



KViSR ROCKS!

Vissertown is 60,000 Vissers, 3,000 Gangs, 400 Bars, and one President For Life. The only thing holding it all together is us, the good people at KViSR Radio.

That's K-Visser -
Yell it, don't spell it!



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PREFACE

"...We're back, and that was "'Don't It Make My Blue Eyes Black", by OrcBoy and the Ogres. My name is Brandy Charlatan, and you're listening to KViSR Radio. That's K-Visser yell it, don't spell it.

"And before we get to Combat Corner, I'd like to say a few words about this week's Retaining Wall Graffiti Contest. Remember, we're giving big prizes for Best Graffiti On Wall, and for Graffiti Closest to Gun Emplacement, and they'll be awarded at half-time during the Game. And you boppers going for Closest to Gun—be careful, you know we hate to award the prizes posthumously.

"That brings us up to whatever time it is now, and Mister Beasle's Combat Corner. Take it away, Beez."

"Good evening, violence fans, and welcome to Combat Corner. The big news comes from out in the Sixth Ring, where the entire Goon Squad faced off with the Kings of the City, in a brawl over who got to use a phone booth first. No serious casualties in that one, but the Kings have promised a War by tomorrow at sundown. In other action, the Nightmen duked it out to a draw with First Strike, and the Ruffians have called off their War with Mack's Blasters. Insiders say that Top Ruffian Knuckles Gorse is having some serious trouble holding his Mob together, and his triggers are deserting him fast. Back to you, Brandy."

"Thanks, Beasle. On a more serious note, the Spike Killer has done another one. They found Butcher Barnes face down in Central Park this morning, with a hole straight through his head. I'll tell you all again—watch out. Something bad is happening in our fair city, and whoever is doing it isn't just porking a few punks for fun. Whatever it is, it's big and it's bad, so watch yourselves.

"And one more thing before we get back to the music. I hear we have some visitors coming to town, a little band of Normies who are coming to save us from ourselves. How sweet. I have a feeling they are about to learn a whole lot about life here in Vissertown. Maybe they can help us with the Spike. Or maybe they'll end up with daylight shining clear through their heads. Either way, I'm sure they'll have a lovely time.

"Next up, we have "Who Knows, Who Cares, Why Bother", by Wolvesblood, on KViSR, the Voice of Anarchy—Rocking Vissertown whenever we get around to it."

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1

BRIEFING

This chapter is for player reference. It contains all the information that has been supplied to the Mission Team, and should be reviewed by the Gamemaster and all players. This chapter, and the Preface, are the only sections which should be read by the players.

1.1

MISSION SUMMARY

**"KViSR Rocks!
All Nukes, All The Time"**

Entrant in the Graffiti Contest

This Mission takes place roughly one year after the **Spectral™** invasion. The initial crisis of the Apocalypse has been met, and your Operations Team has established a secure base. A variety of Missions are being sent out, especially Recons of unusual places.

One such Mission was sent to **Vissertown**, which is located on northern **Aquila** in Orca District 11. This was formerly a minor Bondsmen community which handled the growing and processing of food products for Bondsmen planetwide. Despite viral attack, and despite the chaos of the last year, this community is largely intact and the food processing facilities are still functional. This makes the city a place of considerable interest.

Your Team was sent out to perform a follow-up Recon. A few hours after your arrival, however, as you are finishing establishing your camp, a communication is received from Base that