Lynnville.

The characters will arrive at the abandoned coal mine complex that now serves as the aliens' temporary camp 1 ST before they are expected. There, they will find still more Xenoborgs and the Aerial Transport Teleborg. Most of the Xenoborgs are hiding in the compound, but the Captain, the Teleborg, and two Privates are on an island in the center of a lake, preparing to send a signal to the main strike force. The Captain, upon being informed of the CCs' early arrival, will pack up its equipment, board the Teleborg, and depart to find a better location for transmitting. The characters will have to deal with the remaining Xenoborgs and release the hostages.

In Stage 4, the CCF has informed all units in the area that a massive Xenoborg strike force is assembling in space above southern Indiana. The resistance fighters have been ordered to evacuate. The Base Commander suspects that the assault force is awaiting a signal from the escaped Xenoborg Captain. The CCs are ordered to make sure that signal is never sent, gather cell samples from the Teleborg, then evacuate the area, since they seem to be the targets of all this alien activity.

The characters track the Teleborg to a local farm, where the Captain and the Teleborg are hiding. The Teleborg has been hidden in a nearby lake while the Captain works on its transmitter in the farmhouse.

When the characters approach, the Xenoborg will try to escape, summoning the Teleborg out of the lake to distract the characters. The Captain takes cover in a small forested area and begins connecting Powwers to the communications equipment so that it can send the signal. The characters must ignore the Teleborg and follow the Captain to prevent the assault from occurring. If they fail, the entire strike force will come down and seal off the area, preventing their escape. If they

succeed, one Space-Teleborg will eventually come down to investigate, but the main force will be dispersed if the scout fails to find any CCs.

Preparing for Play

Before running *Film at Eleven*, read through the entire adventure booklet. Then carefully remove pages 19-30 from the center. Six pre-generated characters are provided on pages 21-26. Both Basic and Advanced Game statistics have been presented for these characters, so you may use them with either combat system. The players may also use CC characters of their own design, as long as they are of no higher rank than Lance Corporal. Pages 27 and 28 are player maps. Give these to the players as directed by the text. The other pages in this pull-out section are GM reference materials that you should keep handy during play.

Reward Creativity

Allow your players to be creative and inventive in dealing with the situations presented. If the players want to try some action that is not covered here, be flexible and consider it fairly. Always be prepared to think on your feet; good players often come up with ideas that could be quite effective.

If, however, an idea proposed by your players could not possibly work, stick to your decision. It is not necessary for you to explain your reasoning if that would give away information or slow down the game. If necessary, remind your players that you are in charge, and don't allow them to push you into anything. After all, they don't (or at least they shouldn't) know everything about the situation.

The characters must make several field decisions about what actions to take and where to go next during this adventure. They will probably follow the storyline presented here, but if they get off the track, you must be prepared to steer them back to the main adventure. Use the resistance fighters and the characters' MadMacs to direct them if necessary.

Extra Encounters

At several points in this adventure, you will have the option to insert an extra encounter. A list of possibilities is included on page 29. These need not be used, but may make the adventure more enjoyable and more challenging for the players. If you decide to use one of these encounters, choose the one that you like and insert it at a non-critical moment. Some of these encounters will require combat, while others can be solved with good role-playing. Avoid slowing down the action or draining the characters at a time when they will need their power, however.

Start

The CCs have been involved in various individual missions in this general vicinity, primarily patrols and rescue operations. They have each been ordered to report to the Cairo Secondary Base for a new assignment.

Although the Manitowoc Secondary was chosen to replace the Chicago Primary after the invasion, the Cairo Secondary has also recently been activated because of increased Xenoborg presence in the southern Indiana area. Since this is not a Primary Base, no CCs are permanently assigned here. A CCF Captain is acting Base Commander.

To begin, read the Mission Briefing on page 5, then give page 30 to the players for reference. Be liberal but reasonable in issuing personal equipment. All CC characters start the mission fully charged. When the players are ready to proceed, turn to page 9 and start play with Stage 1.



Mission Briefing

It has now been more than six months since the alien invasion. Almost one-third of humanity was killed in that first, deadly strike, and thousands more died later from the residual poisons and radiation. The Xenoborgs now occupy all the major cities of the world, and their bases dot the countryside. Air travel is impossible, for Xenoborg satellites monitor the skies, and any unauthorized aircraft are destroyed. The aliens patrol most major highways as well, but overland travel is possible via the smaller roads.

The CCF has been able to regroup and activate enough Secondary Bases to replace all the Primaries lost during the invasion. A few more backup bases are now being activated to provide services in particularly dangerous areas. But the CCF is still an underground organization, for the invaders outnumber the CCs more than eight thousand to one.

Each of you has recently completed a routine field assignment in the central United States. When you checked in at nearby Primary Bases for recharging, you were dispatched to the Secondary Base in Cairo, Illinois for a special assignment.

You arrived in Cairo late last night (June 21, 2035) by your own independent routes. The base proved to be a small underground complex beneath a pool hall called "J & B's Billiard Parlor," where the famous Titanic Thompson and Minnesota Fats used to play. A technician greeted each of you at the security entrance and directed you to the lab for a medical and electromechanical checkup. As soon as all of you had been repaired and cleared for duty, another technician escorted you to the conference room for your briefing.

The large chamber you have just entered is furnished with a long table and several chairs, some sized for CCs and others for normal humans. On the far wall hangs a large map of the southern Illinois and Indiana regions. A tall man in the uniform of a CCF officer stands in front of the map, talking quietly with a slim, dark-haired woman wearing a white lab coat.

"Sir?" says the technician who led you here, clearing his throat uncomfortably. "Sir, the CC operatives are here."

"Show them in and see to their equipment, Hopkins," says the officer in a deep baritone voice. And close the door on your way out."

"Right away, sir," replies the technician, flashing you a nervous smile as he departs. After a moment, the officer makes a mark on the map, then turns to face you. He is in his late forties, and there is no warmth or humor in his expression.

"I am Captain Richard Kingman, commander of Cairo Secondary Base," he says stiffly. "And this is Dr. Sharon Garrison, of R & D," he continues, indicating the woman beside him. "I assume you have all been declared fit for duty?"

At your nod, he says, "Good. This mission has been designated Priority Beta-4." Kingman picks up a stack of papers from the table and begins reading aloud from the top sheet. "The mission team will consist of one CC Recon Squad — operatives to be assigned on the basis of availability. The ranking CC on the team shall be in command of the operation.

"Before departure, all mission personnel shall secure a standard equipment kit from the Base Quartermaster. This package shall include one general-issue personal weapon of choice with standard charges or loads, plus one model PC-200 spare power cell (200 PU). Personnel may requisition one additional hand weapon with ammunition, plus assorted other personal equipment at the discretion of the Base Commander and the Quartermaster. One general-issue CCF Model HT-45 Hovertruck shall be provided for the mission team's use.

"The team shall also be issued one complete resistance-support field medical and supply kit for delivery to local resistance forces in the target area. A data package containing plans, theoretical data, maintenance requirements, and instructions for use of the Model MCD2-X Microwave Cellular Disruption Device will be duplicated into the inboard memories of all team members at the conclusion of this briefing."

Kingman pauses and picks up a pointer. "The mission is as follows. A group of human resistance fighters has been doing a remarkably good job against the Xenoborgs in this area for the past few months. Considering their inferior weaponry, their success rate has been nothing short of incredible. As you know, however, it is not enough simply to kill a Xenoborg; one must also dispose of the remains properly, or each small cell cluster will grow into a whole new monster. These civilians are, unfortunately, unaware of that fact, and their activities to date have brought about a virtual plague of Xenoborgs in this area. Most of these creatures have taken up residence in these nearby cities," he says, indicating Evansville, Owensboro, Huntingburg, and Lynnville on the large map.

"The CCF has thoroughly checked out this particular resistance group. Its members are highly efficient, and they could be an asset to the CCF in eventually regaining control of this area. Therefore, we have decided to offer them an opportunity to work with the CCF. If they accept, we will provide them with the plans for a special microwave device, like that in your palm projectors, so that they can clean up their own debris after battles.

"It is absolutely vital, however, that they agree to cooperate with us. For their safety and ours, we simply cannot allow them to conduct raids on their own initiative whenever they please. If they become too efficient, they will invite severe Xenoborg reprisals, which could include the depopulation of the entire area — or even worse. You yourselves know what a fine line we must tread to ensure that we do not appear as too much of a threat before we are ready to take back the Earth.

"You will make contact with the resistance fighters at their camp, which is located approximately here," continues Kingman, indicating a point just north of Lynnville on the large map. "The leader is a retired Major from the U.S. Army Special Forces, which probably accounts for the unusual success rate of this group. George Barris MacDonald is a good man and a fine officer." Kingman hesitates and looks away. "He's . . . also a personal friend. Mac and I served together in the SAT Wars twenty-six years ago. His fine service record is the main reason the CCF decided to encourage his activities.

"After you have identified yourselves, inform him that if he wishes to return to active duty, the CCF will initiate a request to have him reinstated at his previous rank. Until then, he is directed to place his people under the command of the ranking CC operative, who will be in charge of the upcoming mission. After you people leave, he will be reporting directly to Cairo Base. Explain the situation honestly; he and his people could endanger delicate CCF operations by drawing alien attention to this area at the wrong times. Mac should understand that. Once he has accepted those terms, give him this sample microwave device," continues Kingman, indicating an odd machine on the table, "and the plans for building it. Dr. Garrison will explain the details in a moment.

"Honestly, I wish we could do more for him," Kingman says regretfully, "but we're stretched pretty thin as it stands. Mac will just have to make do with a quick briefing and a sample of the device." Kingman sits down at the head of the table and beckons Dr. Garrison forward.

"We knew," she says in a pleasant voice, "almost from Day One that very few weapons can kill a Xenoborg. Even slicing them up with lasers is only a temporary solution, since the small clusters of cells simply begin to eat and grow, eventually forming duplicates of the parent creature.

"Many techniques were tried on these cell clusters with varying degrees of success, but it was CCs like yourselves who finally provided us with the answer. It seems that large doses of microwaves literally cook the alien cells from the inside out, killing every one of them in the process. Of course, full-sized Xenoborgs are simply too large to be killed by short bursts from your palm projectors, since microwaves can only penetrate a few centimeters before all the energy is absorbed by the material being heated. You might cook a few outer layers of cells, but that would only give the monster the equivalent of a nasty sunburn. Nevertheless, you can use your palm projectors to kill any Xenoborg cells that survived your regular attacks simply by setting your projectors to wide dispersion and beaming the remains for about two minutes. Each such treatment will cost you about six units of power from your primary batteries.

"Of course, this technique works fine for you CCs, but ordinary soldiers can't carry microwave ovens onto the battlefield with them! The method was filed away as being impractical for general use. Then, about three weeks ago, one of our research technicians from Corpus Christi Primary Base in Texas designed a larger, semi-portable version of the CC projector. These devices," she continues, pointing to the large metal instrument on the table, "can be built in the field from surplus parts salvaged from ordinary home microwave ovens, with other controlling and power elements added."

The device on the table is about the size of a large television set. It has two handles and a cable that can be connected to a power source. On the top is a small parabolic dish about twenty-five centimeters across, with a microwave emitter at the focal point.

"It's simple enough to use, though it does require two hands," says Dr. Garrison, picking it up to demonstrate. "The user just points the dish at the target and presses the thumb switch on the handle. However, the device only has a range of about two meters."

"Obviously, the plans for constructing these devices have been classified top secret, but the data have been disseminated to the various CC bases for distribution to all approved resistance forces in the world. This information is much too valuable to be distributed on paper or in computer memory chips, so we will upload it into your MadMacs before you leave. Upon arrival, you can download the data to almost any operating computer system, or simply call it up and transcribe it by hand. Please make sure this information gets through. We're all depending on you."

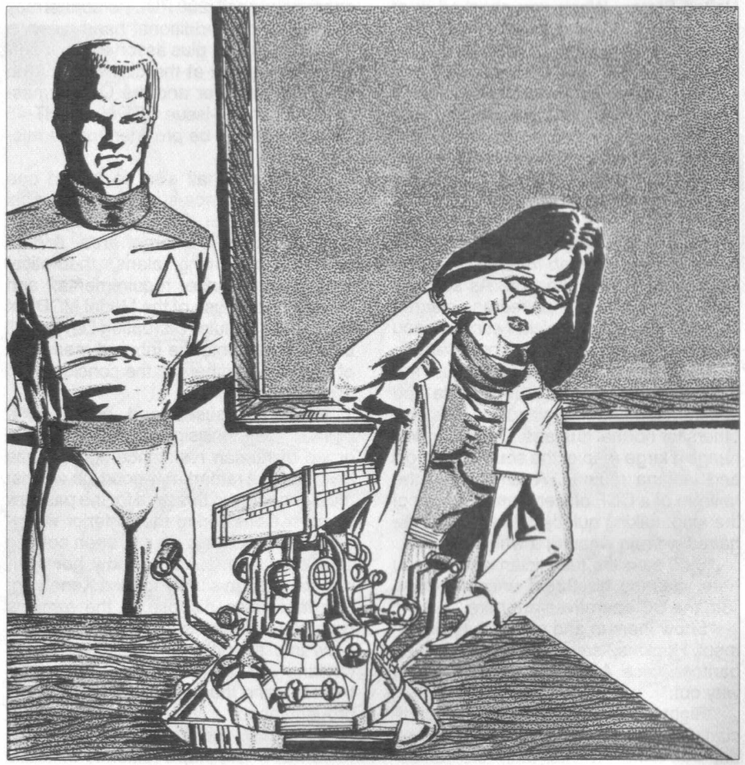
Kingman stands up. "Thank you, Dr. Garrison," he says. "The rest of this briefing is classified above your clearance, so please return to your regular duties now."

After Dr. Garrison has left the room, Kingman rests his fists on the table and looks across at you. "Within the past few days, Xenoborg activity in this area has increased dramatically. We are unsure exactly why, though the most likely reason is the unusual success of these resistance fighters. It appears that the aliens have brought in a major force, which may indicate that they're planning some sort of major strike.

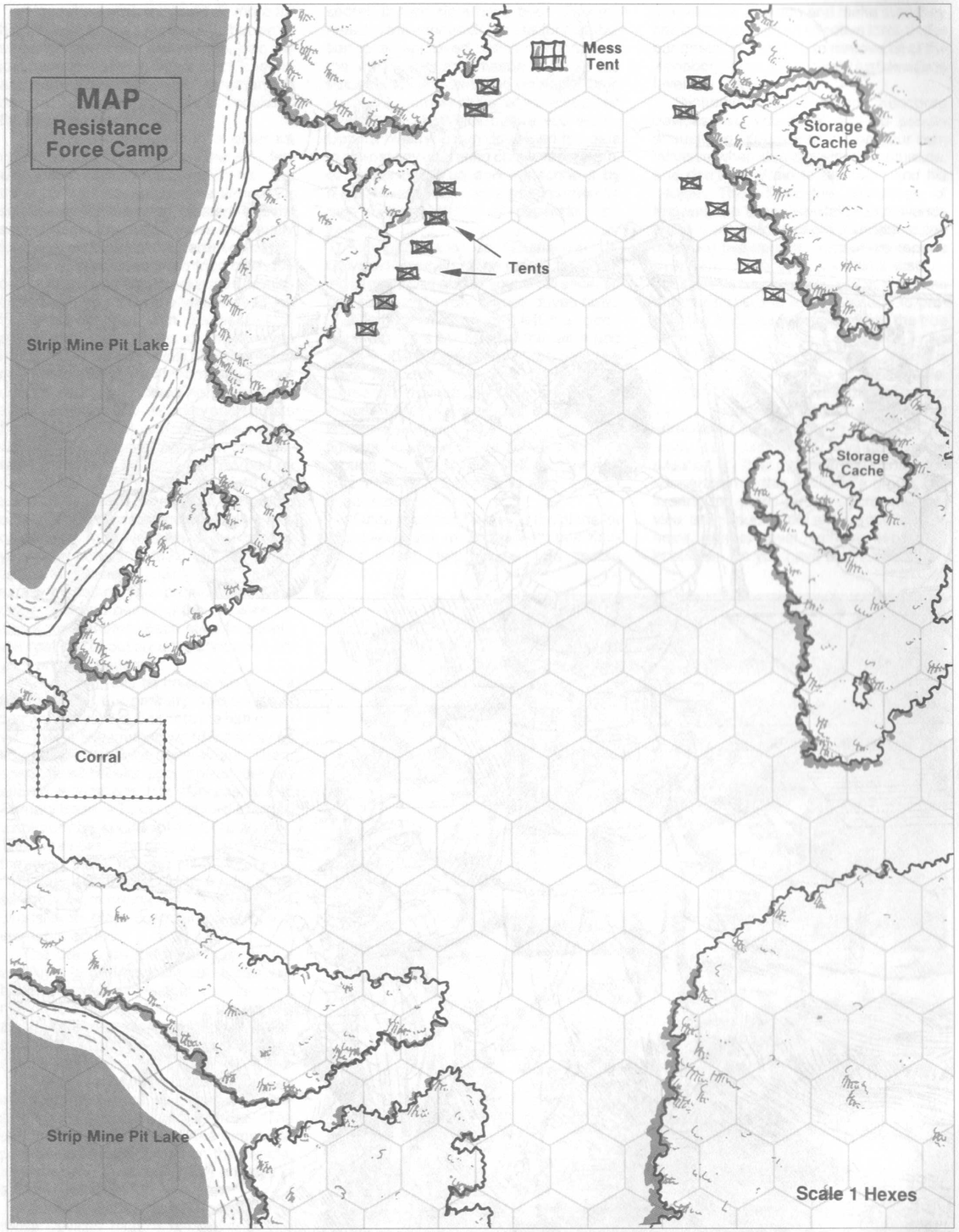
"Once you have delivered the plans for this device, you must deal with this Xenoborg threat. Help Mac and his people stabilize the situation and make sure they can continue to be an effective force under our direction. Don't try to remove all of the Xenoborgs; the aliens might just decide to level the whole area.

"Naturally, bring back any Xenoborg devices that you think our lab people should see. You are to act on your own initiative when dealing with this situation, and don't be afraid to use Mac and his people. They have the advantage of knowing the area. Maintain radio silence while in the field except for broadcasting standard two-second condensed reports every six hours. Any additional instructions will be broadcast to you in the same manner through a routing station to prevent the Xenoborgs from tracking the true source.

"As always, your number one priority is to survive. None of you is expendable. Number two is the recovery of any dead or injured teammates. We simply cannot afford to let the Xenoborgs have a CC to study. Your third priority is to stabilize the situation in this region by securing the cooperation of this resistance group, delivering the plans for the microwave device, and reducing the alien presence to a more normal level without escalating hostilities. Do you have any questions?"







Stage 1: Resistance Factor

In this section, the characters must rendezvous with a group of resistance fighters in southern Indiana. On the way, they must rescue a damaged CC. At the camp, they hear of a Xenoborg plan to televise an execution of human hostages. Shortly thereafter, the aliens attack!

1. An Almost Uneventful Trip

Regardless of which route the characters take to the resistance camp, they will encounter Robert Phillips, a damaged Type-1 CC, after 3 ST of travel. (See page 20 for information on Phillips.) He is battling a fully-armed Xenoborg Private in an open field. Read the following:

> The day dawns gray and unseasonably cold for June. You have already been on the road for more than half an hour. This part of southern Indiana seems almost untouched by the invasion. Crops are growing in the fields, which stretch as far as even your eyes can see.
>
> But it seems you are not alone in this peaceful countryside. The unmistakable sounds of battle are coming from behind a hill about 200 meters ahead. It's a Xenoborg fighting a CC — and the monster seems to be winning!

If the characters do not seem inclined to help Phillips, have their MadMacs remind them that the Xenoborgs must not be allowed to capture a CC for study. If they still refuse to intervene, Phillips will win the battle by a tiny margin, then continue wandering about the area.

If the characters do rescue Phillips, he is grateful, but appears very confused because of the damage to his SINC. His mechanical body shows some damage in addition to that suffered during this battle, but he cannot seem to remember how it occurred. If questioned, he will start to answer, then pause at a critical point, unable to access the appropriate information to complete his response. Any of the characters who were stationed at Corpus Christi Primary Base will recognize Phillips, though he will not seem to know them.

The characters have several options. If they simply give Phillips the directions to Cairo Secondary Base (or any other, for that matter), he will not be able to remember the information long enough to find his way there — a fact that can be ascertained by asking him to repeat the instructions immediately after they have been given.

Alternatively, they may bring him along on their mission. Phillips is still capable of fighting Xenoborgs, though he is very low on power. He has a Combat Rating of 15, and there is a -5 penalty to all his attacks because of the damaged SINC. Also, he may at any time forget who the characters are and what has happened in the last few minutes. Once the characters reach their destination, they may safely entrust Phillips to the resistance fighters, who will keep him until the characters have completed their mission and can escort him to an appropriate base.

Xenoborg Private

IPs (Basic):	180
IPs (Advanced):	
Body:	189
6 Legs (ea.):	5
1 Head:	24
3 Tentacles (ea.):	9

Attacks per Cycle: 3
Armament: 3 Lasers

2. The Resistance

The resistance camp is located just north of Lynnville, in an abandoned strip mining area that covers most of that region. Regardless of which approach the characters choose, they will be spotted by hidden sentries long before they arrive. Have each player make a Skill Check vs. #610 Law Enforcement (#611 Investigations) for his character when the group nears the camp. Success means the character realizes that someone (definitely human) is trailing them. If the CCs stop to search for their pursuers, this encounter will occur immediately. Otherwise, use it when the characters arrive at the outskirts of the camp. Read the following:

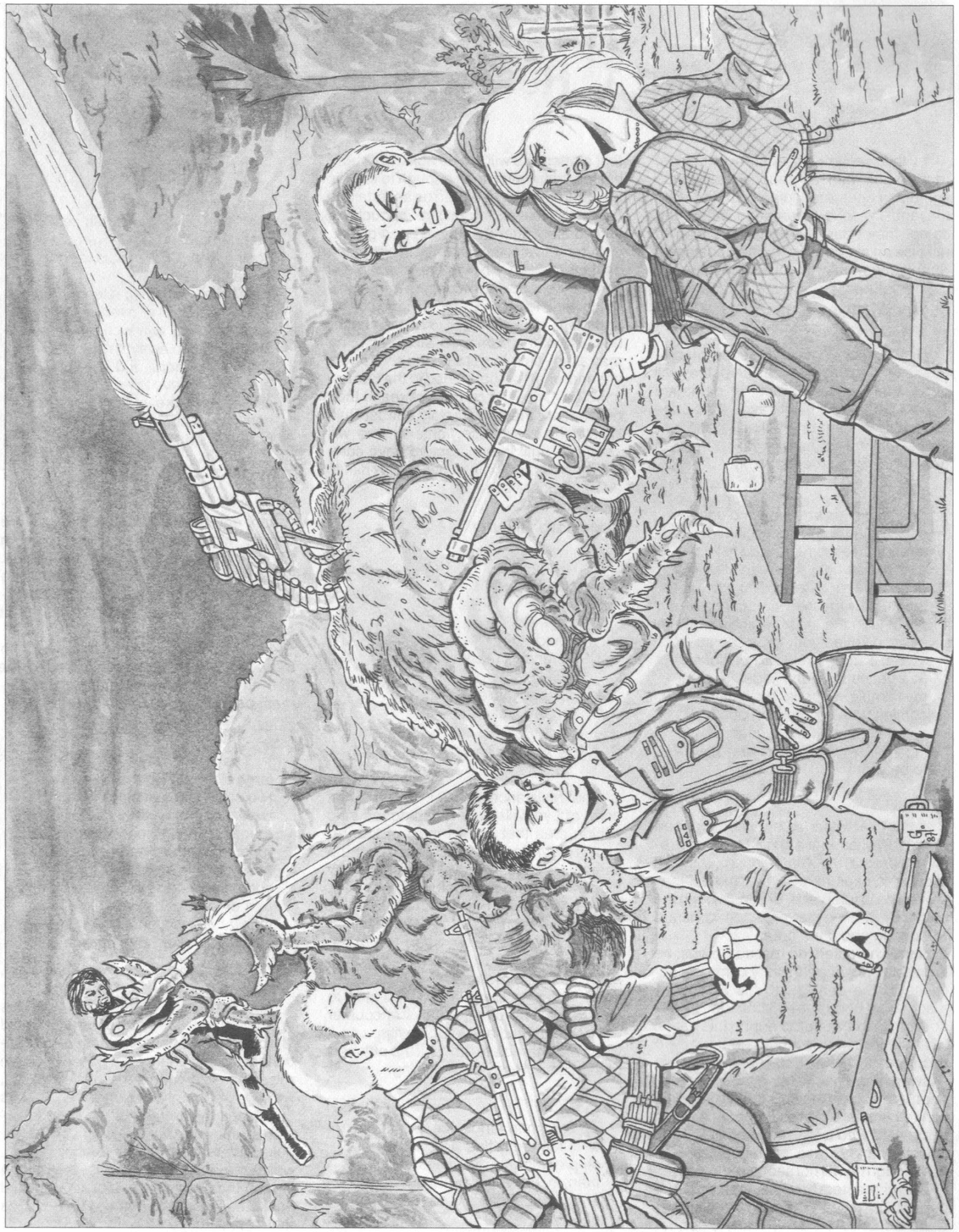
> Ten men and women, armed with hunting rifles and handguns, step out from the bushes. A young man in his early twenties, apparently the leader of this band, approaches you and extends his hand. "Welcome to southern Indiana," he says with a smile. "I'm Stephen MacDonald. We were hoping the CCF would send us some aid.
>
> "There's a small clearing just inside that grove over there," he says, pointing to a wooded area a short distance away. "You can park your truck there and unload. I'm afraid you'll have to walk to the main camp from there, but it isn't far. And don't worry about your truck. It'll be perfectly safe."

After the CCs have removed the necessary equipment and supplies from the vehicle, MacDonald leads them down a narrow, winding trail through the woods. The trees and brush to either side of the path are quite thick, and MacDonald exchanges signals with hidden sentries at several points.

Many other trails cross this one within the woods. After about 1/3 km (1/8 mile), the trail ends at a large clearing. (See the map, page 8.) Read the following:

> The trail finally empties into a large clearing. On the east side are two small lakes of black water. Between them is a crude corral built of rough-cut logs lashed together with rope. About thirty horses are milling about in this enclosure, munching contentedly on hay. In the northern part of the clearing are fifteen two-man tents and one larger square tent with a cookstove outside.

The lakes are man-made. Decades ago, these were strip coal mine pits (called "stripper pits"). After the mines were abandoned, dirt and shale were piled up to form raised banks around the edges of the pits, which were then filled with water. Creeks developed to carry the runoff into the forest, and eventually to the rivers. Both "lakes" were stocked with freshwater fish, which have thrived to this day, even though the water remains black with coal dust. These fish are a major food source for the resistance.



The resistance fighters keep their supplies in the two concealed storage caches noted on the map. Food and medicines are sealed into watertight containers and buried in the clearings, which are hidden from aerial view by overhanging trees. Each clearing is accessible by a single twisting path.

Read the following after the characters have taken in the scenery:

> Steve MacDonald leads you directly toward the largest tent, which seems to be a mess tent. Inside, several people dressed in dark-colored clothes are eating lunch at crude homemade tables similar to those usually found in public parks and picnic areas. Most of these folks are in their early twenties and thirties, but one older man with short dark hair stands out from the crowd. He is definitely in charge, but he seems relaxed with his "troops," talking and joking over cups of some steaming beverage.
>
> As you approach, several people inside the tent notice you and crowd into the entrance, murmuring and pointing. The leader pushes his way through and walks toward you.
>
> "Afternoon," he says. "I'm Major George MacDonald, retired. Everyone around here just calls me 'The Major.' Welcome to our humble camp." He gestures expansively, sweeping his arm around with obvious pride.
>
> "You met my son, Steve, on the way in," he continues, indicating the young man who led you here. "And here comes my second-in-command, Captain Fielding." He gestures toward a quiet, serious-looking woman in her thirties, who is just entering the tent.
>
> "Now come inside and tell me what we can do for the CCF," says Major MacDonald, gesturing for you to precede him into the tent.

The Major dismisses all of his officers except Steve and Captain Fielding, then leads the characters to a picnic table on which is spread a map of the area.

Read the following when the characters ask for MacDonald's cooperation on behalf of the CCF:

> The elder MacDonald heaves a sigh and turns to face you, tight-lipped. "I understand," he says, "I hereby request permission to return to active duty."
>
> "Dad, you don't have to do any of this," says Steve MacDonald bitterly. "Who are these people to come in here and take over our operation anyway? Besides, you outrank them."
>
> "Not yet, son," says the Major. "Not until my rank is reinstated — which, I imagine, will take several days. Until then," he continues, turning to face you, "I place myself and my people under your command, as requested. Captain Fielding, please inform the other officers of the change in command structure, then return here — we may need your input."
>
> After Fielding has gone, the Major turns away. "These are good people," he says quietly, "willing to risk everything for this cause. I trust that the CCF will not be too careless with their lives."

When Captain Fielding returns, MacDonald will offer to brief the characters fully on the local situation, pointing out the occupied cities, plus other areas of alien activity.

MacDonald is very excited about the new microwave device, and wants to begin constructing some immediately. Steve volunteers to collect the materials.

3. Alarming News

After the characters have delivered their information, the perimeter watch reports a lone rider approaching on horseback from the south. The CCs may take cover in the surrounding brush if desired, or they may wait with Major MacDonald. Read the following:

> A pretty young woman with long blonde hair rides into the camp on the same path that you used to enter. She looks approximately twenty years old. As soon as she dismounts, she rushes into the arms of Steve MacDonald. The two embrace for several moments, then walk over to the grinning Major.
>
> "This is Shana Selling, my son's fiancee — as if you couldn't tell," says the Major. Steve blushes at this, but Shana only smiles. "Now, Shana, what brings you here in such a rush?"
>
> The young woman's smile fades. "Sir, my father has really done it this time," she says angrily. He and those damned — well, sir, let's just say we've really got problems now."
>
> "Hold it," says the Major. "Better brief our new bosses on the whole situation. They're in charge here for the time being."
>
> Shana looks to Steve for confirmation, then turns toward you. "Well, my father owns WNBRG, the local television station in Huntingburg. It's the only station still on the air in this whole area. From the first, father supported the aliens with his broadcasts so that they would allow the station to remain in operation. The townspeople put up with it because it keeps the station going, and it keeps father out of mischief. Most people just ignore the propaganda and watch the entertainment shows. We all thought it was pretty harmless.
>
> "But now everything has changed. I heard father say that the aliens brought in more troops for a special operation. As you probably know, they've been considerably more visible in the area during the last few days. Then, early this morning, the aliens rounded up more than forty townspeople, whom they are holding as hostages. They intend to execute six of them every evening on the station's six o'clock newscast until the resistance force surrenders. And my father is helping them organize the telecasts!"

Unbeknownst to Shana, Quincy Selling deliberately allowed her to overhear these plans, knowing that she would immediately rush to warn her fiancé about the executions. As soon as she left, three Xenoborgs were dispatched to follow her, for the Xenoborg Captain hoped that she would lead them to the resistance camp.

4. An Alien In The Camp!

MacDonald calls his senior officers into the tent for an emergency strategy session. All of them agree that a rescue attempt is in order. If the characters refuse to allow it, Steve MacDonald will insist on going — alone, if need be. The characters may broadcast a two-second report to Cairo Base, but the only reply they will receive is the standard signal that means, "Act on your own initiative."

While the discussion is in progress, a guard rushes into the tent and reports three Xenoborgs approaching. Just as he blurts out this information, there is a crash-

ing noise from the south, punctuated by screams from the two sentries on that perimeter. Two CT later, three Xenoborg Privates burst through the underbrush into the camp. Two of them immediately begin attacking the resistance forces, but the third stays near the sidelines to assess the situation.

The resistance fighters will fire upon the two Privates immediately unless instructed otherwise. The aliens will concentrate their attacks on the CCs, ignoring the humans unless one of them poses a significant threat. After 3 CT, Private #3 will decide to disengage and return to the alien camp, where it will report the presence of multiple CCs to the Captain. If it (or either of the others) is permitted to escape, it will be able to describe the opposition to the Captain in detail.

During the combat, Steve MacDonald will attempt to stay between his fiancee and the attackers. Though Shana is no shrinking violet, she is unarmed and knows that she cannot be of much help in this battle.

Xenoborg Privates #1 & #2

IPs (Basic):	152
IPs (Advanced):	
Body:	158
6 Legs (ea.):	4
1 Head:	23
1 Spiked Tail:	23

Attacks Per Cycle: 3
Armament: 2 Lasers, 4 Fragmentation Grenades, & 1 Tail (15)

Xenoborg Private #3

IPs (Basic):	186
IPs (Advanced):	
Body:	195
6 Legs (ea.):	9
1 Head:	28
2 Tentacles (ea.):	14

Attacks Per Cycle: 3
Armament: 3 Lasers & 2 Tentacles (10)

5. You Take The High Road

Once the characters have destroyed the attackers, they should show the resistance fighters how to microwave the remains. The sample device the characters have brought is operational, so the Major and his men can help. Read the following when they have finished the cleanup:

> Captain Fielding walks up to the Major and salutes. "Begging your pardon, sir?" she says. "I think it might be a wise precaution to move our camp to another location as soon as possible. I volunteer to supervise that operation."
>
> "I agree," says MacDonald. "We'd better set up another base. If our CCF leaders have no objections, you can take most of our troops and move them here," he says, pointing to a spot on the map. "Steve and I will accompany the CCs on the rescue."
>
> At that, Shana comes forward and announces, "In that case, I'm coming along too. I know the station better than anyone else here."

Steve MacDonald immediately protests bringing a non-combatant into a potentially dangerous situation. But Shana is adamant about going, and in the end the Major will agree with her reasoning, pointing out that her presence could be quite valuable. After all, propaganda works both ways. If the Xenoborgs can televise the execution to supress the resistance, the CCs could do the same with the rescue to bolster support for the movement.

Shana thinks this is a grand idea. She asks whether the CCs can broadcast a video signal during the fight (which, of course, they can). She knows how to operate the control room board, and can engineer a complete broadcast for them. In the face of this reasoning, even Steve will reluctantly agree that Shana should go along. (Of course, the CCs have the final word.)

Once everyone has agreed upon the team composition, the actual attack plan can be devised. Shana can give both the location of the television station and a rough sketch map of the floor plan. (Draw this yourself on a separate sheet of paper.) She thinks the Xenoborgs will hold the execution on the grounds outside the building, since they could not possibly fit into the station's small studio.

Encourage the players to plan their strategy, and give them helpful suggestions through Shana and the MacDonalds if they seem to be dithering aimlessly.

If the characters refuse to allow the rescue attempt, Steve and Shana will slip away as soon as they can with a small group of fighters (and Robert Phillips, if he is present) to try it themselves.

This section is worth up to 3 SP per character. If the characters allow any Xenoborgs to escape, deduct 1 SP.



Stage 2: And Now for the News

In this section, the characters must stop the Xenoborgs from executing their human hostages, televise the rescue to build morale in the community, and avoid being captured themselves.

Although the execution is ostensibly being staged to force the surrender of the resistance fighters, the Xenoborgs actually have quite another purpose in mind. Unable so far to capture the CC that was reported in this vicinity for study, the Xenoborg Captain has arranged this dramatic show to lure the CC out of hiding and into an ambush. Quincy Selling, the human traitor assisting the aliens with their broadcast, is unaware of this plan.

The execution is not being held at the Huntingburg television station, as Shana had assumed, but rather at the transmitter building outside of town, since this site provides more space, better cover, and less interference from the locals. Unless the characters have questioned Shana Selling carefully on the exact equipment involved in the broadcast process, they will be unaware that this building even exists, and will probably proceed to the TV station instead. If they do go directly to the real site, adjust Event 1 to reflect the other destination, and skip Event 2.

If any of the Xenoborg troops from Stage 1 (Event 4, page 11) were allowed to escape, they have reported back to base. The presence of not one, but several CCs has been confirmed, and reinforcements have been sent to the site of the execution (page 15).

The characters will have a much easier time with this section if they have brought along Shana Selling and the MacDonalds. If any of these people are not present, omit or adjust the boxed player information in each section accordingly.

1. Trip to Huntingburg

Distance: 78 km (30 miles)
Estimated Travel Time: 30 min. (2 ST)

The Xenoborgs will be in position beside the transmitter building with their hostages at 5:00 P.M. (1700 hours). By 5:30, they will be ready to broadcast. The characters may leave the resistance camp at any time after the events in Stage 1 have taken place. If they head for the Huntingburg TV station before 4:00 P.M. (1600 hours), add encounters from the list on page 29 (or others of your own design) to delay them so that they will not be able to intercept the Xenoborgs en route.

The estimated travel time given assumes that the characters are traveling in their hovertruck by the main roads. (Add 20% to that time for cross-country travel.) No more than four extra passengers will fit in the vehicle with the CCs, however, so any additional resistance fighters the characters wish to bring will have to ride in the camp's truck (which will hold up to sixteen people) or on horseback. Estimated transit time for the truck is 2.5 ST; it can move only on standard roads. Horses can make the trip in 16 ST by road, or 30 ST if traveling cross-country.

The roads in this region are virtually deserted. Most standard vehicles ran out of fuel long ago, and the aliens do not allow the production or processing of new fuel supplies. They see this as one way to keep the populace divided and somewhat dependent upon them.

The trip to Huntingburg is not eventful, although you may place an encounter here if the characters are progressing too quickly. (See page 29 for suggestions.)

2. Town of Huntingburg

Huntingburg is bustling when the characters arrive. Shops are open, people are busy, and the town seems to be thriving in spite of the alien occupation. Since there are so few powered vehicles, most of the citizens now use horses and bicycles to get around. A hand-lettered sign at the edge of town proclaims an evening curfew from 2000 hours (8:00 P.M. local time) until dawn.

Two Xenoborg Privates have been occupying Huntingburg for several weeks. During the daylight hours, they wander the streets at random intervals, eating any troublemakers they encounter. If any of the Xenoborgs from Stage 1 (Event 4, page 11) managed to report back to the Captain, the Huntingburg Xenoborgs will be absent when the characters arrive, having been ordered to the execution site to serve as backup forces.

The hovertruck will attract a great deal of attention, as will the CCs themselves, if they simply drive into town openly. The citizens will swarm over the vehicle and/or the characters, which will delay their progress by up to 1 ST (GM's discretion) and attract the attention of the Xenoborgs if they are in the vicinity. Shana Selling can direct the characters to the TV station via less-traveled roads if she is present. The CCs should arrive at their destination no later than 1740 hours (5:40 P.M.).

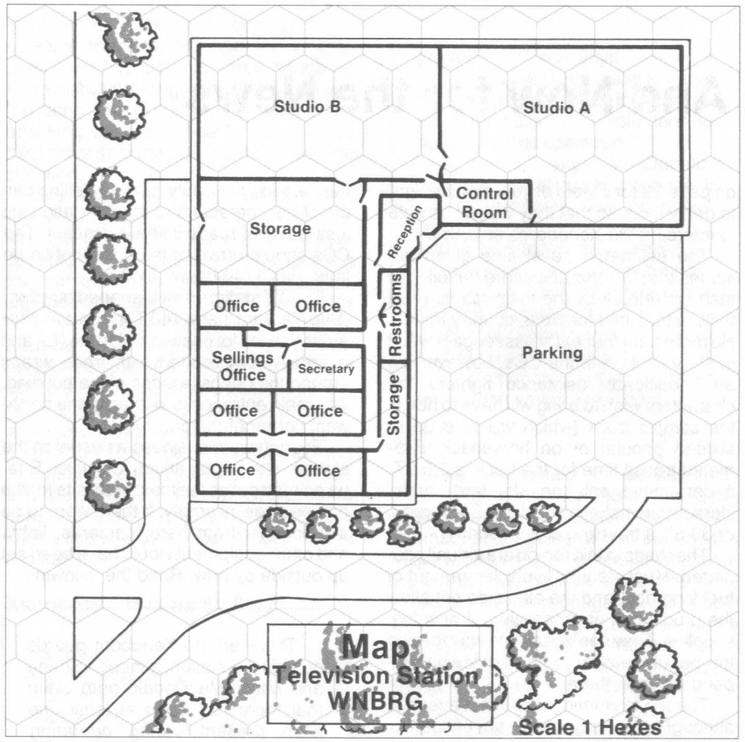
The TV station is an L-shaped building. (See diagram, page 14.) There is a rectangular parking lot nestled inside the "L," and a grassy lawn dotted with trees wraps around the opposite sides of the building. The main entrance is located at the northwest corner of the parking lot.

Everything is business as usual at the station. The large parking lot, which Shana pointed out as the most likely site for the proceedings, is empty. If there were to be a broadcast from here, cameras, lights and other equipment would have been set up outside by now. Read the following:

> There are no Xenoborg guards outside the station, although Shana and Major MacDonald both claim that there has been at least one alien present during operating hours for the last week. "We've tried to note how they schedule the guards," says MacDonald, "hoping to catch them in a vulnerable moment. But they vary their guards in a fashion that I haven't been able to figure out. Anyway, something's wrong — they should be here!"

The Major and his people will take their cues from the characters now. The CCs are, after all, the experts when it comes to hunting Xenoborgs. But MacDonald will make suggestions if the characters delay action. Read the following if the characters do not enter the station within a few minutes:

> The Major says, "I hate to admit it, but given the situation I think we might want to consider a frontal assault on the studio where the news is filmed. The longer we take at this, the more chance they have to spot us. If we storm the building and try to catch the aliens off guard, we might be able to keep them from harming the hostages at all. Let's go on in."



Let the players develop and execute their own plans for gaining entry. They can enter the building at any time, and there will be no resistance. Since the execution is being held elsewhere, the results will be as detailed below in any case. Read the following when they enter, adjusting the material as needed if they use any entrance other than the front door:

> The reception area is triangular. In the center of the room is a large desk, but there is no one in sight. Set in the east wall is one door emblazoned with a sign that reads, "Private — No Admittance." Shana leads you straight through that door into a hallway lined with offices.
>
> Most of these rooms are empty, though a few startled office workers note your passage. At last you reach a door with a sign that reads, "Quincy Selling, Owner & Manager." As you approach, the door opens and a middle-aged woman emerges. She gives Shana a withering look and flatly states, "Mister Selling is out for the afternoon and is not expected back until tomorrow."

Selling's secretary, also an alien sympathizer, will try to prevent the characters from entering the office. If they push past her, read the following:

> This large office has rather spartan decor. The furnishings include a desk, two filing cabinets, several chairs and a couch. A computer terminal dominates the desktop.
>
> On one wall, facing the desk, is a television monitor. The Major switches it on, bringing up the last half of the program that usually precedes the evening newscast.

The filing cabinets are all locked, and only Selling and his secretary have keys to them. The secretary will refuse to open the files for any reason. The cabinets contain documents pertaining to the ownership and operation of the station, but no incriminating information. The desk is unlocked, but it contains nothing of importance.

The storage room north of the offices is filled with old sets and props, plus boxes of papers and old files that have been archived. There are also several shelves filled with videotapes of various television programs. The characters will find nothing of use here.

The control room is accessible from both the hallway and Studio A. Inside are a few surprised technicians who know nothing at all about any unusual telecasts on the schedule. They are currently preparing for their nightly news broadcast. The alien masters have sent home all except a skeleton crew, but no one knows why. Even the usual Xenoborg guard has been removed.

Studio A is empty right now, and all the lights are off. This is the sound stage where several programs are produced, including children's shows, game shows, and other light entertainment.

The news is broadcast live from Studio B. If the characters enter that room, read the following:

> This studio has been carefully arranged to resemble a newsroom. In front of the main set stands the anchorman's desk, and to the left of that is a weather map. The headline news is already visible on the monitor screens on the opposite wall. Other sets, apparently designed for talk shows, have been pushed up against the west wall.
>
> The large studio lights are on and the the area is flooded with very bright light. The anchorman enters and sits down at his desk, while the sportscaster and the weatherman stand to one side, chatting amiably. Three cameramen are moving their equipment into position.
>
> A tall man walks onto the set, carrying a clipboard and talking to the control room through his headset. Shana identifies him as Ralph Michaels, the floor director. The sound of her voice, even at a whisper, causes him to turn and face you. "Who authorized you to be on the set?" he demands, walking toward you. "Get out of my studio. We're about to go on the air."

Michaels will answer any questions put to him, though he is rather surly and rude, even when faced by several eight-foot-tall, heavily armed CCs. The floor director is utterly unflappable and afraid of nothing. Shana knows Michaels quite well, and can help smooth things over a bit if she is present. Even so, he will still be impatient with these intruders — he has a newscast to do, and he knows nothing about any hostages, execution, or Xenoborgs other than the ones that have been living in Huntingburg. If the characters ask him about Quincy Selling, read the following:

> A look of distaste crosses the floor director's face. "I haven't seen him all day," he replies, "and just as well. I don't like those blasted creatures hanging around here, and I don't like people who fawn over them, either. No offense intended, Miss Selling. Now, will you please get out of here? I have work to do!"

By now, the characters should realize that something is dreadfully wrong. Quincy and the Xenoborgs could not possibly hope to arrive and set up a broadcast in the short time remaining before the news. If the characters don't think to ask Shana about another location, Michaels will mention the transmitter building. Read the following in either case:

> Shana gasps, an expression of stunned realization on her face. "Of course — the transmitter building. I completely forgot about it! There's an auxiliary control room there. Father could patch a few cameras into the board and interrupt the news broadcast at any time. In fact, if he cuts in from there, the people in this nerve center couldn't even stop him. He would have final control!"

The transmitter building is located just southwest of town. Obviously, time is very short now — it should be almost time for the news broadcast to begin. If the CCs can manage to get on the floor director's good side (assuming he has one), he will agree to delay the newscast a bit by adding extra commercials between programs. This can buy the CCs five minutes at most.

3. Transmission Vector

Distance: 34 km (13 miles)
Estimated Transit Time: 14 min. (1 ST)

The transmitter building is situated on top of a hill to assure maximum range for the signal. A gravel-covered road snakes its way up the hill to the main building. The hill itself is covered with trees and other vegetation, which provide ample cover for the aliens.

If the characters prevented any Xenoborgs from escaping in Stage 1 (Event 4, page 11), two Sergeants (#1 & #2), two Corporals (#1 & #2), and two Privates (#4 & #5) are here to conduct the execution. If even one alien was able to make a report, two additional Privates (standard stats) are hiding in the trees nearby.

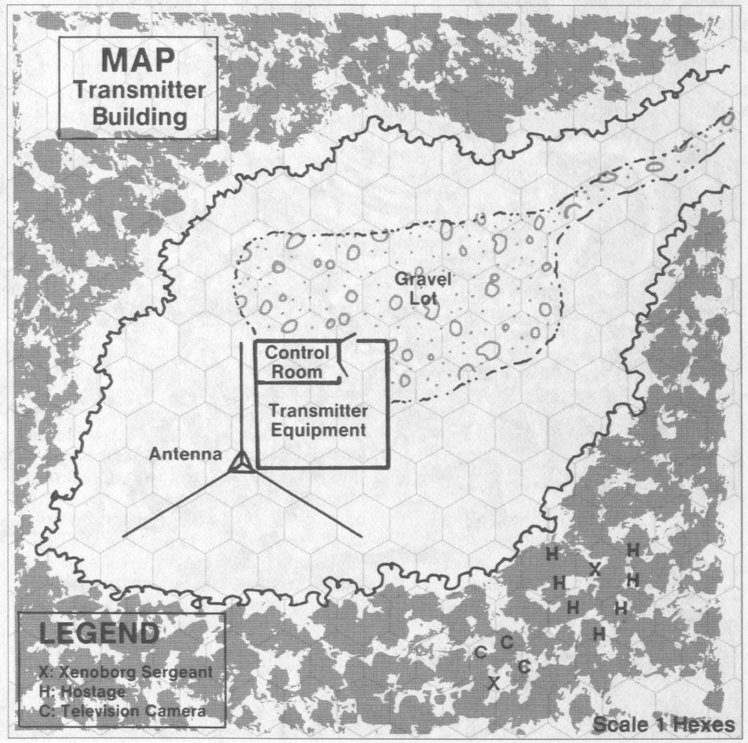
If necessary, the Xenoborgs will delay the execution for up to 1.5 ST after the newscast begins, hoping that one or more of the CCs will appear to rescue the hostages.

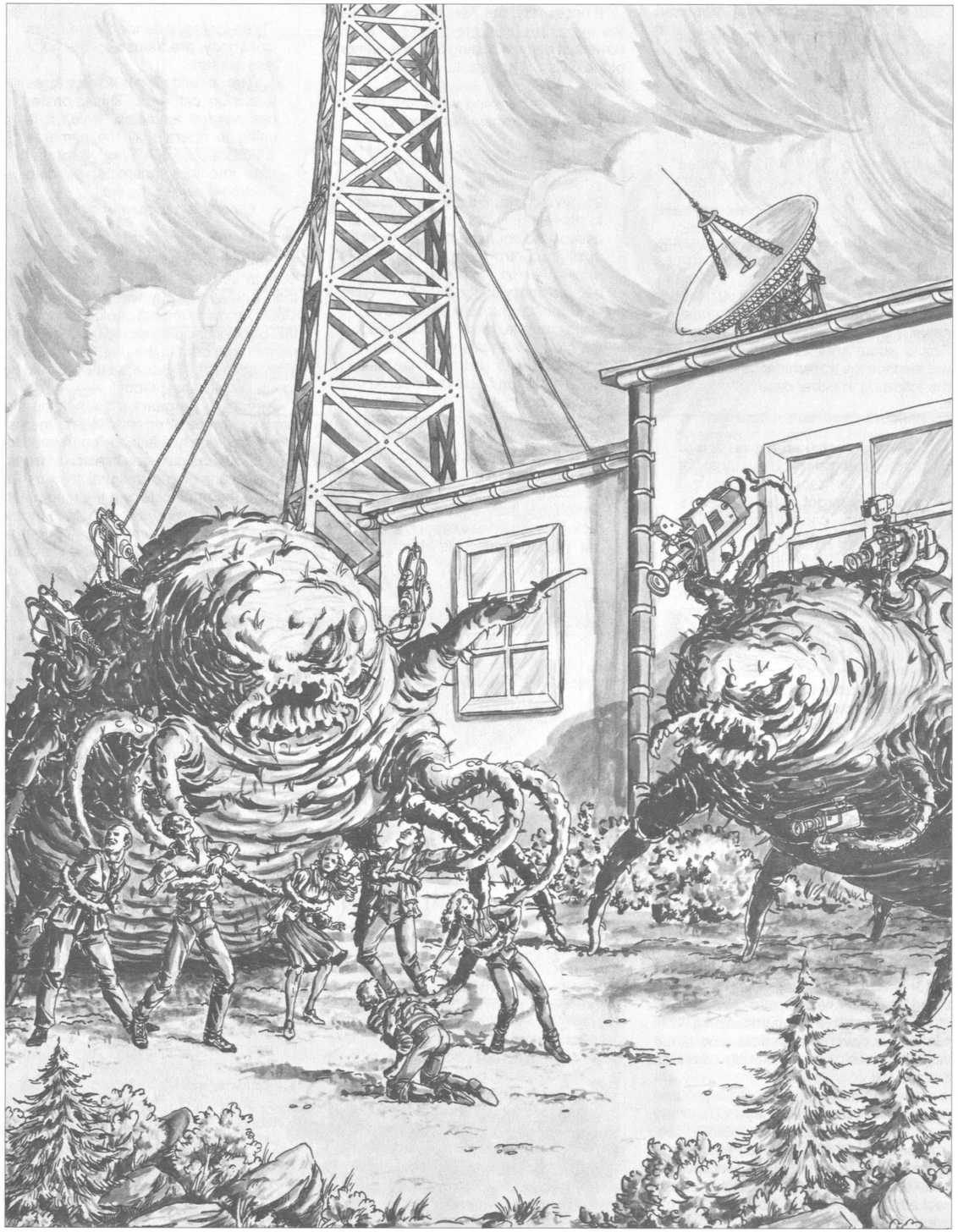
Read the following when the characters reach the transmitter building:

> The building itself is only about 20 m/y square. It looks big enough to contain only the transmitter and associated equipment, plus a small auxiliary control room, but not much more. Even so, the building must be packed tightly inside.
>
> Connected to the structure is a large antenna, which is anchored to the ground with guy wires. There is a small gravel lot in front of the building. The hilltop has been cleared of brush and trees to a distance of approximately 10 m/y from the antenna.
>
> Standing outside the building are two aliens and six humans — obviously hostages. One of the Xenoborgs has extruded six tentacles, which it has wrapped around the hostages to hold them fast.
>
> Three lasers, extended from holes in its body, are trained on the helpless humans.
>
> The second alien is holding three television cameras. This monster has several tentacles, which it is using to operate all the cameras simultaneously. A long, thick tail runs into the transmitter building through a hole in the wall.
>
> Quincy is nowhere in sight.

Note that the antenna is rather vulnerable to stray weapon fire. Cutting more than one of the guy wires leaves it unstable, and any impact could then make it fall. Such an incident would certainly put a rather large dent in the characters' ability to broadcast the rescue, so they should be careful where they shoot.

Xenoborg Sergeant #1 is holding the hostages, while #2 operates the cameras. The latter alien has actually connected its tentacles to the cameras in place of wires, and is channeling the signal through its body to the transmitter via the long tail. It has created dozens of eyespots to monitor the scene. The remaining Xenoborgs are hidden in the woods behind the cameras. They will notice the characters ap-





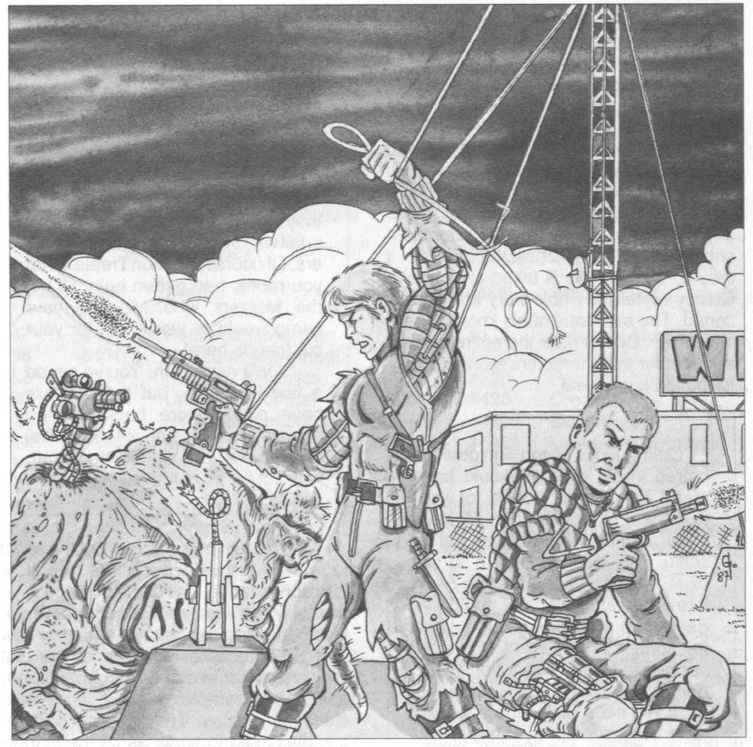
proaching and move to surround the group. One will be dispatched to destroy any vehicles the characters brought.

Shana Selling (if present) will ask the characters what wavelength they will be using for transmissions. While the CCs are moving into position, she will enter the transmitter building to tie the CCs' video signals into the console. If any characters go with her, play out Event 4. Otherwise, simply assume that she was successful and go to Event 5.

4. The Transmitter Building

The main entrance is not locked, and humans or CCs can sneak inside with no problem. The building is divided into two unequal rooms. The large room contains the transmitter and other electronic equipment. The smaller one is the auxiliary control room, which has many of the same features as the main control room at the station, including two videotape machines, camera inputs, and a slide machine. A program engineer can use this control panel to override the station's signal in case of emergency.

Quincy Selling is at the control panel, preparing to cut into the news. Read the following when the character(s) enter:



> Quincy Selling is sitting at the console, monitoring both the signal coming from the station and the pictures coming in from the cameras. There are six television monitors here, but only three are in use right now. The news has just started, and Quincy is obviously waiting for a signal from his alien friends to interrupt the broadcast with his "special announcement."

One of the characters can easily subdue Quincy without the aliens realizing what is happening inside the building. The station owner is not a large or strong man, and he is something of a coward as well. He will surrender immediately when presented with a show of superior force. (If none of the characters are willing to go with Shana, Steve or his father will do so and take care of Quincy.) He can be trussed up quickly with a length of cable and pushed out of the way into a corner.

Once Quincy has been removed from the controls, Shana will take his place and begin flipping switches and pressing buttons. She types the CCs' broadcasting frequencies into the console in front of her so that she can instantly switch each one in and out. As soon as she is ready, she cuts into the news broadcast.

5. And in the Sports News . . .

When the CCs begin moving toward the hostages, Sergeant #1 will fire its lasers at them, pulling the hostages toward it to block the CCs' shots. Sergeant #2 will use its sonic grenades to good effect, disengaging from the cameras and control room as quickly as possible. The Xenoborgs in the woods concentrate laser fire on Robert Phillips (if he is present), or on the most damaged CC. They remain in the woods, using the trees for cover (+10 bonus to all DVs except Sonic).

During the battle, Shana will control the audio-video input from each of the CCs, deftly cutting back and forth between them. (She is also making a tape of this rescue to air on the 11:00 update!) She adds a running commentary of her own, something like the ringside patter at a professional wrestling match. (Ad-lib this, if desired.) Though the CCs cannot see the broadcast, Shana will cut them in on the audio, which will allow her to warn them of threats from behind.

After Sergeant #1 has been slain, the hostages will be ignored, and can be led away by one of the resistance fighters.

If a CC goes down, one of the Sergeants (or a Corporal, if both Sergeants have been killed) will attempt to pick up the body and carry it away, while any remaining Xenoborgs cover its retreat. Shana does not pick up this capture on the news broadcast.

Xenoborg Privates #4 & #5

IPs (Basic):	160
IPs (Advanced)	
Body:	168
6 Legs (ea.):	4
1 Head:	24
2 Tentacles (ea.):	12

Attacks Per Cycle: 3
Armament: 2 Lasers, 1 Fragmentation Grenade, & 2 Tentacles (10)

Xenoborg Corporals #1 & #2

IPs (Basic):	174
IPs (Advanced)	
Body:	185
6 Legs (ea.):	4
1 Head:	26
2 Tentacles (ea.):	13

Attacks Per Cycle: 3
Comm Equipment: 1
Armament: 2 Lasers, 3 Smoke Grenades, & 2 Tentacles (10)

Xenoborg Sergeant #1

IPs (Basic): 190
IPs (Advanced)
Body: 200
6 Legs (ea.): 5
1 Head: 25
6 Tentacles (ea.): 5

Attacks Per Cycle: 4
Comm Equipment: 1
Armament: 3 Lasers, 1 Pulser, & 6 Tentacles (10)

Xenoborg Sergeant #2

IPs (Basic): 210
IPs (Advanced)
Body: 221
6 Legs (ea.): 4
1 Head: 24
3 Tentacles (ea.): 8
1 Tail: 24

Attacks Per Cycle: 4
Armament: 2 Lasers, 4 Sonic Grenades, 3 Tentacles (10), & 1 Tail (20)

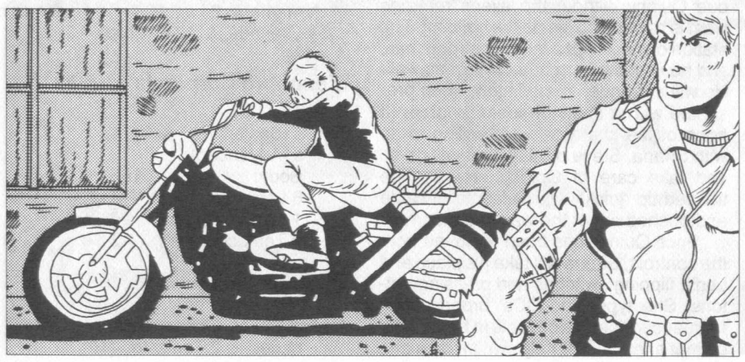
6. Aftermath

After the battle, the characters have several important decisions to make. Most importantly, if a CC has been taken by the aliens, the characters will have to stage a rescue. Their MadMacs will urge them to give chase immediately, since CCs must not be allowed to fall into enemy hands. They should have no trouble catching the fleeing Xenoborg; they can use their ultraspeed capability for an extra burst of speed. Shana and the MacDonalds will maintain control here while the CCs are gone. If the characters wait and deal with the situation here first, the escaping Xenoborg will be delayed such that it will reach the alien camp no more than a few moments ahead of the characters. (See Stage 3, page 31, for details.)

If Quincy is still alive, he will regain consciousness quickly. If he is unguarded, he will try to sneak out of the building and escape on a motorcycle that he concealed in the brush earlier. Unless he is stopped, he will head directly for the alien campsite (Stage 3, page 31) to warn the Captain. (The latter, however, will be unimpressed with his loyalty, and simply eat him.)

Quincy's motorbike will make a considerable amount of noise as he starts the engine. The CCs (or the MacDonalds) should have little difficulty stopping him if they so desire. If he is taken alive again, Quincy will tell the whole story when questioned. The sum total of his knowledge is as follows. Do not read the entire speech at once; let the characters extract the information piecemeal.

> Quincy looks at you with obvious hatred in his eyes. "I would have made it if it hadn't been for you! Don't you realize that the Masters have already won? We've got to settle with them and learn to coexist. We can't keep fighting them forever — after all, they could just get fed up and wipe us all out just for spite! Do you want to be responsible for the extinction of the human race?
>
> "If you hadn't killed them, I could have been somebody. They would have made me the Baron of this area once they had it under control.
>
> "Those foolish hostages just wouldn't try to fit in as part of the new order! They wouldn't abide by the Xenoborgs' rules, so they were put in prison and sentenced to die for their crimes against the Masters. I figured that if we televised the execution, it would make the rest of you realize that the fight was useless. I don't like the killing either, but a few deaths now could save thousands of lives later.
>
> "Besides, I didn't even think we'd have to go through with it. We figured Shana would run to that MacDonald kid as soon as she heard the plan to execute those criminals, and the Masters could just follow her and find the rebel camp. The Masters assured me that they wouldn't kill her — just put her in jail with the rest of the troublemakers. Of course, we didn't realize that you rebels had gotten help. I'll bet the Masters who attacked your camp would've won if not for your big friends here!
>
> "You'll never win. You've saved a few hostages, but the Masters have plenty more back at their campsite just south of Lynnville, and you've just signed the death warrant for all of those people."



If forced, Quincy will point out the exact location of the alien camp on a map. If he is no longer alive, one of the hostages can describe the area well enough for Major MacDonald to pinpoint it within a few miles. All of the hostages remember that they were kept in one building of a large, abandoned complex surrounded by two electrified fences. They believe that the complex used to serve as the headquarters and storage facility of a coal mining operation.

If the characters are not already planning a raid on the alien campsite to rescue a captured CC or the remaining hostages, the Major will suggest such a move.

The characters must also decide what to do with Quincy Selling (if he is still alive). The disposition of Selling is entirely up to the characters, though Shana and the MacDonalds will object strenuously to execution without trial. Major MacDonald requests permission for Selling to be held and tried publicly by local authorities, realizing the morale-building potential of such an event.

Any CCs who are low on power can recharge their batteries from the transmitter's electric supply at the standard rate of 1 PU/CT. The power supply is virtually unlimited, and all the characters can charge from it at the same time with no difficulty.

As for any field repairs needed, the station keeps some supplies here for emergencies. Some of these (GM's discretion) may be usable for minor repairs to the CCs. The gear at the studio may be adapted (with successful Skill Checks vs. #421 General Creativity and #562 General Repair) to replace some parts.

This section is worth a maximum of 6 SP per character. Deduct 1 SP per hostage killed, and 2 SP if a CC is captured.

George Barris MacDonald

Stats (Basic)		DVs	
Mental:	57	Laser:	5
Neural:	49	Impact:	10
Physical:	32	Thermal:	5
Speed:	4	E-M:	10
IPs:	64	Sonic:	10

Skills (Basic)

Score	Skill	Area
47	#110	Personal Movement
38	#130	Vehicular Movement
52	#210	Strategy & Tactics
36	#220	Unarmed Combat
47	#230	Personal Weapons
21	#240	Mass Weapons
14	#410	Personal Arts
21	#430	Cultural Arts
49	#440	Language (English)
32	#450	Communications
23	#510	Computer Sciences
19	#520	Medicine & Health

George MacDonald, or "the Major," as he is called by the resistance fighters, stands 1.8 m/y (5' 10") tall and weighs 83 kg (182 lbs). He is clean-shaven, and wears his dark hair close-cropped, in the military style.

Born in Huntingburg, Indiana, George enlisted in the United States Army the day after he graduated from high school. Knowing that his family could not afford to pay for his college tuition, he chose this means of furthering his education. After basic training, Mac realized that he actually enjoyed military life. He applied for jump school on a dare, figuring he could handle anything the Army threw at him, and he became one of the best.

While at Fort Benning on maneuvers, he was offered the chance of early promotion if he volunteered for Special Forces training. Mac spent the next eighteen years in various "hot spots" around the globe. He led a unit of the U.S. Army Special Forces for six of those years, and spent the rest of the time as an advisor to rebel forces. Five years ago, he opted for early retirement and moved back home to southern Indiana.

When the invasion came, Mac mobilized and trained all the able-bodied people he could find into a highly efficient fighting unit. He supplied them with weapons and showed them how to improvise explosives and workable defenses.

Major MacDonald is forceful, dynamic, friendly and highly charismatic. A competent leader, he is respected and revered by his men. Mac will not hesitate to obey his superiors, though he will offer advice if he disagrees with an order.

Steve MacDonald

Stats (Basic)		DVs	
Mental:	23	Laser:	5
Neural:	18	Impact:	10
Physical:	12	Thermal:	5
Speed:	1	E-M:	10
IPs:	24	Sonic:	10

Skills (Basic)

Score	Skill	Area
12	#110	Personal Movement
16	#220	Unarmed Combat
12	#230	Personal Weapons
26	#420	Creative Arts
24	#430	Cultural Arts
18	#440	Language (English)
29	#560	Physical Sciences

At twenty-three years of age, Steve MacDonald is well-built and handsome. His 1.8 m/y (6' 0") frame is athletic-looking, with not an ounce of excess fat. Steve has short black hair and clear blue eyes.

Steve grew up without seeing much of his father, Major George MacDonald (left). As a result, he has had to become independent and self-reliant. He has learned how to handle himself in sticky situations, and he has a keen mind.

Major MacDonald trained his son in combat techniques for many years. As a result, Steve has excellent reflexes (for a normal human), and is a crack shot with a rifle. Like Captain Fielding, Steve has never been in the armed services, but he holds a field rank of Corporal.

Steve assisted his father in the recruitment and training of the resistance fighters after his mother was killed in the alien invasion. Though at first he resented Kim Fielding's appointment as the Major's second-in-command, he has gradually come to enjoy being his father's personal aide. He accompanies the Major on high-priority missions in the field, while Kim stays behind with the troops. Steve's fierce independence makes him a poor candidate for the military, for he is prone to question orders. He has always respected his father, however, and obeys his instructions — albeit sometimes a bit grudgingly.

Steve has a streak of wanderlust — not surprising, since he spent a large portion of his life in foreign countries until his father's retirement. When the family returned to Huntingburg, Steve began seeing Shana Selling, whose father owned the local television station. The two announced their engagement just prior to the invasion. They work well together in the field, for Shana's down-to-earth practicality tempers Steve's hotheaded bravado and keeps him out of trouble.

"Captain" Kim Fielding

Stats (Basic)		DVs	
Mental:	15	Laser:	5
Neural:	12	Impact:	10
Physical:	17	Thermal:	5
Speed:	1	E-M:	10
IPs:	34	Sonic:	10

Skills (Basic)

Score	Skill	Area
18	#110	Personal Movement
13	#130	Vehicular Movement
21	#210	Strategy & Tactics
37	#230	Personal Weapons
43	#610	Law Enforcement

Kim Fielding is a thirty-four-year-old Negro. She stands 1.6 m/y (5' 6") tall and weighs 54 kg (120 lbs). Her curly black hair is cut short, and usually covered with a green military cap. Her brown eyes reflect her concern for all mankind.

Kim was born and raised in the Huntingburg area. After high school, she enrolled in the Police Academy. She graduated with honors and went on to serve for many years as an Indiana State Trooper. Four years before the alien invasion, Kim requested a transfer to the Jasper post so that she could be closer to home, for her parents were ailing. Both of them died shortly before the invasion.

"Captain" Fielding never served in any of the armed forces and does not have a real military rank. Nevertheless, she has a keen mind when it comes to guerrilla operations, and she is familiar with the strip mines of southern Indiana, where the resistance forces have their camp. The Major considers her a good soldier and a competent commanding officer, hence her field rank of Captain.

Kim has known the MacDonalds and the Sellings since her childhood. She knows Steve MacDonald resents the fact that her field rank is higher than his, and she has tried to make amends. Nevertheless, she feels that Steve is still too young and hotheaded to manage the duties of command properly, and she rarely allows him to lead patrols or direct troop movements, for he is likely to rush off to save a civilian and leave his men in jeopardy.

The Major has been a father figure to Kim since her own parents died, and she has the utmost respect for him. The two frequently confer on general strategy, though his knowledge of tactics is far superior to hers.

Kim takes her responsibilities very seriously, and the Major has no fears for the safety of his people when he leaves her in command.

Robert Phillips

Stats (Basic)		DVs	
Mental:	16	Laser:	20
Neural:	20	Impact:	30
Physical:	120	Thermal:	35
Speed:	2	E-M:	25
IPs:	152	Sonic:	15

IPs current: 67
PUs remaining: 18

Skills (Basic)

Score	Skill	Area
19	#210	Strategy & Tactics
15	#220	Unarmed Combat
21	#450	Communications
30	#550	Energy Sciences
10	#610	Law Enforcement

Robert Phillips is a Type-1 CC assigned to Corpus Christi Primary Base. After completing a routine assignment in this area (delivering supplies to the Tertiary Base in Chattanooga, Tennessee), he encountered a Xenoborg patrol on his way back to base. During the ensuing combat, Phillips took circuitry damage to his SINC — the three-way connector that links the organic brain, the MadMac, and the mechanical body.

As a result, Robert Phillips was rendered unable to access certain information, including his own identity, the reason for his presence here, the location of the nearest base, and even how he acquired his damage. This condition appears very similar to amnesia, but he may "forget" a piece of information one minute, and "remember" it the next. In any case, he is now wandering southern Indiana, unable to locate a base.

Phillips is still able to fight Xenoborgs, though his Combat Rating has increased to 15, and there is a -5 penalty to all of his shots. All of his weapon systems are still functional, but his face, left leg, and right shoulder show some damage.

If a question is put to him, Phillips will begin to respond, then break off and appear confused, unable to recall a crucial piece of information. Typical behavior may include questioning companions as to how he got damaged immediately after he has been involved in a battle, suddenly demanding to know the identities of people who have been his companions for days, and inability to repeat instructions given to him moments before.

Phillips will be perfectly docile unless attacked, in which case he will respond in kind to the best of his ability. He will consent to be led, but cannot find his own way to a base.

Quincy Selling

Stats (Basic)		DVs	
Mental:	36	Laser:	5
Neural:	39	Impact:	10
Physical:	27	Thermal:	5
Speed:	3	E-M:	10
IPs:	81	Sonic:	10

Skills (Basic)

Score	Skill	Area
23	#110	Personal Movement
38	#130	Vehicular Movement
37	#210	Strategy & Tactics
9	#220	Unarmed Combat
12	#230	Personal Weapons
21	#410	Personal Arts
23	#420	Creative Arts
27	#430	Cultural Arts
41	#440	Language (English)
32	#450	Communications
15	#510	Computer Sciences

Forty-four-year-old Quincy Selling stands 1.7 m/y (5' 8") tall and weighs 64 kg (140 lbs). He wears a cap to cover his receding hairline, and his baggy clothes hang loosely on his thin frame. Quincy has calculating green eyes and a pencil-thin mustache, which give him the appearance of a stereotypical used car salesman.

Quincy Selling was born into money. His parents gave him everything he wanted — except affection. When they died intestate after losing most of their money in a failed business scheme, Quincy was forced to work for a living. He liquidated what assets he had and married a local heiress of ample means. With her money, he bought a low-power television station. Despite his lack of business acumen, he was moderately successful.

He has not, however, lost his desire for power. Quincy is a cruel, conniving schemer who will stop at nothing to get his own way. His wife died many years ago, leaving Quincy to raise their only daughter, Shana. Now a lovely young woman, Shana does not share his thirst for power, and holds him in contempt. As soon as she was eighteen, she moved away from home and began seeing Steve MacDonald. Quincy, who wanted his daughter to marry into money and support him, opposed the relationship, but to no avail.

Now Quincy seeks to achieve his dream of power through cooperation with the alien invaders. He has made a deal with them to broadcast Xenoborg propaganda on his station, and has thus been able to stay on the air while other stations were closed down. He hopes to become Baron of southern Indiana in the new regime.

Shana Selling

Stats (Basic)		DVs	
Mental:	17	Laser:	5
Neural:	21	Impact:	10
Physical:	12	Thermal:	5
Speed:	2	E-M:	10
IPs:	24	Sonic:	10

Skills (Basic)

Score	Skill	Area
15	#230	Personal Weapons
12	#410	Personal Arts
11	#420	Creative Arts
14	#430	Cultural Arts
18	#440	Language (English)
28	#450	Communications

Shana Selling is twenty-two years old. She stands 1.6 m/y (5' 6") tall and weighs 52 kg (115 lbs). She is pretty and slim, with long blonde hair that she wears loose.

Shana's mother died when she was only five years old. Thereafter, she grew up around her father's TV station and made friends with most of the station personnel. They taught her how to operate the equipment, and she is capable of engineering a broadcast single-handedly. Her father was more interested in making a profit than in raising a child properly, so Shana had to learn self-reliance at an early age. She has little respect for Quincy's ideas and actions.

Some time ago, she became acquainted with Steve MacDonald, a well-traveled young man who had moved back to Huntingburg with his family. The two quickly became engaged. They had planned to be married in February of 2035 — but then the invasion came.

Putting their personal plans aside, Shana and Steve joined Major MacDonald in raising a resistance force to fight the aliens on a local level. Shana quickly learned how to use the various rifles and other personal weapons available, and assisted in training the new recruits. She refused the offer of a field rank, preferring to retain her civilian identity, but she acts as a spy for the resistance.

Shana is a level-headed woman with a strong sense of purpose. She exerts a calming influence on her hotheaded fiancé, and often comes up with excellent plans for dealing with the various problems presented by the aliens and the current occupation of the nearby communities. She is highly respected by both the civilians and the resistance.

Shana knows that her father has sold out to the aliens, and that they are only using him. She keeps a careful eye on his activities at all times.

Tammy Lee Washington (C-12)

(Basic Version)

Rank: PFC
SP Total: 105
SP Available: 0
Assignment: Corpus Christi Primary

Stats		DVs	
Mental:	21	Laser:	25
Neural:	21	Impact:	30
Physical:	19	Thermal:	35
Physical CC:	119	E-M:	25
Psychons:	21	Sonic:	15

Stat-Based Data					
Skills:	7	Actions:	2	Throw:	60 kg
Train:	79	Speed:	2	Carry:	595 kg
		Rest:	2	Lift:	1,190 kg

Skills

Self	MM Total	Skill	Area
6	— 6	#110	Personal Move.
—	10 10	#210	Strategy & Tactics
—	10 10	#220	Unarmed Combat
9	— 9	#230	Personal Wpns.
4	— 4	#420	Creative Arts
16	10 25	#450	Communications
10	— 10	#460	Psychogenics
5	— 5	#520	Medicine & Health
—	10 10	#550	Energy Sciences
—	10 10	#610	Law Enforcement

You became a CC only four months ago, at the age of twenty-one. You stood 1.7 m/y (5' 8") tall, and you had black hair and eyes. At 64 kg (140 lbs), you were a bit stocky for your height.

You were born in Dallas, Texas to poor parents. You did well in school and enjoyed your classes, but your plans to earn a college scholarship ended when your father died. As the oldest child, you had to support your invalid mother and sister, so you joined the T.A.U. armed forces and used your pay to help provide for them. You never married, since your family was your highest priority.

At the time of the invasion, you were in the Signal Corps working as a radio operator. After the loss of your family during the depopulation of Dallas, you decided to volunteer for the CC program.

During the screening process, you were tested for psychogenics and found to have telepathic abilities. You were accepted immediately, and the surgery was performed a few days later at a hospital in Austin, Texas. You had trouble adjusting to the CC body — everything was so different from what you had known before. After a few weeks, however, you came to accept the situation. You passed basic training in record time, and were assigned to Corpus Christi Primary.

This war has not embittered you, though it has left its scars. You are considerate of the "little guy" who often gets stepped on while the powers-that-be scramble, and you are especially fond of children. As a CC you are good at taking orders, but you have no real desire to give them. You have always been a good follower, but you become uneasy when you have to take the responsibility of leadership.

Although you learned to handle all sorts of weapons in the military, you prefer to use the weapons built into your CC body. They are far more effective, and not as much trouble to operate — normal weapons are not made for the huge hands of a CC.

You can handle any type of communications equipment easily, and you are usually put in charge of relaying reports back to base when you are teamed with other CCs in the field.

When you were a soldier, you worked hard to help the T.A.U. stay one step ahead of the other alliances. Now that bickering seems very petty in the face of this greater challenge to mankind.

A. J. Gavin (F-7)

(Basic Version)

Rank: Lance Corporal
SP Total: 127
SP Available: 0
Assignment: Bayport Primary

Stats		DVs	
Mental:	27	Laser:	25
Neural:	21	Impact:	30
Physical:	21	Thermal:	35
Physical (CC):	121	E-M:	25
Psychons:	n/a	Sonic:	15

Stat-Based Data					
Skills:	9	Actions:	2	Throw	57 kg
Train:	73	Speed:	2	Carry:	605 kg
		Rest:	2	Lift:	1,210 kg

Skills

Self	MM Total	Skill	Area
11	— 11	#110	Personal Move.
7	— 7	#130	Vehicular Move.
12	10 21	#210	Strategy & Tactics
4	10 13	#220	Unarmed Combat
10	— 10	#230	Personal Wpns.
8	— 8	#420	Creative Arts
6	— 6	#440	Lang. (English)
—	10 10	#450	Communications
—	10 10	#550	Energy Sciences
—	10 10	#610	Law Enforcement

You were sixty-one years old when you underwent the operation to become a CC more than one year ago. Your human body was 1.8 m/y (5' 10") tall and weighed 86 kg (190 lbs). You had short gray hair, green eyes, and a no-nonsense attitude.

A native of Cincinnati, Ohio, you joined the U.S. Marine Corps on your eighteenth birthday. In a remarkably short time, you had worked your way up through the ranks to Field Sergeant. But you never quite adjusted to the entry of the United States into the Trans-American Union, and you were discharged in 2004. According to your file, you had an attitude problem that made it impossible for you to work well with the T.A.U. combined forces. The root of the matter was that you simply did not like foreigners telling "real Americans" what to do.

After your discharge, you joined a paramilitary organization and served as a mercenary soldier during the SAT (South American Territorial) Wars. During one particularly bloody coup, most of the men in your unit were killed. Only you and two companions survived the slaughter, and all three of you joined the local forces to fight the rebels. The experience of fighting alongside the "foreigners" whom you had once despised gave you new respect for the common roots of all human beings. Your life was saved many times by soldiers who didn't even speak your language, and this made you aware and ashamed of your provincial attitude and bigotry.

After you became too old to serve effectively as a front-line soldier, you volunteered for the CC program — the only means by which you could continue your military career. Upon acceptance, you underwent the surgery at Cleveland's finest hospital, then took your basic training at Chicago Primary. After two months, you were transferred to St. Johns Primary in Canada for field work. You were permanently assigned to Canaveral Primary in November of 2034.

Since the invasion, you have assisted in activating Secondary Bases in Bayport and Stuart, Florida. You frequently serve as team leader for operations that require several CCs.

You feel that you have a debt to repay to mankind. You would willingly risk your life to save one of your men, or a civilian whose safety is your responsibility. You have proved yourself a good, alert leader, and you try desperately to be worthy of trust.

Tammy Lee Washington (C-12)

(Advanced Version)



Skills

Self	MM	Total	Skill	Area
#110			**Personal Movement**	
18	—	18	#111	Land, normal
#210			**Strategy & Tactics**	
—	10	10	#211	Personal tactics
—	10	10	#212	Personal strategy
—	10	10	#213	Military S&T
#220			**Unarmed Combat**	
—	10	10	#221	Occidental style
—	10	10	#222	Oriental style
#230			**Personal Weapons**	
27	—	27	#235	Mod. small arms
#420			**Creative Arts**	
6	—	6	#421	General Creativity
6	—	6	#424	Domestic arts I
#450			**Communications**	
—	10	10	#451	Strategies
—	10	10	#452	Tactics
15	10	24	#453	Comm. devices
33	10	42	#454	Electrical comm.
#460			**Psychogenics**	
15	—	15	#464	Sending
15	—	15	#465	Full communications
#520			**Medicine & Health**	
15	—	15	#521	General medicine
#550			**Energy Sciences**	
—	10	10	#551	Air, Light, & Sound
—	10	10	#552	Energy sources
#610			**Law Enforcement**	
—	10	10	#611	Investigations
—	10	10	#612	Suspect & prisoner handling

Stats

	Mental	Neural	Physical Natural	CC
Capacity:	27	20	20	120
Integrity:	19	23	17	117
Recovery:	20	20	20	120

IPs by location

Body:	176	Head:	35
L Arm:	35	R Arm:	35
L Leg:	35	R Leg:	35

Stat-based Data

Skills:	9	Actions:	2	Dmg:	12	Throw:	60 kg
Train:	81	Speed:	2	Heal:	12	Carry:	600 kg
Psychons:	20	EP:	230	IP:	351	Lift:	1,200 kg

IP	Current Totals	EP

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A. J. Gavin (F-7)

(Advanced Version)



Skills

Self	MM	Total	Skill	Area
#110			**Personal Movement**	
26	—	26	#111	Land, normal
7	—	7	#113	Aquatic, uneq.
#130			**Vehicular Movement**	
10	—	10	#131	Landcraft, small
7	—	7	#132	Landcraft, large
4	—	4	#134	Watercraft, large
#210			**Strategy & Tactics**	
10	10	19	#211	Personal tactics
12	10	21	#212	Personal strategy
14	10	23	#213	Military S&T
#220			**Unarmed Combat**	
12	10	21	#221	Occidental style
—	10	10	#222	Oriental style
#230			**Personal Weapons**	
10	—	10	#234	Common dev.
20	—	20	#235	Mod. small arms
#420			**Creative Arts**	
24	—	24	#421	Gen. Creativity
#440			**Languages**	
18	—	18	#441	English
#450			**Communications**	
—	10	10	#451	Strategies
—	10	10	#452	Tactics
—	10	10	#453	Comm. devices
—	10	10	#454	Electrical comm.
#550			**Energy Sciences**	
—	10	10	#551	Air, Light & Sound
—	10	10	#552	Energy sources
#610			**Law Enforcement**	
—	10	10	#611	Investigations
—	10	10	#612	Suspects & pris.

Stats

	Mental	Neural	Physical Natural	CC
Capacity:	39	30	26	126
Integrity:	26	17	18	118
Recovery:	16	16	19	119

IPs by location

Body:	179	Head:	35
L Arm:	35	R Arm:	35
L Leg:	35	R Leg:	35

Stat-based Data

Skills:	13	Actions:	3	Dmg:	13	Throw:	64 kg
Train:	74	Speed:	3	Heal:	12	Carry:	640 kg
Psychons:	n/a	EP:	170	IP:	354	Lift:	1,280 kg

IP	Current Totals	EP

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Enrico Martinez (J-2)

(Advanced Version)



Skills

Self	MM	Total	Skill	Area
#210			**Strategy & Tactics**	
—	10	10	#211	Personal tactics
—	10	10	#212	Personal strategy
—	10	10	#213	Military S&T
#220			**Unarmed Combat**	
—	10	10	#221	Occidental style
—	10	10	#222	Oriental style
#230			**Personal Weapons**	
7	—	7	#234	Common devices
10	—	10	#235	Mod. small arms
10	—	10	#236	Hvy. & spec. wpns
#430			**Cultural Arts**	
20	—	20	#432	Cultural practices
34	—	34	#434	Psychology
#450			**Communications**	
—	10	10	#451	Strategies
—	10	10	#452	Tactics
—	10	10	#453	Simple communications devices
—	10	10	#454	Electrical communications
#520			**Medicine & Health**	
72	—	72	#522	Psychiatry
#550			**Energy Sciences**	
—	10	10	#551	Air, Light & Sound
—	10	10	#552	Energy sources
#560			**Physical Sciences**	
21	—	21	#562	Mechanics
#610			**Law Enforcement**	
—	10	10	#611	Investigations
—	10	10	#612	Suspect & prisoner handling

Stats

	Mental	Neural	Physical Natural	CC
Capacity:	21	14	22	122
Integrity:	7	16	18	118
Recovery:	8	15	20	120

IPs by location

Body:	179	Head:	35
L Arm:	35	R Arm:	35
L Leg:	35	R Leg:	35

Stat-based Data

Skills:	7	Actions:	1	Dmg:	12	Throw:	62 kg
Train:	93	Speed:	1.4	Heal:	12	Carry:	620 kg
Psychons:	n/a	EP:	160	IP:	354	Lift:	1,220 kg

IP	Current Totals	EP

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Timothy Gallegher (K-4)

(Advanced Version)



Skills

Self	MM	Total	Skill	Area
#110			**Personal Movement**	
27	—	27	#111	Land, normal
#120			**Vehicular Movement**	
18	—	18	#131	Landcraft, small
#210			**Strategy & Tactics**	
—	10	10	#211	Personal tactics
—	10	10	#212	Personal strategy
—	10	10	#213	Military S&T
#220			**Unarmed Combat**	
—	10	10	#221	Occidental style
—	10	10	#222	Oriental style
#230			**Personal Weapons**	
—	10	10	#234	Common devices
23	—	23	#235	Mod. small arms
#310			**Psychogenics (Matter)**	
10	—	10	#311	Objects, hard
10	—	10	#312	Objects, soft
10	—	10	#313	Liquids
#450			**Communications**	
—	10	10	#451	Strategies
—	10	10	#452	Tactics
—	10	10	#453	Simple communications devices
—	10	10	#454	Electrical communications
#550			**Energy Sciences**	
—	10	10	#551	Air, Light & Sound
—	10	10	#552	Energy sources
#610			**Law Enforcement**	
21	10	30	#611	Investigations
6	10	15	#612	Suspect & prisoner handling

Stats

	Mental	Neural	Physical Natural	CC
Capacity:	30	17	21	121
Integrity:	17	15	20	120
Recovery:	13	10	22	122

IPs by location

Body	180	Head:	36
L Arm:	36	R Arm:	36
L Leg:	36	R Leg:	36

Stat-based Data

Skills:	10	Actions:	1	Dmg:	12	Throw:	61 kg
Train:	83	Speed:	1.7	Heal:	12	Carry:	605 kg
Psychons:	17	EP:	150	IP:	360	Lift:	1,210 kg

IP	Current Totals	EP

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Ti Lin Chang (G-4)

(Basic Version)

Rank: PFC
SP Total: 105
SP Available: 0
Assignment: Yangjiang Primary

Stats		DVs	
Mental:	23	Laser:	25
Neural:	12	Impact:	30
Physical:	14	Thermal:	35
Physical CC:	114	E-M:	25
Psychons:	n/a	Sonic:	15

Skills

Self	MM	Total	Skill	Area
—	10	10	#210	Strategy & Tactics
13	10	22	#220	Unarmed Combat
11	—	11	#230	Personal Wpns.
9	—	9	#410	Personal Arts
6	—	6	#440	Lang. (Chinese)
—	10	10	#450	Communications
7	10	16	#550	Energy Sciences
10	—	10	#560	Physical Sciences
—	10	10	#610	Law Enforcement

Stat-Based Data

Skills:	Actions:	Dmg:	Throw: 57 kg
Train:	Speed:	Heal:	Carry: 570 kg
Psychons: n/a	Rest:	IP:	Lift: 1,140 kg

You were only nineteen years old when you became a CC. Your human body stood 1.6 m/y (5' 4") tall and weighed 42 kg (93 lbs). You wore your long black hair loose to set off your pale complexion, and contact lenses made your brown eyes appear even darker.

You were the only child of a well-to-do family in Victoria, Zhongguo. You studied oriental philosophy and martial arts under the watchful eye of your beloved "uncle" (actually a family friend), Charles Wu. In college, you majored in geology and physics, and graduated with honors. Then, just as you had begun work at a new job, the alien invaders came. Both of your parents were killed in the depopulation of Victoria. You survived the horrors of the post-invasion days in a chaotic and shattered city with your "uncle" Charles. Both of you were exposed to radiation, but survived long enough to be picked up by a CC-led rescue effort.

Though you and Charles Wu were still alive, your bodies were riddled with radiation-induced cancer. Faced with almost certain death, you volunteered for the CC program. You underwent the surgery almost immediately at a hospital in a remote city, then took your basic training at Yangjiang, the CCF base that had replaced the one in Victoria. You weren't given as much time to learn as the CCs that were made prior to the invasion, but fortunately your training in oriental meditation techniques eased you over the psychological hurdles.

Charles Wu remains a cancer patient in a secured portion of Chengtu, but the difficulties in obtaining proper medications during the occupation make it unlikely that he will live to see the end of the war.

When you are not on a mission, you teach oriental meditation techniques to new CCs who wish to learn them. You were and are a serious student of oriental unarmed combat. The mental discipline you have gained through meditation enables you to remain calm and rational, even during crises. You have become especially adept at controlling your emotional states and adapting quickly to change. As such, you are rarely ruffled by any assignment or change of location, and you have never been known to panic. Your reluctance to show your feelings extends to your personal life as well as your career as a soldier. You accept the bad and the good as they come, without complaint.

Leonard Palowiski (D-8)

(Basic Version)

Rank: PFC
SP Total: 105
SP Available: 0
Assignment: New Bedford Primary

Stats		DVs	
Mental:	24	Laser:	25
Neural	13	Impact:	30
Physical:	15	Thermal:	35
Physical CC:	115	E-M:	25
Psychons:	13	Sonic:	15

Skills

Self	MM	Total	Skill	Area
9	—	9	#110	Personal Move.
8	10	17	#210	Strategy & Tactics
7	10	16	#220	Unarmed Combat
9	—	9	#230	Personal Wpns.
9	—	9	#310	Psychog. (Matter)
—	10	10	#450	Communications
5	10	14	#550	Energy Sciences
6	—	6	#560	Physical Sciences
—	10	10	#610	Law Enforcement

Stat-Based Data

Skills: 8	Actions: 1	Dmg: 12	Throw: 58 kg
Train: 76	Speed: 1	Heal: 12	Carry: 575 kg
Psychons: 13	Rest: 1	IP: 230	Lift: 1,150 kg

Before you became a CC, you were the stereotypical 98-pound weakling. Your human body stood 1.6 m/y (5' 6") tall and weighed 55 kg (120 lbs). Your pale brown eyes were obscured by thick glasses, and your light brown hair was thin and lifeless.

As a child, you spent most of your time reading read pulp fiction and dreaming of an adventuring career. But unlike most youngsters, you possessed the drive to make your dreams come true. You studied unarmed combat and became quite good as a flyweight boxer. You also turned your love of gadgetry into a career, and became adept as a mechanic.

In July of 2033, you were struck by a floaterbus in downtown Atlanta. Your legs were shattered beyond repair. Unlike most people, however, you were not at all squeamish about the idea of trading your human body for a cyborg shell. You saw a CC body as just one more gadget. Without hesitation, you applied for the program.

You underwent the Brain Relocation Procedure in September of 2034 at Bethesda Naval Hospital. Unlike all CC applicants to date, you were allowed to specify an appearance for your new CC body that varied greatly from your original looks. The psychiatrists who examined your case decided to approve you for a body similar to that of your pulp fiction hero. Your new body is enough to impress even another CC — big, bronzed, and handsome. Your voice ruins the effect, however, for your electronic larynx exactly reproduces your old voice — an octave and a half too high for your heroic image.

Basic training at the Chicago Primary was easy for you, since you already understood how most of your equipment functioned. Your psychogenic abilities also helped you manipulate your new form. After serving in Caracas, Venezuela for a few months of field work, you were assigned to Boston Primary Base in Massachusetts.

You see yourself as a hero, and your aptitude with things mechanical makes you an asset to any CC operation. You love front-line action, and eagerly volunteer for it whenever possible. You are likely to tackle any assignment in the most flamboyant and classically heroic way possible. You love gadgets, and are adept at making ordinary items into useful tools and weapons. In fact, you sometimes take this to extremes, creating a complicated device when a simple one would do.

Timothy Gallegher (K-4)

(Basic Version)

Rank: PFC
SP Total: 105
SP Available: 0
Assignment: Liverpool Primary

Stats		DVs	
Mental:	20	Laser:	25
Neural:	14	Impact:	30
Physical:	21	Thermal:	35
Physical CC:	121	E-M:	25
Psychons:	14	Sonic:	15

Skills

Self	MM	Total	Skill	Area
9	—	9	#110	Personal Move.
6	—	6	#120	Vehicular Move.
—	10	10	#210	Strategy & Tactics
5	10	14	#220	Unarmed Combat
11	—	11	#230	Personal Wpns.
10	—	10	#310	Psychog. (Matter)
—	10	10	#450	Communications
24	—	24	#550	Energy Sciences
—	10	10	#560	Physical Sciences
—	7	7	#610	Law Enforcement
9	10	18	#630	Medicine & Health

Stat-Based Data

Skills: 7	Actions: 1	Dmg: 12	Throw: 61 kg
Train: 80	Speed: 1	Heal: 12	Carry: 605 kg
	Rest: 1	IP: 242	Lift: 1,210 kg

You became a CC only five months ago, at the age of twenty-seven. Your human body stood 1.8 m/y (5' 10") tall and weighed 84 kg (185 lbs). Though your face was not exactly handsome, your wavy brown hair and laughing hazel eyes drew attention from the ladies.

You were born in Eire as the third son of a laborer. You left home at the age of eighteen to attend college in Dublin. After being injured in a riot, you decided to become a police officer. You were known for your honesty and willingness to help those in trouble.

You had been serving on the force for eight years when the aliens invaded. Your conduct in dealing with the riots in Dublin during the weeks following that first strike brought you to the attention of the Eire National CCF HQ. You were recruited as an advisor on riot control and civilian relations.

Your family was killed when Xenoborg troops came through Eire, but you were unaware of it at the time. Thinking that they had been evacuated, you left with the military. Three days later, you discovered that the evacuation group that included your family had been devoured by Xenoborg advance units. The next day, you volunteered for the CC program.

Your surgery took place in the U.K., and you adjusted quickly to your new body because of your psychogenic skill. After a few weeks of training, you were assigned to the Liverpool Primary. Since then, you have been sent to every corner of the world — even outside the E.C., now that tensions between the alliances have eased.

You became a CC to avenge your family, and you hate Xenoborgs even more intensely than the average human victim of the invasion. Your anger is not visible except in direct confrontation with the enemy, however. Off the battlefield, you are one of the gentlest of men. You are likely to try diplomacy before violence where humans are concerned, and you never let your hatred for Xenoborgs draw you into situations in which innocents might be harmed.

You are an extremely observant man who believes that attention to detail is important. This trait would have made you a detective someday had you stayed in the police force, and you use it now to enhance your investigative abilities. You always check out the situation as thoroughly as time allows before taking action, for random shots could injure innocent civilians.

Enrico Martinez (J-2)

(Basic Version)

Rank: PFC
SP Total: 105
SP Available: 0
Assignment: Mazatlan Primary

Stats		DVs	
Mental:	12	Laser:	25
Neural:	15	Impact:	30
Physical:	20	Thermal:	35
Physical CC:	120	E-M:	25
Psychons:	n/a	Sonic:	15

Skills

Self	MM	Total	Skill	Area
—	10	10	#210	Strategy & Tactics
—	10	10	#220	Unarmed Combat
18	—	18	#230	Personal Wpns.
—	10	10	#430	Cultural Arts
24	—	24	#450	Communications
—	10	10	#520	Medicine & Health
—	10	10	#550	Energy Sciences
—	7	7	#560	Physical Sciences
—	10	10	#610	Law Enforcement

Stat-Based Data

Skills: 4	Actions: 1	Dmg: 12	Throw: 60 kg
Train: 88	Speed: 1	Heal: 12	Carry: 600 kg
	Rest: 1	IP: 240	Lift: 1,200 kg

You became a CC more than one year ago, at the age of twenty-two. Your human body stood 1.75 m/y (5' 9") tall and weighed 78 kg (172 lbs). You were a handsome young man with black hair, dark eyes, and a dark complexion.

You were born in Guadalajara, Mexico. Your parents died in an auto accident when you were very young, and you were adopted by an older couple. They too died when you were seventeen. Unable to cope with the loss, you began seeing a psychiatrist, who helped you work through your problems.

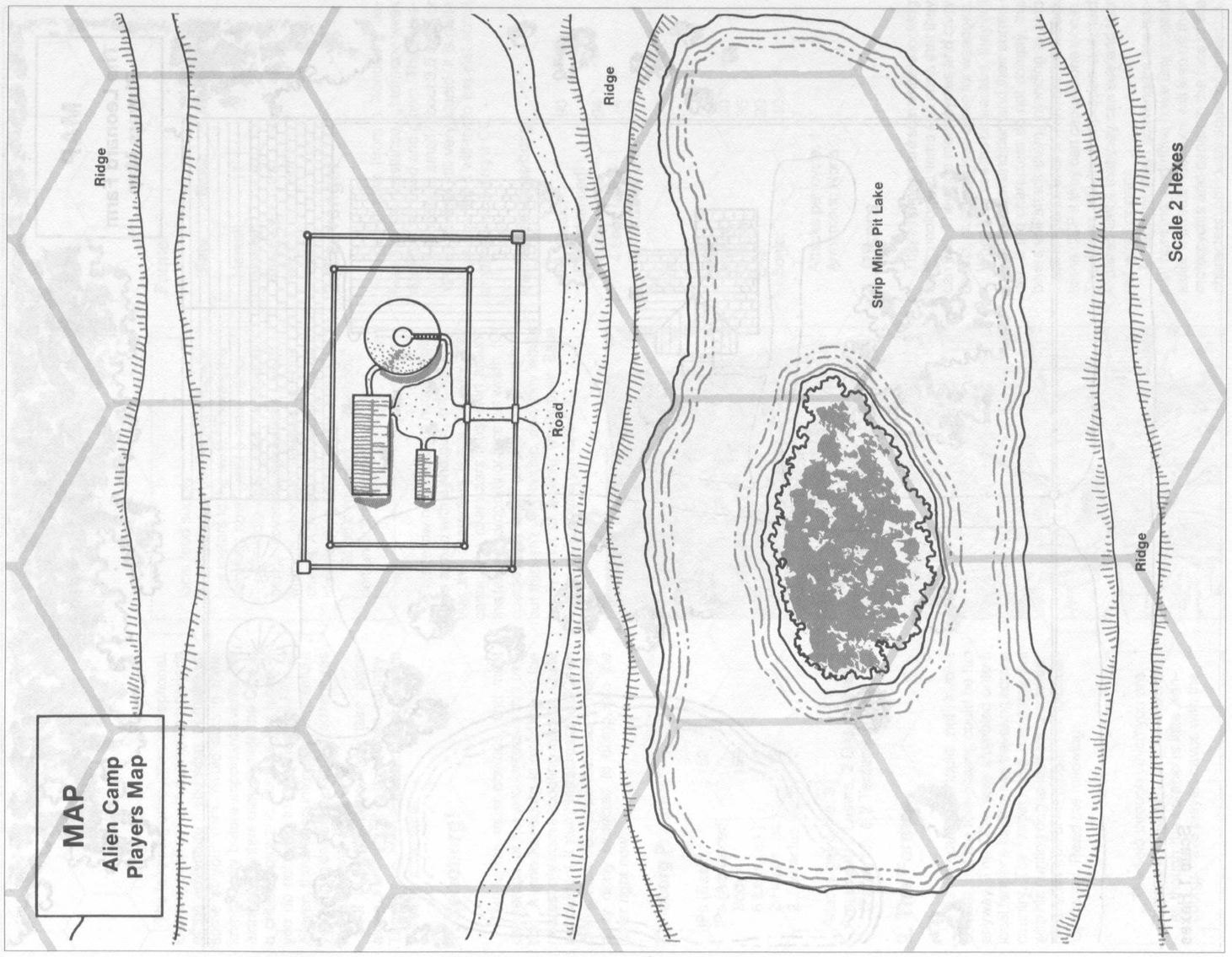
After your graduation, you entered a pre-med program at your local college. Your personal interest was in psychiatry, and you undertook a major project in cooperation with the CCF — researching the psychology of cyborgs. You found the subject so interesting that you decided to apply for the program and find out what being a CC was like from the inside.

The operation was performed in Mexico City. You experienced some regret about giving up your human body, but your training helped you to cope with the feelings of isolation. After you had recovered, you were sent to Llave Primary for six weeks of basic training, then permanently assigned to Mazatlan Primary Base.

You volunteered for special CC training in the mechanics of cyborg bodies, and that has made you a good field technician, though you are by no means an expert on the theories behind CC technology. In your spare time between missions, you help new CCs adjust to their mechanical bodies and cope with the emotional upheavals connected with the operation.

Still a student at heart, you love to examine the reasons behind human behavior. You have a real feeling for psychology, and this makes you very good at getting others to see your point of view.

Since the invasion, you have become convinced that Xenoborgs are highly intelligent beings. Though you recognize them as dangerous enemies, you want to understand them, for that might be the first step toward ending the war. You yearn to discover what makes the Xenoborg mind tick, and have devoted countless hours to studying the actions of these creatures. You have a knack for guessing what humans will do in any given situation, but the aliens are still as big a mystery today as they were on the day of the invasion.



Ti Lin Chang (G-4)

(Advanced Version)



Stats

	Mental	Neural	Physical Natural	CC
Capacity:	23	15	14	114
Integrity:	25	11	15	115
Recovery:	21	10	13	113

IPs by location

Body:	175	Head:	34
L Arm:	34	R Arm:	34
L Leg:	34	R Leg:	34

Skills

Self	MM	Total	Skill	Area
#210			**Strategy & Tactics**	
—	10	10	#211	Personal tactics
—	10	10	#212	Personal strategy
—	10	10	#213	Military S&T
#220			**Unarmed Combat**	
—	10	10	#221	Occidental style
39	10	48	#222	Oriental style
#230			**Personal Weapons**	
33	—	33	#235	Modern small arms
#410			**Personal Arts**	
27	—	27	#411	Mental arts
#440			**Language**	
18	—	18	#441	Chinese
#450			**Communications**	
—	10	10	#451	Strategies
—	10	10	#452	Tactics
—	10	10	#453	Simple communication devices
—	10	10	#454	Electrical communications
#550			**Energy Sciences**	
10	10	19	#551	Air, Light & Sound
11	10	20	#552	Energy sources
#560			**Physical Sciences**	
30	—	30	#561	Earth sciences
#610			**Law Enforcement**	
—	10	10	#611	Investigations
—	10	10	#612	Suspect & prisoner handling

Stat-based Data

Skills:	8	Actions:	1	Dmg:	11	Throw:	57 kg
Train:	75	Speed:	1.5	Heal:	11	Carry:	570 kg
Psychons:	n/a	EP:	110	IP:	345	Lift:	1,140 kg

IP	Current Totals	EP

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Leonard Palowiski (D-8)

(Advanced Version)



Stats

	Mental	Neural	Physical Natural	CC
Capacity:	36	20	17	117
Integrity:	18	9	15	115
Recovery:	18	10	13	113

IPs by location

Body:	175	Head:	34
L Arm:	34	R Arm:	34
L Leg:	34	R Leg:	34

Skills

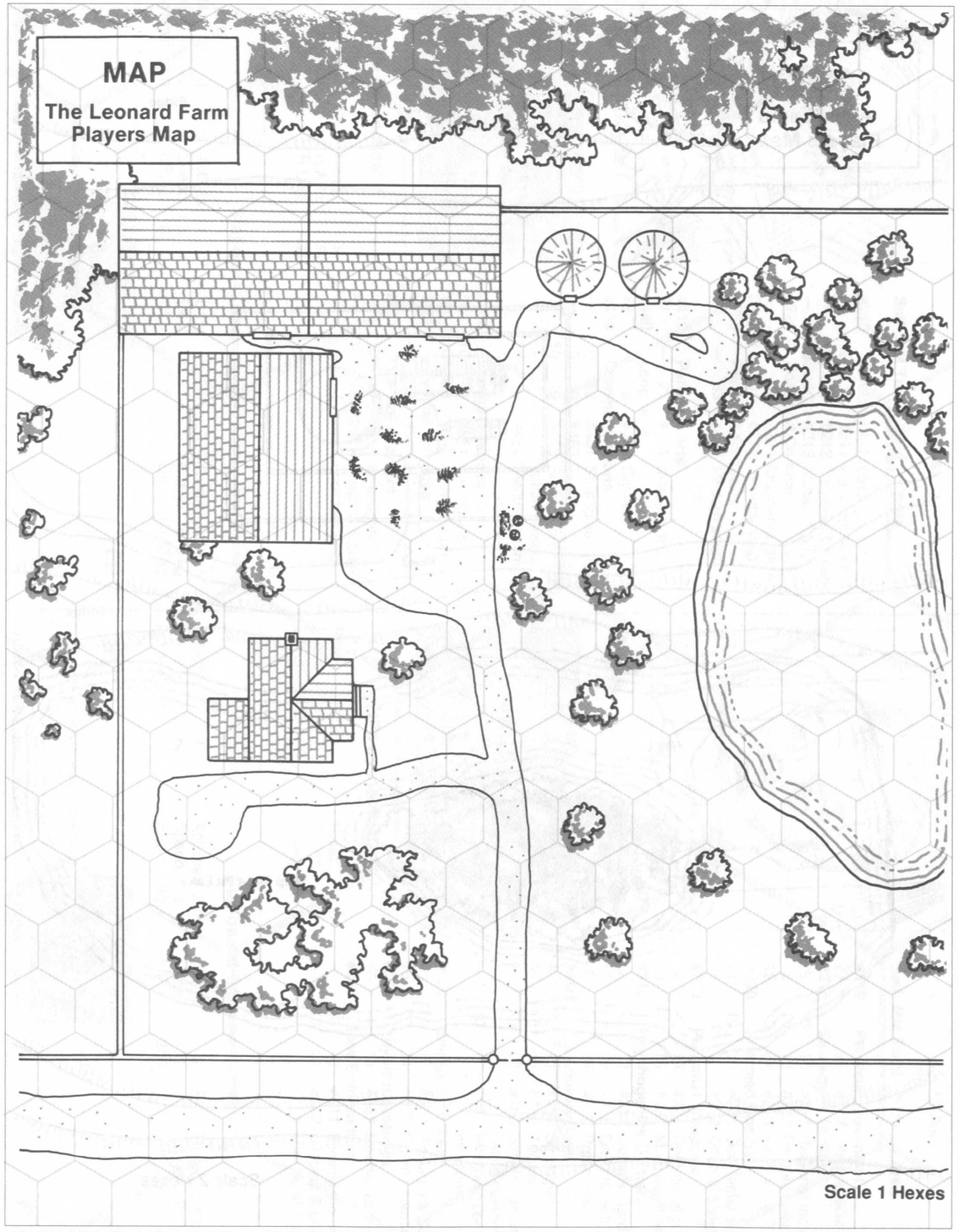
Self	MM	Total	Skill	Area
#110			**Personal Movement**	
27	—	27	#112	Land, special
#210			**Strategy & Tactics**	
9	10	18	#211	Personal tactics
3	10	12	#212	Personal strategy
12	10	21	#213	Military S & T
#220			**Unarmed Combat**	
21	10	30	#221	Occidental style
—	10	10	#222	Oriental style
#230			**Personal Weapons**	
9	—	9	#234	Common devices
18	—	18	#235	Mod. small arms
#310			**Psychogenics (Matter)**	
12	—	12	#311	Objects, hard
9	—	9	#312	Objects, soft
6	—	6	#315	Properties
#450			**Communications**	
—	10	10	#451	Strategies
—	10	10	#452	Tactics
—	10	10	#453	Simple communication devices
—	10	10	#454	Electrical communications
#550			**Energy Sciences**	
—	10	10	#551	Air, Light & Sound
15	10	24	#552	Energy sources
#560			**Physical Sciences**	
18	—	18	#562	Mechanics
#610			**Law Enforcement**	
—	10	10	#611	Investigations
—	10	10	#612	Suspect & prisoner handling

Stat-based Data

Skills:	12	Actions:	2	Dmg:	12	Throw:	59 kg
Train:	82	Speed:	2	Heal:	11	Carry:	585 kg
Psychons:	20	EP:	90	IP:	345	Lift:	1,170 kg

IP	Current Totals	EP

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Extra Encounters

The following encounters are optional. Use any or all of them during slow periods of the adventure if you wish, or make up some of your own. Avoid adding them immediately before important events, for extra encounters may deplete the CCs at a critical point and confuse the issue. If you do not wish to use them in *Film at Eleven*, these encounters may be useful if you wish to develop additional adventures in this general area.

All of these encounters take place along the road or out in open country. They are only superficially connected with the main adventure.

1. Xenoborg!

This is the most obvious, and most dangerous, of the encounters in this section. A lone Xenoborg is returning to the nearest city from a scouting mission. Quite by accident, it stumbles across the CCs on their mission. Surprise is mutual — neither party really expected to bump into the other right now.

Xenoborg Private

IPs (Basic):	152
IPs (Advanced)	
Body:	159
6 Legs (ea.):	4
2 Heads (ea.):	12
2 Tentacles (ea.):	12

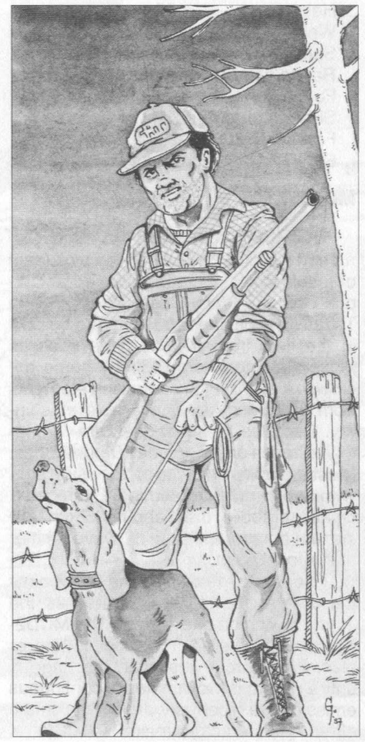
Attacks per cycle: 3
Armament: 2 Lasers, 2 Gas Grenades (Paralytic), & 2 Tentacles (10)

2. The Farmer

This encounter should not involve combat, but the role-playing could be fun anyway. The CCs have stumbled onto a local farmer's lands while traveling across country. The farmer, who has come out with his hunting dog to look for "varmints," orders them off of his property in no uncertain terms. Read the following:

> The field through which you are moving is filled with stubble. It looks as though the voracious little Xenoborgs have played havoc with the local food supply.
>
> Suddenly, a dog begins to howl a few meters to the west. "There's the varmints now," yells a male voice.
>
> A middle-aged man dressed in baggy coveralls approaches you, with his shotgun levelled at your chests. A beagle lopes along beside him, howling incessantly.
>
> "Git off'n my land, or I'll shoot!" demands the farmer.

This fellow has standard human skills. He is armed with a shotgun, and will insist that the characters leave the way they came. The characters must skirt around the fellow's property or face his wrath. (Of course, they could always just shoot him, but this isn't very heroic, and they would be in a lot of trouble when their Base Commander found out about it.)



Farmer

Stats	Basic	Advanced
Mental:	11	33
Neural:	9	27
Physical:	16	48
IPs:	32	96

3. Scavenger

A cell cluster (from a Xenoborg defeated by the resistance fighters one week ago) has survived and grown. The immature Xenoborg is small (about 3.5 cu m or 125 cu ft), and still very stupid. It is quite dangerous, for it will try to eat just about anything, including a CC.

Immature Xenoborg

IPs (Basic):	90
IPs (Advanced)	
Body:	94
4 Legs (ea.):	4
2 Tentacles (ea.):	7

DVs:

Laser:	25
Impact:	30
Thermal:	35
E-M:	20
Sonic:	10

Attacks per cycle: 1
Armament: None

4. Bikers

These humans are scavengers looking for technological items and parts that they can sell. They ride motorcycles and carry chains, clubs and lead pipes for weapons.

When they see the characters, they will roar up to them and demand their surrender. If the characters do not comply, the bikers will attack them, intending to strip them for parts, or even ransom them back to the CCF if they can capture one whole. The bikers will try to rip open any field repaired limbs that they can see and tear out wires or parts.

All eight of these scavengers are normal humans, and none have any special skills. If threatened, they will leap on their motorcycles and depart in the face of the characters' obviously superior power.

CCF Data Files

This page contains information that should be readily available to the characters through the CCF.

CC Abilities

All CC field operatives should be aware of the following convenient options available through the MadMac.

Blowup Vision

Although the CC eyeballs have no separate lens for long-distance vision, the MadMac can be instructed to magnify any image currently within sight range. The enlarged picture can be viewed exclusively, or in a "split screen" arrangement with the actual-sized image.

Timeclock

On any mission in which adherence to a schedule is a crucial factor, the MadMac can be instructed to keep track of time and give regular updates. The interval and exact format of the messages can be set as desired.

Items

The following devices will be used during the course of this mission.

Hovertruck (Model HT-45)

The body of the HT-45 is made of composite, multi-layered carbon steel sheets. The vehicle is open-topped, with four roll bars spaced evenly along its length. A tarp may be attached to these bars to provide protection from the weather. The six hover units spaced evenly on the underside give an extremely smooth ride.

The driver is seated at the center front. A built-in computer allows the truck to be programmed for autopilot (assuming normal driving conditions), or a skilled driver can utilize the complex controls for maximum maneuverability, slowing some fans and increasing the speed of others to execute sharp turns.

Three removable panels on each side allow easy access to the modular motive equipment. Two spares of each module unit are carried for field repairs.

The interior of the vehicle is designed to accommodate the larger frames of the CCs for whom it was built. Behind the driver are eight more seats, positioned so that they face inward. Small items can be stowed beneath the seats. Behind the passenger area are storage compartments for cargo and equipment. These rectangular boxes open to the inside of the vehicle as well as to the outside, allowing access by passengers during transit. The exterior access ports can be locked from inside the vehicle.

Standard equipment includes a full tool kit for vehicle repairs, plus a medical kit, a techkit for minor CC repairs, extra hand weapons (projectile — range 30 m/y, damage 5), and tents for personal use. Complete physical data is given below:

	Metric	English
Length:	6.82 m	7.46 y
Width:	4.21 m	4.60
Height:	1.02	1.12
Weight:	18,702 kg	41,231 lbs
Speed:	83.7km/hr	52 mph
Range/fuel unit:	197 km	122 miles
Fuel units:	26	
Side IP:	47	
Front IP:	62	
Back IP:	47 IP total:	156

MCD2-X

The MCD2-X (Microwave Cellular Disruption Device) was developed by a team of research technicians stationed at Corpus Christi Primary Base (TA 04 P.3) in Texas. The device is designed to be built in the field from surplus parts such as those salvaged from ordinary home microwave ovens, with controlling elements from other commonly available machinery. Because these devices are "homemade," each one is unique in appearance. Most are about the size of television sets with two handles for aiming. Each has a small parabolic dish about 25 cm (10 inches) across, with a microwave emitter at the focal point.

To operate the device, the user points the dish at the target and presses the thumb switch on one handle. The MCD2-X can be powered from any battery or electrical source. The effective range is only 2 m/y, and two minutes of continuous emission are recommended for maximum effect. These factors make the MCD2-X unsuitable for combat use.

The plans for construction of this device have been distributed to all CC bases in the Trans-American Union for dissemination to resistance forces.

Places

The current mission may involve travel to several small communities in southern Indiana and northern Kentucky. Information has been gathered on the current situation in each.

Evansville, Indiana (Pop. 319,800)

Evansville is located beside the Ohio River, at the intersections of US 41, Indiana Highway 62, and Indiana Highway 66. Three Xenoborg Privates are currently stationed in Evansville.

These alients occasionally visit the smaller community of Henderson, Kentucky (pop. 60,900), immediately across the Ohio River. The two cities are connected by one bridge that survived the early battles here. The bridge is heavily garrisoned on both sides, and is not considered a viable sabotage target.

Huntingburg, Indiana (Pop. 13,200)

Huntingburg is located in south central Indiana, at the junction of US 231 and Indiana Highway 64. The residents have not been significantly affected by the alien invasion, although two Xenoborgs are currently occupying the town. Television station WNBRG, owned by known Xenoborg supporter Quincy Selling, is located in Huntingburg.

Lynnville, Indiana (Pop. 1,400)

Lynnville is a small mining community in southern Indiana, located at the intersection of Interstate 64 and Indiana Highway 61. No Xenoborg activity has been recorded in this area.

Owensboro, KY (Pop. 133,400)

Owensboro is located near the Ohio River, at the intersection of US 231, US 431, the Green River and Audobon Parkways, and Kentucky Highways 54 and 60. There is a small Xenoborg occupation force here, but no base.

Stage 3: Old MacDonald Had a Farm

In this section, the characters must travel to the alien camp located in the strip mines south of Lynnville. Once there, they must rescue the remaining hostages (including a CC, if the aliens in Stage 2 succeeded in capturing one), and deal with a full squad of Xenoborgs, a Xenoborg Captain, and an Aerial Teleborg.

Because the telecast of the battle at the transmitter building (Stage 2, Event 5, page 17) showed the presence of not one, but several CCs, the Captain has assumed that the Xenoborgs sent to stage the execution failed their mission. However, the thirty-five hostages still in the alien camp should be sufficient to draw the CCs here, where they can be surrounded and, hopefully, captured. To cope with the additional CCs, the Xenoborgs have called in all the local troops from the cities and placed all their Powwers into the nearby strip mine pit lake to recharge.

The Captain has calculated the minimum amount of time it should take the characters to get here, and plans to be ready. The Xenoborgs will make no attempt to prevent the CCs from entering the camp. Once they are inside, the Xenoborg troops will keep the characters occupied with combat while the Captain radios the main assault force now in orbit over the area. The six Space-Teleborgs will land in 1 ST with five platoons of Xenoborg troops and cordon off the entire area, trapping the CCs and preventing any pursuers from staging a resuce. A CC is a valuable prize, and the Xenoborgs have no intention of letting any slip through their grasp.

However, the characters will arrive 1 ST before they are expected (regardless of when and how they depart), and catch the monsters by surprise. The Captain's transmitter will not be ready, so it will have to escape on the Teleborg and look for another place to broadcast the signal.

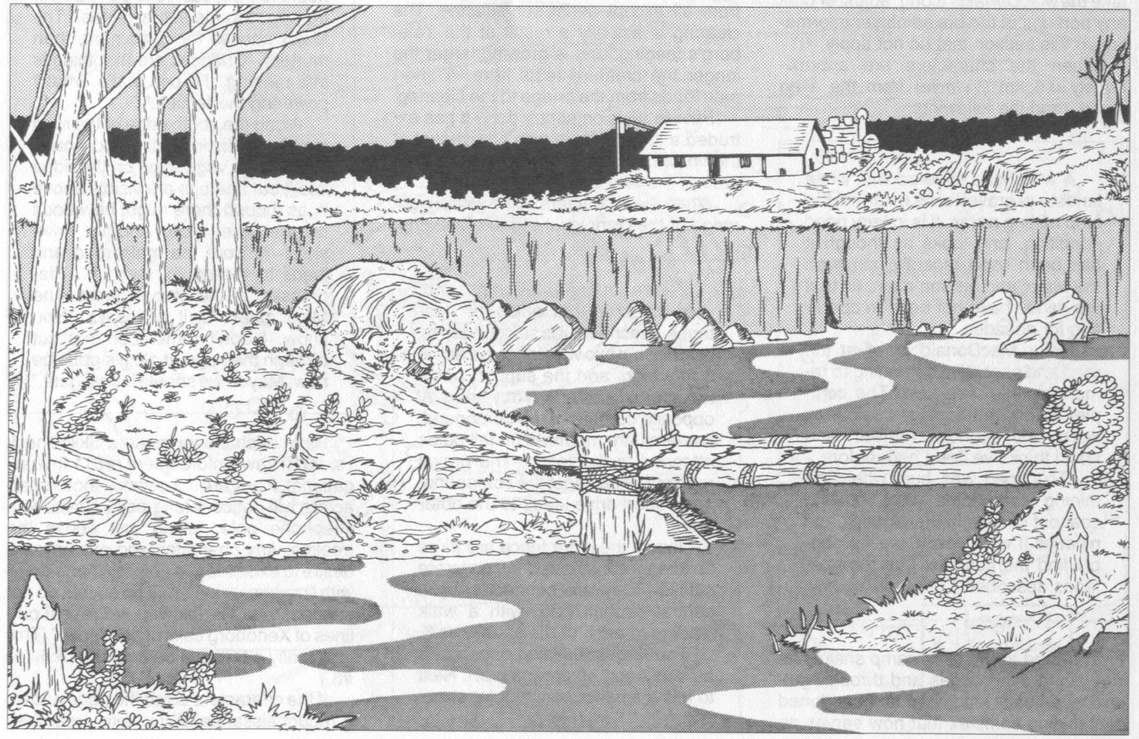
Note: If the Xenoborgs somehow succeeded in capturing a CC during Stage 2 and bringing it back here, it is now on the island, ready to be loaded onto the Aerial Teleborg. The Captain has just begun to set up its transmitter — a process that will take 1 ST.

1. The Trip

Distance: 78 km (30 miles)
Estimated Travel Time: 30 min. (2 ST)

The characters may leave for the alien camp at any time during or after Stage 2 (Event 6, page 18).

If the Xenoborgs managed to capture a CC, the characters will have no time to waste. They should have no problem recovering their companion if they depart immediately and/or use ultraspeed to catch up with the fleeing Xenoborg. If they delay departure, the alien will be delayed by an equal amount of time, such that the characters will arrive no more than 3 AT behind it. This will give the CCs a second chance to succeed.



If, however, the characters have defeated all the aliens at the transmitter building (Event 5, page 17), they will have plenty of time to recharge and make minor repairs before setting off to rescue the remaining hostages.The Major can pinpoint the location of the alien camp on a map based on the hostages' descriptions of the place.

Once again, the MacDonalds can provide invaluable aid if the characters agree to take them along, for the two men know the area well and are excellent fighters. Shana realizes that her usefulness has ended, so she volunteers to take her father and the human hostages to the new resistance camp for medical treatment before returning them to their homes.

The characters may also wish to call for reinforcements from the resistance fighters at this point. The amount of such aid available is strictly up to you; if the CCs are badly damaged and/or depleted, you may wish to provide them with additional help, since the opposition is rather formidable. If you do decide to make reinforcements available, Shana can arrange for them to rendezvous with the characters at any specified location.

Unless the characters are in hot pursuit of a Xenoborg, you may add one of the Extra Encounters (page 29) during the trip to the alien camp. If the characters do not take the MacDonalds along, adjust or omit any portions of the boxed player information in this section that do not apply.

When the characters are approximately 0.6 km (1/4 mile) from the alien camp, read the following:

> A wide road covered with white limestone gravel leads back into the strip mining areas. It is in very good condition, and looks as though it has been used recently, although the Major and his son maintain that the mines have not been in operation for decades.
>
> Major MacDonald looks at the road and says, "I'm beginning to remember this area now. The complex where the hostages said they were held sounded familiar, and now I think I've been here before.
>
> "This road was built when the mining companies were hauling coal out of here in the eighties and nineties.If we follow it, we'll probably find the complex that the hostages described."

The road to the alien camp snakes its way along mine ridges and through gulleys, eventually leading to an abandoned coal mining complex that now serves as the temporary Xenoborg headquarters. If the characters stage an immediate frontal assault on the complex, go to Event 3 (page 35). If they do reconnaissance first, proceed with Event 2.

2. And on That Farm . . .

The Xenoborg camp is divided into two parts by a high ridge of dirt and shale. On one side of this embankment is a small compound containing three buildings. There are seven Xenoborgs (Privates #8-#12, Corporal #3, and Sergeant #3) at this complex. (See diagram on page 37 for positions of individual Xenoborgs.)

On the other side of the ridge is a large strip mine pit lake. A crude bridge leads from the shore to an island where the Xenoborg Captain and the Aerial Teleborg are hiding with two Privates (#6 and #7). The lake itself is filled with Powwers, which have been put there to recharge so that the Xenoborgs will have plenty of power available when the CCs arrive.

On the edge of the island, Xenoborg Privates #6 and #7 have begun to gather Powwers for distribution to the other troops in the complex. The Teleborg and the Xenoborg Captain are in a small clearing at the center of the island, but the pine trees and other vegetation mask them from all except aerial surveillance. The clearing is actually a result of the Teleborg's feeding, and is growing larger the longer the creature rests here. A short path leads from the bridge to the clearing.

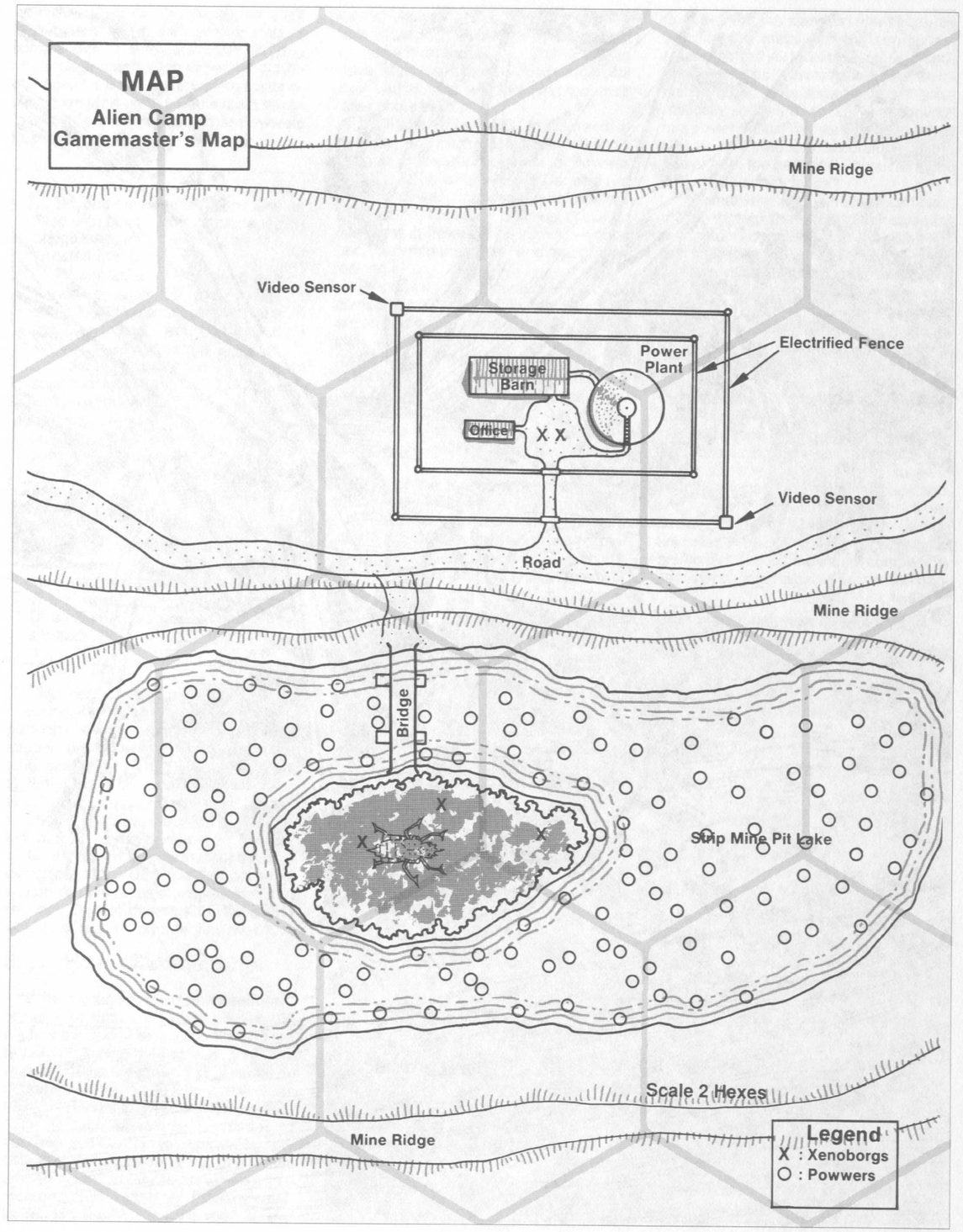
Private #6 is on sentry duty. It has extruded a long tentacle with an eyespot at the tip, with which it is watching the area around the lake and the compound.

When the characters come within sight range of the complex, read the following:

> Before you is a small compound, very similar to that which the hostages described. It is surrounded by not one, but two wire fences. Each is 3 m/y high, and the support posts are approximately 2 1/2 m/y apart. At opposite corners of the compound, cameras are mounted on tall poles attached to the fence. The gravel road continues past the compound, but a short drive leads to the outer gate.
>
> Inside the inner fence are three buildings constructed of concrete blocks. They are connected by a central asphalt pad, with a walk leading to each of the structures.
>
> The largest building appears to be some sort of storage barn. Next to it is a smaller, rectangular structure. The third building in the compound is crowned with a large dome. A ladder on the south side of the dome leads to a small catwalk on top.
>
> The Major studies the complex through his field glasses, then says in a low voice, "Those things mounted on the poles are the standard surveillance cameras that the mining company used. They're probably still operational."
>
> He shifts his gaze to the buildings. "Yup," he mutters. "This is what I thought it was. That long building is where the mining company kept its heavy equipment and some of the large vehicles. I think there were some service and repair facilities in there as well. The smaller building next to it was the company's field office. The hostages talked about being held in such a place; the rest of them may still be there.
>
> "That big dome housed a small solar power unit that the mining company installed just a few years before they closed this mine. That thing put out enough power to run all the electrical equipment for miles in every direction. The company engineers laid big cables to carry power from here to the actual mines." The Major pauses for a moment, then mutters, "Chances are that thing is still running. I'll bet that's what's powering the fences."
>
> Along the south edge of the road is a high bank of dirt and shale. There is no vegetation on the ridge itself, but treetops are visible above it, as though there might be woods on the other side. Another drive splits off from the main road and leads to the south, through a depression in the embankment. The Major peers at it and says, "You know, I don't remember that cut through the ridge at all. It's gotta be new. Maybe we should investigate."

Have each player make a Skill Check vs. #610 Law Enforcement (#611 Investigations). If any are successful, those characters will notice a long pole, similar to a telephone pole, jutting just above the treeline. Any character who expresses a desire to examine this object in more detail with "blowup vision" may do so, but do not suggest this. The blowup will reveal outlines of Xenoborg cells on the "pole." (This is actually a tentacle belonging to Private #6.)

If the characters climb the ridge and do a reconnaissance of the lake area, they





will be spotted by Private #6, who will immediately report their presence to its commander. The Captain will send a short-range emergency signal (which the characters will receive as well) to the complex, then start setting up its main transmitter while the Privates gather Powwers from the lake. Read the following:

> Beyond the ridge is a large lake filled with black water. A crude log bridge leads from the lakeshore to a forested island.
>
> On the edge of the island is a Xenoborg, apparently busy pulling small, bright objects out of the lake and consuming them. It does not seem to have noticed you.
>
> "I'd say that bridge is pretty new," says the Major softly. "The wood isn't preserved, so it'll rot in a year or so without a coating of creosote. It certainly doesn't look like something the aliens would build. I'd bet money that our hostages built it on the orders of their 'alien masters,' as Quincy would say."
>
> Suddenly, your radio receivers pick up an alien transmission from somewhere nearby. Your MadMacs can translate only one phrase of the message — a reference to CCs. Somehow, you have been spotted!

The bridge leading to the island is 40 m/y long. Two large trestles made from pine logs have been sunk into the water to support the ends of the bridge. Several long, straight beams run from one trestle to the other. Split pine logs have been fastened, round side down, to the beams to create a floor. The result is a crude-looking, but very sturdy bridge.

Give the players their map for the alien camp (page 27). Describe the specific locations to them in as much detail as they request. Do not describe anything they would not reasonably see, however.

3. . . . He Had Some Bugs

If the characters attack the Xenoborgs at the lake first, the Privates will try to destroy the bridge to prevent the characters from closing, then take cover in the woods (+10 bonus to all DVs). Each of the bridge's trestles has 50 IPs, and the span has 75. Reducing any of these components to zero will cause the bridge to collapse. The Captain will immediately decide that the situation is too dangerous and abandon its plans to set up the transmitter here. While the two Privates cover its retreat, the Captain will load its signalling equipment into the Teleborg and take off, looking for a more suitable place to make the broadcast. Both Privates have extra fully charged Powwers inside their bodies, and will "kick" each of their laser shots by 20.

It will take a human 3 CT to swim across the lake, and each CT there is a 6 in 10 chance of brushing against a Powwer (1d10 automatic damage). CCs, who are capable of walking along the bottom, will still need 3 CT to cross, but must check for contact with Powwers only twice — once upon entering the water, and again upon leaving it.

Whenever the characters attack the compound, Xenoborg Privates #8 and #9 are on guard duty in the center of the complex . (See the diagram, page 37.) Corporal #3 is inside the storage barn with Privates #10-#12. The Corporal is monitoring the compound via the surveillance cameras on the two guard towers, while the Privates are hardening freshly-extruded tentacles. Sergeant #3 is inside the power plant.

Both of the fences around the compound are electrified. A CC can simply jump each fence, even from a standing start. Each CC can carry up to two normal people over in this way. If the characters leave the fences intact, they can tap power from them at the standard rate simply by touching the metal with the appropriate electrodes in their forefingers and grounding themselves. However, this is not an infinite source, since each fence will automatically shut off after 10 PU of continuous power drain. (This was a built-in safety feature designed to avoid draining all the power from the batteries whenever a tree branch fell on the fence.)

Alternatively, the characters can blast or burn through the fences. Explosives are the fastest means, though the noise will definitely alert the Xenoborgs. A CC could carefully cut a hole in the fence with hand lasers in approximately two minutes at a power cost of 5 PU. Any laser or grenade attack that does more than 15 IPs of damage will blow a large enough hole in the fence to admit even a CC. Breaching the fences will also break the circuits that carry power unless the characters cut the wires in such a way as to leave a circuit bridge in place. The height of the fences and the spacing of the posts will allow this tactic, but any character doing so must specifically state this intention in advance and make a successful skill check vs. #550 Energy Sciences (#551 Energy sources). If the characters accidentally do break the circuit, they can complete it again by running a cable across the gap.



The gates are somewhat stronger than the rest of the fence (30 IPs each), and they are also electrified. They can only be opened from the control area inside the storage barn. (Of course, a CC can force the gate easily — no stat check required — without breaking the circuit.)

No location along the fence is hidden from both the video sensors and the Xenoborg guards in the compound. The characters can knock out the cameras (by severing the poles that house their power cables), but even these precautions will buy them only a little time; the Xenoborg guards will notice them as they come through (or over) the fences. The sounds of battle will alert the other Xenoborgs in the complex, who will come out of hiding and attack, attempting to surround the characters. If the Xenoborgs on the island are not yet aware of the characters' presence, Private #6 will see this battle in the compound and warn the Captain, who will begin setting up the transmitter, as previously noted. Meanwhile, Private #7 will turn on a circulating pump that the Xenoborgs have placed at the bottom of the lake. This will push the Powwers toward the island, where the two Privates can reach them. Private #6 will continue monitoring the combat, which should be over long before the Captain has the signalling device operative.

When the Captain realizes that the CCs are winning the battle at the compound, it will cease preparations, pack up its communications equipment, load it onto the Teleborg, and take off to find a safer broadcasting site. The Captain is not willing to risk the possible capture of a Teleborg by the enemy, and it has no idea whether the CCs might be powerful enough to accomplish that.

As soon as the characters see the Teleborg, their MadMacs will identify it as an Aerial Transport Teleborg, and indicate that all data heretofore accumulated on these creatures is theoretical. It is obviously in the characters' best interests to stop the creature before it can escape, but in fact this is virtually impossible. The small CC force cannot hope to bring enough firepower to bear to destroy the creature, or even to detain it. They may, however, damage it somewhat as it departs. If the characters do shoot at it, tell the players that the Teleborg falters momentarily, then recovers and flies away to the northwest.

Do not allow the characters to prevent the Teleborg's escape. They will have another chance to gain information about it in Stage 4 (page 39). Its escape should not cost the lives of any CCs, however. Even if the characters are within laser range, the Xenoborg Captain is more interested in getting away to transmit its message than in killing CCs.

After the fighting is over, the CCs can recharge from the solar batteries at the power plant at the usual rate of 1 PU/CT.

Xenoborg Private #6

IPs (Basic):	158
IPs (Advanced):	
Body:	167
6 Legs (ea.):	4
1 Head:	23
1 Tentacle:	24

Attacks per Cycle: 3
Armament: 3 Lasers

Xenoborg Privates #7-#9

IPs (Basic):	160
IPs (Advanced):	
Body:	168
6 Legs (ea.):	4
1 Head:	24
2 Tentacles (ea.):	12

Attacks per Cycle: 3
Armament (ea.): 2 Lasers, 4 Fragmentation Grenades, & 2 Tentacles (10)

Xenoborg Privates #10-#12

IPs (Basic):	186
IPs (Advanced):	
Body:	195
6 Legs (ea.):	5
1 Head:	10
2 Tentacles (ea.):	12
1 Spiked Tail:	19

Attacks per Cycle: 3
Armament (ea.): 2 Lasers, Ignition System (normal jet), 2 Tentacles (10), & 1 Spiked Tail (20)

Xenoborg Corporal #3

IPs (Basic):	170
IPs (Advanced):	
Body:	179
6 Legs (ea.):	4
2 Heads (ea.):	13
5 Tentacles (ea.):	5

Attacks per Cycle: 3
Comm Equipment: 1
Armament: 1 Laser, 2 Fragmentation Grenades, & 5 Tentacles (5)

Xenoborg Sergeant #3

IPs (Basic):	200
IPs (Advanced):	
Body:	210
6 Legs (ea.):	5
4 Tentacles (ea.):	15
Attacks per Cycle: 4	
Comm Equipment: 1	

Armament: 2 Lasers, 1 Pulser, Ignition System (Normal), & 4 Tentacles (15)

Xenoborg Captain

DVs

Laser:	35
Impact:	45
Thermal:	45
E-M:	30
Sonic:	15

IPs (Basic):	320
IPs (Advanced):	
Body:	336
6 Legs (ea.):	8
1 Head:	48
4 Tentacles (ea.):	12

Attacks per Cycle: 5
Comm Equipment: 3
Armament: 4 Lasers, 1 Pulser, 1 Missile, Ignition System (Intense Jet), & 4 Tentacles (10)

Aerial Transport Teleborg

DVs

Laser:	30
Impact:	35
Thermal:	25
E-M:	15
Sonic:	10

IPs (Basic):	3,700
IPs (Advanced):	
Body:	4,750
4 Legs (ea.):	20
1 Head:	20
2 Tentacles (ea.):	50
6 Wings (ea.):	100

Attacks Per Cycle: 2
Armament: 4 lasers & 2 Tentacles (30)

Hit Locations (1d10):

1	Leg
2-5	Wing
6-10	Body

4. The Main Compound

Use this section when the combat is over and the characters are ready to explore the compound and rescue the hostages. All three buildings have power, supplied by the power plant in Building 3.

The doors to all three buildings are locked. One hundred IPs of damage applied to any one wall will produce a rough hole just large enough for a normal man to climb through easily. (A CC will either have to crawl through or enlarge the hole with another 25 IPs of damage.)

All of the surveillance equipment is still intact (excluding any damage from the characters). Two large coal trucks are parked inside the storage barn. They are still in good working condition, but they have no fuel.

1. Office Building

This building was emptied when the mining company moved away. The building is intact, but all of the furniture has long since been removed.

Thirty-five hostages of mixed ages and sexes are locked inside this building. Most are males between the ages of fifteen and forty-five. They comprise the work force that built the bridge to the island (page 35). None of them know what is going on at the lake, and they did not see the arrival of the Aerial Teleborg. The six hostages who were to be executed in Stage 2 were kept here as well, and are thought by the others to have been chosen randomly.

The hostages sleep in separate offices on old mattresses. There is a small kitchen on the ground floor where they are allowed to cook their meals. The Xenoborgs are not concerned about giving them a few cooking utensils; table knives are insufficient weapons against their Xenoborg captors.

2. Storage Barn

This structure is empty except for the control centers of the power plant and the security system. One wall is covered with television monitors that display the signals from the surveillance cameras at the outer fences. The Xenoborgs moved most of this equipment from the office building to this barn, since they were more comfortable in the larger structure. The equipment itself is all of human manufacture, however, and if the characters look closely at one of the television monitors, they will find a brass plate that reads "Property of Station WNBRG."

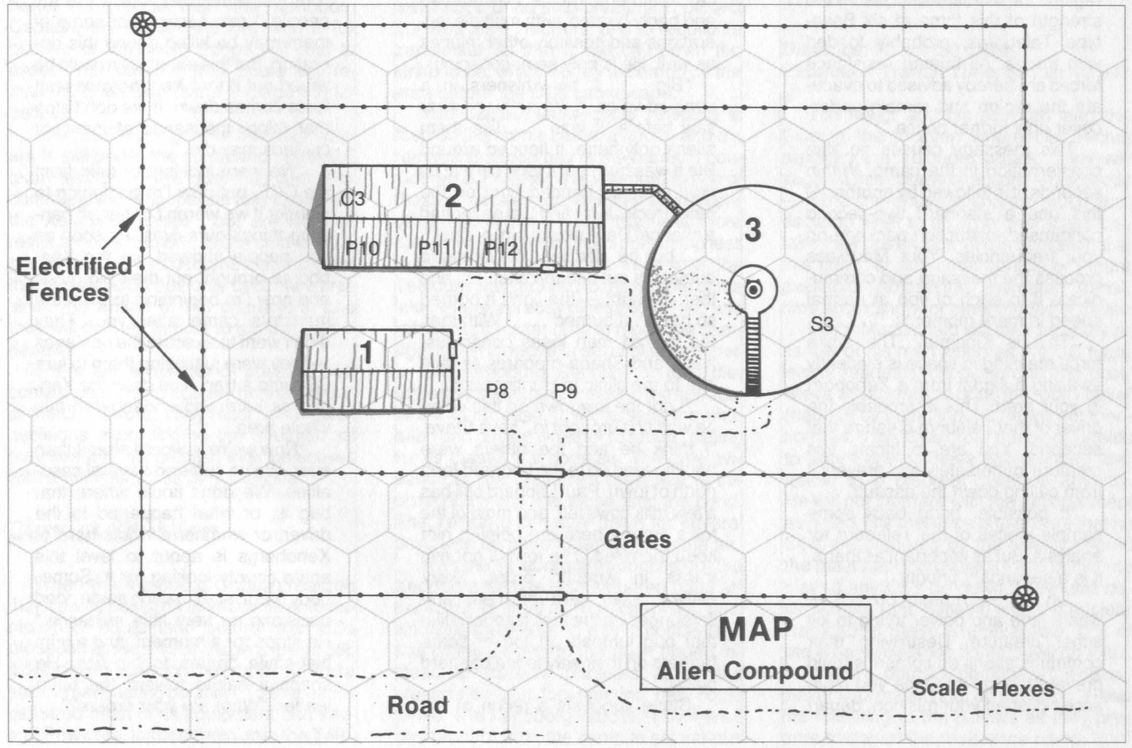
3. Power Plant

This complex is powered by solar cells. An underground conduit, indicated by a dotted line on the GM map (page 33), carries power from the large solar batteries to the barn, where the Xenoborg control center is located. On the top of the dome, at the center of the catwalk, is a service hatchway, which is designed to seal itself while the generator is running. A CC character can force this hatchway or the main door open with a successful Physical Stat Check.

5. A Word From Our Sponsor

Once the Xenoborgs have been destroyed and the hostages rescued, the CCs are due for a little peace and quiet. (Too bad they won't get much, but at this point they don't know that.) The characters must now clean up the Xenoborg remains with microwaves and decide what to do with all the Powwers in the lake. They may pick the creatures out of the water and place them in non-conductive containers for transport to the nearest CC base, but each Powwer will inflict 1d10 when touched, or d10x if actually grabbed. On the other hand, leaving them in the lake presents a danger to anyone who wanders by and touches one. The solution to this problem is left to the players' ingenuity. One workable plan would be for the characters to discharge all the Powwers (by "stirring" the water with a large object), then collect them.

Once the characters have dealt with these matters, their MadMacs will urgently advise them to leave the area and return to the resistance camp, pointing out that



when the escaped Xenoborg reports what happened here to its Regional Command, the mining compound and surrounding area are likely to be obliterated with an anti-matter bomb. Although plenty of power is available from the solar batteries in the power plant, the characters are in danger if they spend too much time recharging or repairing themselves here. The MadMacs will suggest waiting until they are back in camp for that.

This section of the adventure is worth a maximum of 10 SP per character. Deduct one point for each hostage killed, 1 SP if the characters fail to microwave the Xenoborg remains, and 2 SP if they do not depart immediately afterward.

After the characters have found the new resistance camp and made their standard reports to base, read the following:

As you are finishing your minor repairs in the resistance camp, a radio in the command tent crackles sharply. "Attention all field units in the southern Indiana area," says a voice that sounds remarkably like that of Col. Kingman. "This is an emergency broadcast. We have detected a massive Xenoborg strike force gathering in space above this region. Best estimates place the strength of this force at six Base-type Teleborgs, probably loaded with troops. All human resistance forces are hereby advised to evacuate the region and remain undercover until further notice."

This message causes no little consternation in the camp. Within seconds, it is followed by another — this one a standard two-second condensed instruction package on your frequencies. Your MadMacs process the message and communicate it to each of you at normal speed in mere moments.

"This is Kingman. The strike force massing in space is evidently awaiting a signal from a Xenoborg in your area. This is probably the driver of that Teleborg creature that escaped. You are to locate this creature immediately and prevent it from calling down the assault.

"If possible, bring back some sample pieces of the Teleborg for analysis. But as important as that is, it is a secondary priority.

"Do not — repeat, *do not* — waste time and power trying to kill either creature. Destroying their communications equipment should prevent the strike. Once you have accomplished your mission, depart the area immediately. We speculate that these Xenoborgs you have been fighting were sent to lure one or more CCs into a trap, then call down this strike force to seal off the area. Repeat—once you have dealt with the escaped creatures, you are to clear the area and return to base. Your presence presents a danger to the entire population of the region. We estimate that you have approximately two hours to stop that creature before all hell breaks loose."

Steve MacDonald bursts into the command tent as the message is completed. "Dad — sir — we've got big trouble! I think that damn bug is down somewhere north of town. Len Richie's outside, and he's hurt real bad! He came limping in and was found just outside the town limits, half dead. We're not sure because he's rambling a lot, but it sounds like he and some others ran into that Teleborg thing six miles north of town. You'd better come and talk to him," he concludes, turning to you.

Gesturing for you to follow, he heads for a small tent, where the wounded man is undergoing medical treatment. Richie is wounded and badly burned, with multiple lacerations and possibly other injuries as well. He is only semi-conscious.

"Big . . .," he whispers in a strained voice. "Like nothing I ever saw before. It was . . . like them aliens only huge. It flopped around like it was hurt, but it took care of us right enough. Landed right on the other truck. Jerry and Cal never had a chance! Davy was drivin' our truck . . . but he skidded. We dragged ourselves out into the ditch . . . and then the light — the light! It burned so bad. . . it burned . . . ." With that, the injured man loses consciousness, and Shana prepares to take him to the clinic in Huntingburg.

"I got the lowdown on this when he was first brought in," says Steve. "I think he and the others were hauling feed up to the Leonard farm north of town. Paul Leonard still has a few milk cows left, and most of the folks around here are helping him keep them fed. The town's got two trucks in working order. Davy Gellen takes care of them and scrounges up the fuel. It sounds like that bug jumped on top of some farmers on their way to the Leonard place."

Steve suggests a recon of the area. "That's probably the only way," agrees his father. "I guess we'll have to assume we have a dangerous, wounded alien monster down somewhere near the Leonard place . . . and the Lord help anyone who encounters it!

"I hate to think of such a small force going out after that monster on such flimsy intelligence," the Major continues, "but we can't take the chance. If that Xenoborg driver survived, it'll be calling for help soon and we'll be hip-deep in Xenoborg warriors before long." He sighs — a weary sound — and turns toward Shana. "You and Captain Fielding handle the evacuation from here. Get all of our people out and back to their homes, and tell them not to make any moves without further instructions. Steve and I will lead the CCs to the place where Richie encountered the Teleborg, and we'll go on from there. If those critters are at the Leonard farm, we'll have to work carefully; there may still be survivors.

"We'll take along as many men as you want," continues the Major, turning back to your team leader. "But just remember, these are my people. I can accept that some of them may be killed during this operation. But this entire area could be wiped out if that Xenoborg assault force comes down. If we don't stop that thing, thousands of innocent civilians may die.

"We were looking for help from the CCF, but now I'm beginning to wonder if we weren't better off handling things ourselves. As soon as you people showed up, the Xenoborgs brought out their big guns, and now I'm beginning to think the monsters came after you. They didn't want to execute the hostages — they were just using them to lure CCs into a trap. You drew the Xenoborgs here and endangered this whole area.

"Now we're in worse shape than ever. We've suffered several casualties. We don't know where that bug is, or what happened to the driver, or whether a whole herd of Xenoborgs is about to level this entire county looking for it. Somebody has to start making some good decisions on very little evidence." He stops for a moment, and a grim half-smile comes to his lips. He snaps a salute toward the team leader. "What are your orders?"

Stage 4: The Farmer in the Dell

The CCs have been ordered to locate the wounded Teleborg and the Xenoborg Captain and prevent the latter from calling down the large Xenoborg strike force that has gathered over this area. In the process, they are to gain information on the Aerial Teleborg, taking cell samples from it if possible. When these tasks have been completed, they are to evacuate the area immediately to avoid drawing further unwelcome attention from the enemy.

The responsibility for what happens here rests entirely on the shoulders of the CC team leader, who must make a number of life-or-death decisions within the next couple of hours. The wrong decisions may cause the deaths of CCs, local resistance fighters, or innocent civilians — in fact, these deaths may occur even if the decisions are "right." Such is the way of war. As GM, it is your job to present the characters with difficult choices.

The CCs have two hours to complete their mission and leave the area. At the end of that time, if the main strike force has heard no reports from the Xenoborg Captain, one Base-Teleborg with a full platoon of Xenoborg troops will land to assess the situation and locate any remaining CCs. See Event 6 (page 48) for details.

The local contingent of freedom fighters is still under the command of the CC team leader. These guerrillas and their commander will cooperate fully to prevent the Xenoborg assault, but are likely to resist any instructions that would endanger civilians. It has become clear to them that the situation has only become worse since the arrival of the characters, and they will do their utmost to aid the CCs in departing.

There are a number of possible outcomes, depending entirely on the actions of the characters. They must make quick decisions according to the situation as they see it to accomplish their objectives with a minimum loss of human life.

Current Situation

When the Xenoborg Captain realized that it could not hope to set up its communications equipment before the CCs closed in at the end of Stage 3 (page 36), it decided to abandon the camp and find a safer broadcasting position. To that end, it gathered most of its equipment and several Powwers, loaded them onto the Teleborg, and took to the air, leaving the other Xenoborg troops to deal with the CCs.

The injuries that the Teleborg had sustained during the battle forced it to land several miles away, crushing two trucks in the process. The Captain led the injured creature through the woods to the first reasonably defensible location it could find — a local farm owned by the Leonard family. (See map on page 42.) Except for fourteen-year-old Tommy Leonard, who was trampled by the Teleborg as it passed through a field, the entire family was caught unawares when the giant creature and its master arrived at the farm. Paul Leonard, coming out of the barn, attempted to defend his family and was quickly slain. His wife Lynn and daughters Lisa and Traci were trapped inside the house and taken prisoner.

The Captain is a rather clever sort, by either human or Xenoborg standards. Since its arrival, it has taken steps to conceal the Teleborg while the latter heals its injuries, to use the Powwers and equipment aboard the ship-creature to protect the area from intruders, and to rebuild its transmitter so that it can call down the strike force, which will try to cordon off the area before the CCs can escape.

The Captain allowed the Teleborg to feed on the farm's cattle, a horse, and the remaining stored hay in the barns. It considered concealing the Teleborg in one of those structures, but the lake offered another alternative — one that was more conducive to the healing process and less likely to occur to humans. Therefore, the Teleborg was ordered to the bottom of the lake, where it is busy digesting its food and reforming its outer cells to repair the damage. It will not move or act until summoned by the Xenoborg Captain, or until disturbed by something breaking the surface. In the latter case, it will assess the situation and decide whether to attack, calling for its master if it does so. The only evidence of the creature's presence is the disturbed moss and algae atop the pond. The Teleborg can stay down for several days with no need to feed or breathe air.

With the Teleborg thus concealed, the Xenoborg left one dismembered cow carcass out in front of the barns as bait. Knowing there was no way to conceal the trail of the Teleborg, the alien hoped instead to deceive pursuers as to the creature's actual location until help could arrive. The Xenoborg used the Powwers it had brought from the camp to set various traps, as detailed in the individual area descriptions (pages 43 & 44). The Captain itself has taken up residence inside the farmhouse, where it is busy preparing its signalling device while it awaits the inevitable pursuers. Some of the transmitter components were damaged during the battle in Stage 3 (or later in transit), so the Captain has scavenged replacement parts from the Teleborg and the farm. The Xenoborg cannot hope to send a complete report with this jury-rigged device — only a single-burst distress signal that will bring down the main strike force.

These notes and guidelines can be used in playing out any sort of assault on the farm. Adjust the setup according to the actions and capabilities of the characters. Don't hesitate to make the situation deadlier if your characters have had an easy time of it until now, or easier if they are depleted and having a hard time coping with the dangers.

1. The Road to Hell

Distance: 78 km (30 miles)
Estimated Transit Time: 30 min. (2 ST)

The Major and his son can lead the CCs to the location where Len Richie reported the Teleborg attack. They will suggest this course of action — discreetly — if the characters spend too much time deciding what to do. The characters can take their hovertruck (if it is operational at this time), or any other vehicle or mount available. Adjust the estimated transit time accordingly for other modes of travel.

Major MacDonald will take as many or as few of his men along as the CC team leader requests, choosing only the best. Steve will arrange to bring the "pony nuke" (page 2) by truck, though he will not mention this. If the CCs order the MacDonalds to stay behind, Steve will disobey and follow at a discreet distance anyway. He will not interfere with the action except as noted. His presence is to ensure that no CCs are captured by the enemy should the main Xenoborg attack force come into play. If any CCs go down, Steve will destroy them (and himself) with the nuclear warhead. If Steve is unavailable, one of the other resistance fighters will do this.

Adjust or omit any portions of the boxed player information that do not apply. Read the following to the players as they prepare to depart the resistance camp:

Shana and her technicians set up the transmitter booster so it can be carried as a backpack by one of the CCs. "Here," she says, lifting it up. "You may need this. Take it along, just in case.

"While you're tracking those creatures, I'll start getting the word around town," she continues. "We'll make sure that everyone gets out safely."

She steps up to you and shakes her finger in your faces. "Now, you be careful poking around up there! The Leonards are nice people, and . . . and . . . well, you just be sure to get them out all right!" Her voice softens. "And all of you come back safely, too. I know you have a job to do, and it involves a lot of risk. Steve and I settled that sort of thing between us long ago. But be careful — please." With that she hurries away. It seems that, despite your involvement in the situation that threatens so many civilian lives, you have made a friend of Shana Selling.

The characters may take any route to the spot where Len Richie's truck was attacked. Minimum travel time by road is 2 ST. If the characters travel cross-country, double the transit time. As they approach the target area, read the following:

It is not difficult to pinpoint the exact location of the attack. About a mile ahead, you can see twin plumes of black smoke rising from the highway.

Allow the characters to take any precautions they choose before approaching the wrecks. When they move closer, continue the description:

Several bales of hay are scattered about — some half-burned. The trucks are still hot, and both are fire-blackened. Both were obviously burning furiously earlier, but now they are just smoldering. One is crushed almost flat in the middle of the road. Skid marks lead to the other, which lies overturned in a ditch. An unmoving human figure lies about six meters from that one. There are scorch marks on the ground nearby, and the asphalt pavement has been melted in several locations — by laser fire, from the looks of it.



Nothing seems to be moving, either along the road or in the bushes and trees on either side. The underbrush has, however, been disturbed recently on the north side of the road, as if something huge moved off that way, knocking down trees and crushing the smaller plants as it went.

"They shouldn't have taken the trucks out alone," Major MacDonald says with a tremor in his voice. "They weren't supposed to go without an escort. There was too much danger of those bugs getting wind of it. But Davy knew we were busy — and the Leonards' cows needed the hay . . . ." He stops, and his eyes grow moist. "They were good men," he says softly. "not fighters, but good men. And we've lost too many already."

The man on the ground is quite dead, half-cooked from a laser blast. Any of the resistance fighters can identify him as Davy Gellen, the local man in charge of maintaining vehicles for the resistance fighters. There are two more bodies in the wreckage of the crushed truck. It will take a CC to get to them — the wreck is too hot for a normal human to touch and too badly crushed for anyone except a CC to pry open. Both occupants of the flattened truck are mangled and burned beyond recognition.

Keep track of the time that the characters spend here, and prompt them with periodic reminders if any of them have asked their MadMacs to act as timekeepers. It will take a minimum of 6 AT to check out the situation. Stopping to dig bodies out of the crushed truck will take another 6 AT. Burying the dead will take 12 AT or more. The MacDonalds will stay out of this decision, but if any other locals are present, they may question the CCs if they decide to abandon the bodies. MacDonald will defer to the CCs' judgment, but if his advice is asked directly, he will be in favor of moving on to find the Teleborg.

The trail through the light woods leads to the Leonard farm, as any of the locals can affirm. If the characters take this route, go to Event 3 (page 41). If they drive to the farm on the main road, they can be there in only 6 AT. Proceed with Event 2 if they take this route.

2. Slaughter Farm

If the characters follow the road, Major MacDonald will suggest that they pull off just short of the Leonard farm and make the final approach on foot, quietly. They will enter from the bottom of the map (page 42), on the south side of the farm. From the woods across the road, they can see the farmhouse, three big dairy barns, two silos, and the lake. Read the following:

The farm, what you can see of it, is quiet — too quiet. There are no sounds of animals or farm equipment, and you see no sign of the Leonard family. The gates and fences are intact as far as you can determine from here, though the buildings and trees obscure a panoramic view. Can a Teleborg be subtle and stealthy? You rather suspect not. At least you hope not.

On the graveled driveway in front of the three huge barns lies a large carcass in several pieces — a cow by the looks of it, though it is difficult to be certain. The gravel has been scattered, as though by the passage of some huge creature. It is impossible to be sure where it went, but the Teleborg has definitely been here. To the east of the graveled area lies an overturned wagon.

Major MacDonald looks at the wagon through his binoculars and swears softly. "I was afraid of this. That's Paul Leonard's wagon. The family doesn't have any other transportation."

"Then they're still in there," says Steve hopefully.

"That doesn't mean they're alive," his father replies grimly. Then, with a sidelong glance at you, he continues, "But it doesn't necessarily mean they're dead, either. We have to be sure.

"That monster and its Xenoborg pal may still be here somewhere. Those dairy barns are large enough to hold a wounded Teleborg. If we move carefully, we might be able to get the survivors out while we search for the aliens. Of course —" he pauses and looks squarely at the CC team leader. "It's your call. Wait, or move in?"

Of course, the Teleborg is not in a building at all — it is in the lake. The Xenoborg Captain is still in the farmhouse, working on rebuilding its transmitter.

The breach in the fences to the north is not visible to the characters, since it is shielded by a stand of trees. If the characters continue to watch, nothing will happen. (Mark off the time spent.)

MacDonald opines that the Xenoborg and Teleborg, if they are there, have already settled in. He suggests the group move in quickly and quietly to free any hostages before engaging the enemy. If the characters agree, they may make a reasoned and cautious approach without being spotted. Go to Event 4 (page 43).

3. Trail of a Teleborg

If the characters follow the trail, they will find it very hard to lose a quarry so large. (If the party splits up, complete Event 2 for those who drove in along the road before continuing with the ones who followed the trail). Read the following:

The Teleborg has left a meters-wide path through the light woods. The trail of purplish alien slime is unmistakable — the creature is evidently more seriously injured than you had first thought.

After about 1,000 meters, the trail leads into a boglike area. The tracks and broken trees leave no doubt as to what happened here — the Teleborg apparently got stuck in the mud. In a low-hanging tree you find more evidence of the struggle — part of a huge wing that became entangled in the brush and tore loose as the great creature struggled.

Finally the monster must have worked itself free, because the tracks continue on the other side. They are joined by another set of unmistakably insectlikelike tracks that are too small to have been made by a Teleborg. The Xenoborg driver apparently dismounted to help untangle its companion.

The trail continues until it emerges from the woods about 10 meters short of a huge gap in an otherwise well-maintained wire fence. Just to this side of the fence, near the edge of the woods, something moves in the long grass.

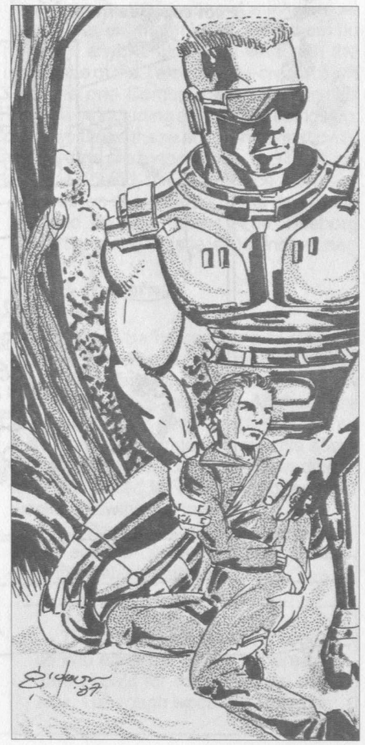
Ask for the characters' intentions immediately and resolve any actions. The moving object is fourteen-year-old Tommy Leonard, who was injured when the Teleborg arrived. His left leg is broken, and he is only half-conscious. Tommy has not seen the CCs, and if they fire immediately, they will kill him with a single hit.

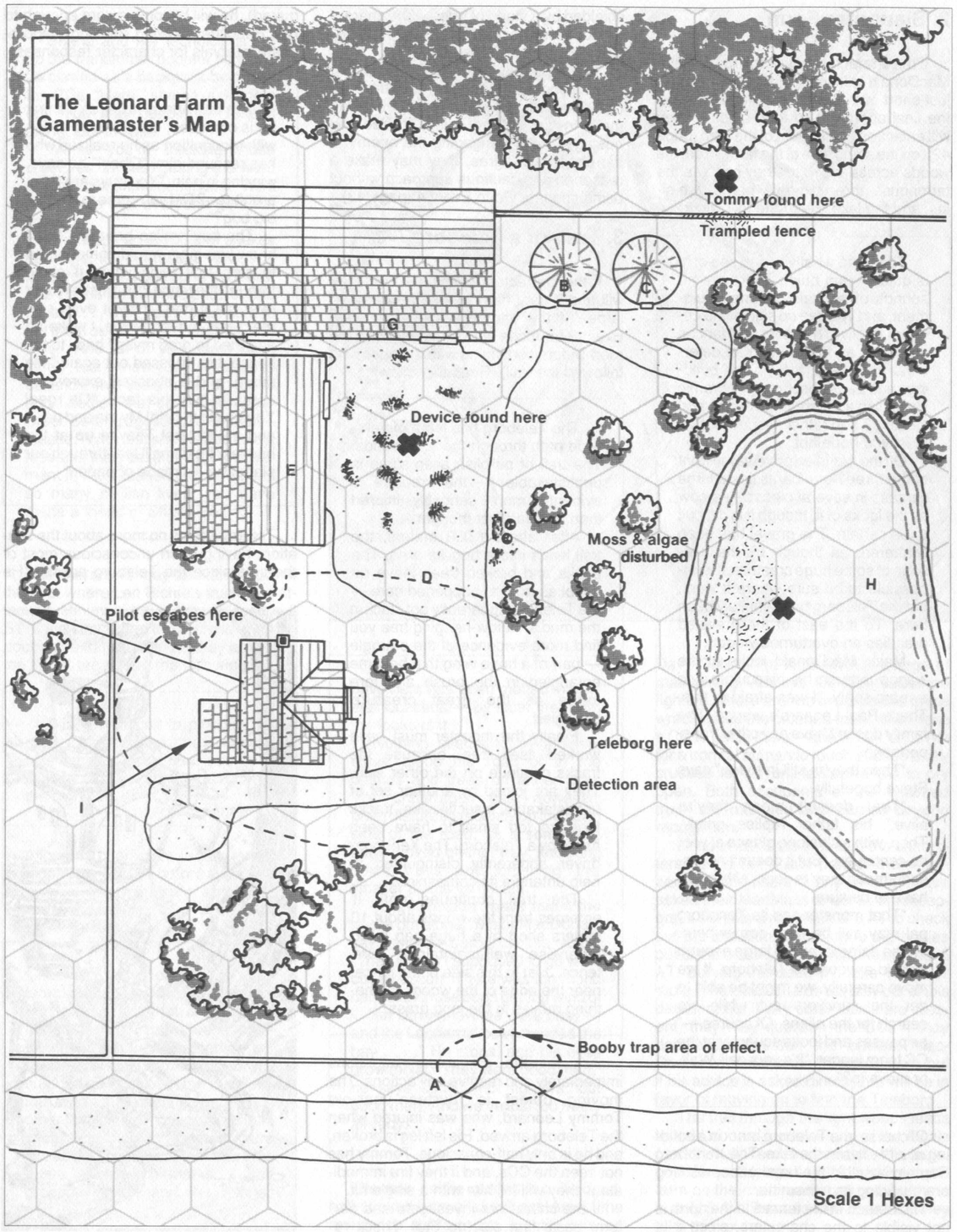
If the characters investigate and perform basic first aid (no Skill Check required), he will become aware enough to talk. Read the following, pausing at appropriate intervals for character responses:

The boy opens his eyes. At first he is confused, but his eyes widen with recognition as he realizes who has rescued him. "Oboy!" he says, wincing in pain. "You guys are CCs, aren't you? Did you come to get that big bug?"

The boy smiles bravely. "I just knew you guys would come. I tried to stop that thing when it came through the fence, but it just ran right over me. I don't think it even saw me. I was out for awhile. I woke up and tried to drag myself back to the house, but I passed out again." He stops, and a shocked expression spreads over his face. "Oh, gee! You've got to help! My ma and pa — and my sisters! They're up at the house! That thing'll tear through our place like it's made of paper!"

Tommy knows no more about the situation, having been unconscious most of the time since the Teleborg passed. He





has not seen or heard anything that will help the CCs. Tommy can provide detailed descriptions of his family if asked. Paul Leonard is in his late forties. His wife Lynn is in her mid-forties and has red hair. Lisa and Traci are also redheads, eighteen and eleven years old, respectively.

If the Major is present, he will approach the CC team leader and suggest trying to rescue the Leonards before taking on the aliens. Read the following to the players.

> "Look, we haven't much time left," says Major MacDonald quietly, "but we still have a chance. We can be pretty sure that thing is here somewhere. It must be trying to heal its injuries. Can't we at least try to rescue the Leonards quietly? Steve and I could try to get them out while you get your information and stop that driver. What do you say? Worth a try?"

If the CCs refuse permission, Steve MacDonald will sadly turn away — then bolt for the gap in the fence with his rifle in hand to conduct a rescue anyway. Any other resistance fighters who are present will follow him toward the farmhouse. The CCs' options include letting them go, shooting them, or following.

If the characters agree, they can sit down and work out a quick plan of action. Mark off the amount of real time they take making plans, and keep them aware (through their MadMacs) that they are on a tight deadline.

If the characters move in quietly, go to Event 4 and use the area descriptions in whatever order they are needed, playing out any encounters as they occur. If the characters are reasonably quiet, the Captain will not notice them until they approach the farmhouse. If they attack the farm commando-style (either on their own or following a desperate Steve MacDonald), go directly to Event #5 (page 44).

4. The Farmer & the Cowman

The characters can move onto the farm from any direction without encountering resistance. The prepared events listed here occur when one or more characters approach the area described. Unless they are attempting a rescue on their own, Major MacDonald and Steve will stick with the player characters and follow their instructions to the letter. Force the CCs to make the important decisions regarding tactical planning — don't let the resistance fighters do the characters' thinking for them.

A. Front Gate & Fence

The area around the front gate is booby-trapped. Anyone coming within the area of effect noted on the map (opposite) will trigger an explosive device concealed in the mailbox mounted atop the right-hand fencepost. The Xenoborg used fragmentation grenades (the only real explosives it had aboard the Teleborg) to set up this trap. The device does d10x damage to anyone within the 10-m/y shaded area.

B & C. Silos

These two silos, once used to store corn for the winter, were empty when the aliens arrived. Most of this year's crops have been eaten by growing Xenoborgs, so the Leonards have had to keep their few remaining dairy cows fed with hay supplied by other local farmers.

The ground-level access door of Silo B has been left open, but the door of Silo C is closed and locked. Anyone walking past it can hear whimpering from within.

Inside the silo is eighteen-year-old Lisa Leonard, who has been bound hand and foot and left here by her alien captor. The door of Silo C is booby-trapped, and Lisa is being used as bait to lure pursuers to their doom. As soon as she hears someone approaching, Lisa will scream hoarsely, "No! Don't touch the door!"

Two Powwers have been wired to the metallic door and to the captive girl. Anyone who moves the door will trigger a discharge — enough to kill Lisa and severely injure a CC. (To determine the attack value and damage of the trap, roll d10x for each Powwer and add the results. In addition to taking the damage, each CC so affected must make a Neural (Capacity) Stat Check or be stunned for one AT.)

If the characters heed her warning, Lisa will describe the "silvery blob things" wired up to the door and to herself as "some sort of trap." The characters may avoid the trap by using another method of entry, such as ripping through the wall or coming through the grain loading door at the top of the silo. A CC can then deactivate the trap with a successful Skill Check vs. #550 Energy Sciences (#552 Energy Sources) and rescue the girl.

If Lisa Leonard is freed, she will tell the characters that her father is dead, and that the Xenoborg dragged his body into one of the barns. Her mother and younger sister may still be inside the house. She has no idea where the Teleborg and the Xenoborg Captain are now.

D. Gravel Driveway

The dismembered carcass of a dairy cow lies in front of the barns. The smell of Teleborg slime is awful, and any human who approaches will not be able to stand it for more than a few minutes. CCs can override their olfactory circuits and avoid the problem.

Make a secret skill check vs. #610 Law Enforcement (#611 Investigations) for each CC who looks around in this area. The first character whose skill check succeeds will find a small hollow cylinder of unearthly greenish plastic, about 1 cm (0.4") thick and 7 cm (2.8") long. It has no obvious marks or controls of any kind, but it is obviously of alien construction.

The device is actually a whistle used by Xenoborgs when working with Teleborgs. When air is forced through the device (which the Xenoborgs do by inserting one end into an internal air sac), it makes an ultrasonic sound similar to that of a dog whistle. Teleborgs are genetically programmed to stop and await orders whenever they hear this sound. CCs can hear the noise, but normal humans cannot.

The Captain lost this device earlier, but does not need it to call the Teleborg or give it orders due to the close relationship between the two. The Xenoborg was carrying the whistle in case it needed to gain the attention of a strange Teleborg in a critical situation. The characters can use the whistle to confuse the Teleborg in battle — if they can figure out what it is and how it works. (If they do not think to blow into it, they will never know. Give them no hints!) If anyone blows the whistle in the presence of the Teleborg, the creature will hesitate one Combat cycle, stopping all actions — including attacking, fleeing, etc. It will continue these actions the next cycle if no orders are forthcoming. The Teleborg can be fooled this way twice before it catches on that the sound is not being followed by new orders. The Teleborg cannot hear the whistle while underwater.

E, F, & G. Barns

The three barns contain a number of stalls, plus some electric milking equipment. The electricity has been turned off and the buildings are dark. All three are empty, except as described below. Barns E & G have been unused for quite some time because most of the milk cows died or were butchered for meat during the hard weeks following the invasion.

Only Barn F appears to have been used recently. When someone enters, read the following description:

> There is a faint creaking sound as you enter the barn. The area is dark except for the light from outside. The rough wood-plank floor is

covered with scattered bits of straw. You almost stumble over a large farm implement of some kind, full of wicked-looking spikes and sharp edges. It appears to have been partially disassembled by someone in a great hurry. As you back away from it, you spot movement in the shadows overhead.

Allow the characters to react, and resolve any immediate actions. When they are ready to investigate further, continue with the description below:

A large, shadowed object hangs before you. It is attached to the rafters by a rope. After a second, you recognize it as a human body, hanging by its feet.

This is the body of Paul Leonard, left here as a warning. He was shot in the chest and face with a laser. If the characters look at the body with their infrared lenses, they will discover that it is cold — dead for many hours.

If any character states a desire to examine the body and the rope more closely, have the player make a Skill Check vs. #610 Law Enforcement (#611 Investigations) If that is successful, the character will notice a thin wire attached to the rope at the point where it is wrapped around the rafter. This is another of the Xenoborg Captain's traps.

If the body is cut down or disturbed before the trap is deactivated, a counterweight will swing a heavy spiked metal bar (from the disassembled farm implement) at the area just in front of Leonard's body. Anyone standing in that area will be hit automatically for 2d10 + 20 points of Impact damage. (Roll randomly for a target if more than one person is within range.) If hit location rules are being used, roll 1d10. On a roll of 1, the victim is hit in the head. A result of 2-3 indicates a hit in the right arm, and 4-5, the left arm. Any other roll is a body hit. No leg hit is possible because of the height of the spiked bar.

H. The Lake

Make a secret Skill Check vs. #610 Law Enforcement (#611 Investigations) for each character who approaches the lake. The first character whose Skill Check is successful notices that the moss and algae around the lake have been disturbed. If anyone enters the lake, the Teleborg "wakes up," rises out of the water, and attacks with lasers on the next CT. Meanwhile, it will communicate the danger to the Xenoborg Captain, who will make a run for it with one hostage and its partially-completed signal device. Go immediately to Event #5 (below).

I. The Farmhouse

There is a large hole in the roof of the farmhouse, where the Xenoborg entered. As soon as any character approaches, go immediately to Event 5 (below).

5. The Siege of Leonard Farm

Anyone entering the shaded area around the farmhouse noted on the GM map (page 42) will be detected by the Xenoborg Captain inside. Note that this area extends farther on the east side of the house than any other, to account for the Xenoborg's sensory range.

The alien's first action upon sensing trouble will be to fire a barrage with its lasers. This is meant to halt the attackers and gain their attention. Read the following when anyone enters the shaded area:

Twin lasers carve craters into the ground at your feet as you approach the farmhouse. Looking up, you can see the vague outline of a huge Xenoborg behind the second floor windows. It seems that this attack was not meant to kill, but only to keep you back.

Suddenly, two thick Xenoborg tentacles smash through the window. A struggling, screaming woman dangles by her wrists from the end of one powerful, purple-tinged tentacle. Sticking out of a pore in the monster is a green-glinting tube — a Xenoborg laser — pointed directly at the woman.

The woman is Mrs. Leonard. The Xenoborg will try to hold the attackers at bay for a moment or two by threatening her while it summons the Teleborg to create a diversion and cover its escape. (If the Teleborg is already in combat, skip this section and move to Event 6 (right).

The characters can use the next few seconds to their advantage if they are quick. An attack on the monster may kill Mrs. Leonard. However, a called shot by a CC might sever the tentacle holding the hostage. A CC, driven by powerful leg servos and controlled by an ultra-precise MadMac, could easily run at ultraspeed (expending 10 PU) and catch the falling woman before she hits the ground. Actually, the Xenoborg will drop the woman within 1 CT even if no one fires at all, hoping to distract the attackers from the greater threat of the Teleborg. If no CC attempts to save Mrs. Leonard, Steve MacDonald will run to catch her if he is present. Since he is not as fast as a CC, he will be hit by the Xenoborg's laser as he grabs her and dives for cover. Both Steve and Mrs. Leonard will take 5 points of damage in the process.

Once this situation is resolved, one way or the other, the Teleborg attacks and the Xenoborg attempts his escape. Continue with Event #6 (below).

6. Diversion and Flight

Having maneuvered the CCs into a position where they must risk human lives to stop it, the Xenoborg Captain makes a last-ditch effort to cover its escape by turning the Teleborg loose on the CCs. The Captain is aware that the Teleborg would be a valuable prize if the CCs could recover it, but hopes to summon aid with his jury-rigged transmitter before the CCs can leave the area.

While the characters' attention is focused on rescuing the dangling hostage, the summoned Teleborg rises from the water and attacks with lasers. If the CCs have not posted someone to watch the lake, they will be caught unawares and will not be able to return fire until the second cycle of combat. The Teleborg may switch to spiked tentacles if the CCs close with it. It can attack with both tentacles in one cycle, against the same or different targets within 15 m/y in any direction. (Such attacks still count against the total allowable per cycle.) In addition, the Teleborg's outer integument is covered with spikes. Though these are not hard (due to immersion in the lake), they will still inflict 10 points of damage on any person or object the Teleborg bumps while moving. Anyone within 5 m/y of the monster is vulnerable to such a mishap. Choose targets yourself, then roll d10x for the attack. (Such impacts do *not* count against the total number of attacks the Teleborg has available. If, on the other hand, it deliberately attempts to impale an enemy in this manner, count the maneuver as an attack and apply full d10x damage.)

Ordinarily a small group of CCs might have no chance against a rampaging Teleborg, but several things are now working in the characters' favor. First, the Teleborg was injured during its escape from the island, and later while struggling to free itself from the bog in the woods. Second, the Teleborg is not being actively directed by the Captain, since the latter is busy making its own preparations for a fast exit. (See page 46 for details.) Thus,





the Teleborg is using only its normal intelligence (10) to choose tactics. It will move to avoid being hit, fire at anything that appears to be hostile, and try to use its bulk and its weapons to negate any obvious threat, but it is far from a military genius. Third, the Teleborg has been inactive underwater for some time, softening its cells just as a Xenoborg soldier would to heal itself. Thus, its natural armor is softer than it normally is.

A revised IP total for the Teleborg is given below for convenience, assuming set amounts of damage and healing time. If you wish, however, you may calculate the creature's actual IPs at the time of this battle. Simply start with the IPs the Teleborg had left after Stage Three, subtract another 100 (for miscellaneous damage sustained during the trip through the bog), then add 37 IP (1% of normal total) per ST spent underwater.

Aerial Transport Teleborg (wounded)

IPs (Basic):	2,800
IPs (Advanced):	
Body:	3,650
4 Legs (ea.):	25
2 Tentacles (ea.):	50
3 Wings (ea.):	50
3 Wings (ea.):	100

Attacks per Cycle: 2
Armament: 2 Lasers & 2 Tentacles (20)

DVs:

Laser:	25
Impact:	25
Thermal:	20
E-M:	12
Sonic:	20

Note: Epidermal cells are now "firm" because of immersion, rather than "hard."

Hit Locations (1d10)

1-6	Body
9	Wing
10	Leg or Tentacle

While the CCs fight the Teleborg, the Xenoborg Captain will attempt to escape, carrying the jury-rigged transmitter and its remaining hostage, little Traci Leonard, in its tentacles. During the second CT of combat, the CCs will hear a child crying. Shortly thereafter, the Xenoborg will crash through the second-floor wall of the farmhouse, facing the western fence. It has reshaped a bit, forming its upper surface into winglike appendages with which it can glide to a rough but relatively safe landing beyond the treeline. (Even if the characters are not in position to see the take-off, they will be able to note where the Xenoborg lands.)

Anyone attempting to shoot the Xenoborg must make a successful skill check vs. #230 Personal Weapons (#235 Modern small arms), and a successful called shot. Any misses have a chance of hitting the child.

Steve MacDonald, if present, will follow the Xenoborg immediately, regardless of any orders to the contrary. The Teleborg will continue attacking, even if the characters try to disengage. The characters must either stay to fight it in force or split up, sending a few characters after the Captain. If they all depart, the Teleborg will follow them and continue firing until the Captain either dies or gives it orders to desist. If the characters split up, keep track of time for both groups so that you can determine when they will be able to rejoin.

The Captain will flee until it reaches a small clearing in the forest, surrounded by hills on three sides. (See map, opposite). It will be easy to track, since it has had no time to be subtle, and little Traci Leonard is making as much noise as possible.

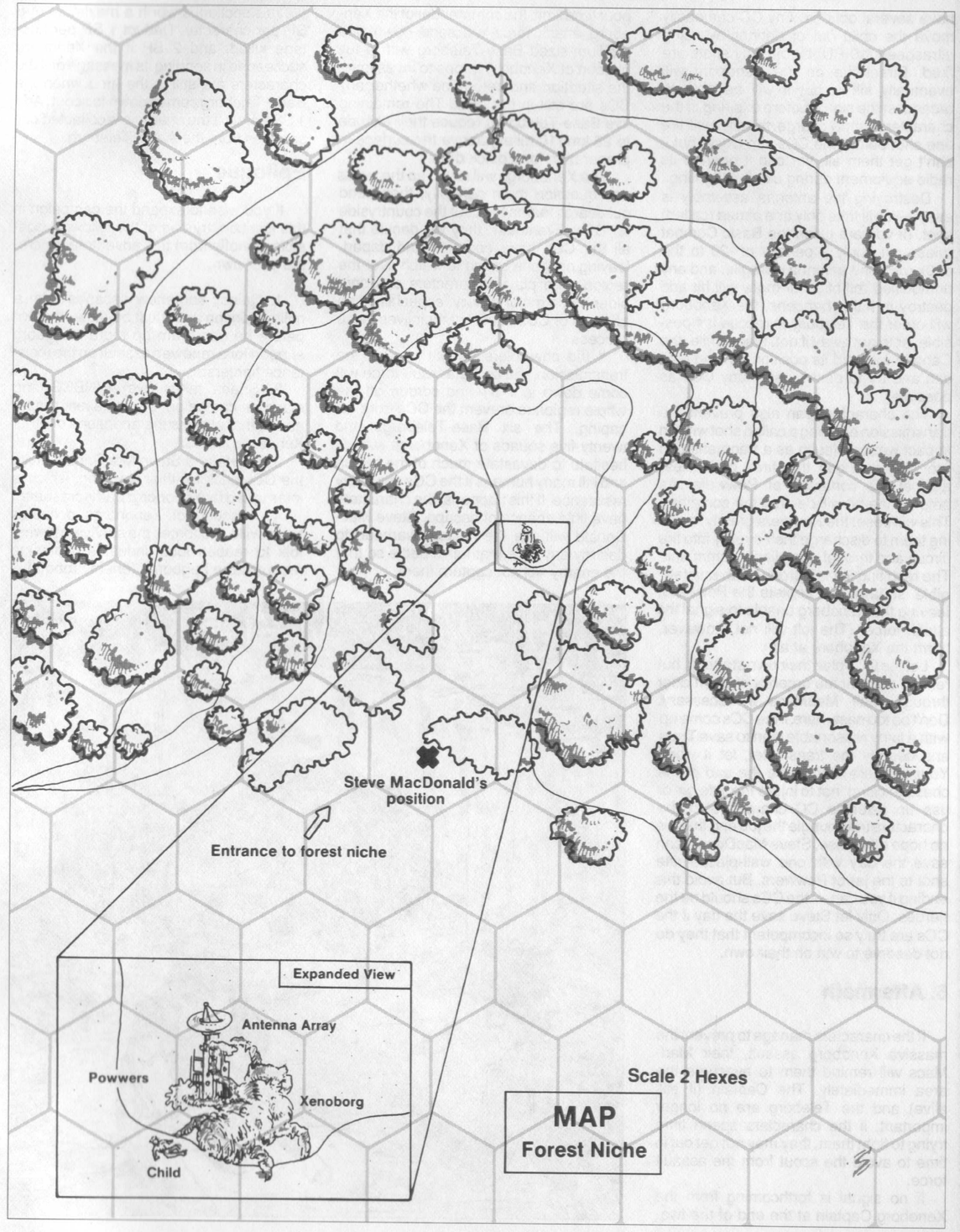
As soon as it reaches the clearing, the alien will prepare for its last stand. Its first action will be to cover the entrance to this niche with a laser. It will fire at anything that moves. Next, it places the child (who is bound by heavy cords) directly in the line of fire to hamper the efforts of attackers. The Captain will complete this setup before anyone arrives, even if pursuit was was immediate.

As soon as anyone approaches the entrance to the niche, the alien will fire its laser, then point it menacingly at the child. If Steve MacDonald is the only pursuer who left immediately, he will stop, waiting for the CCs to arrive.

During each CT that the CCs delay their pursuit, the alien will complete a bit more of its setup. On the first CT after Steve MacDonald's arrival, it will place an open jar containing five Powwers on the ground beside it. On the second CT, it will attach a specially-prepared cluster of cells to the Powwers. On the third CT, it will fasten these cells to a small device protruding from its body. (This is its regular transmitter, partially damaged but still usable for control.) On the fourth CT, the Captain attaches a dish antenna to another cell cluster.

The alien will spend two more CT adjusting the antenna to point upward through a break in the trees. Then, if the CCs have not yet arrived to stop it, the Captain will reach into the container of Powwers and activate them, releasing their energy and sending the signal for the attack to begin.

If any CCs followed the Captain, they



CYBORG COMMANDO™

SCIENCE FICTION ROLE-PLAYING GAME

Adventure #2: Film at Eleven

"Attention all units! A huge Xenoborg strike force is in space above your area. All resistance forces must evacuate immediately. CC operatives must stop this force from landing!"

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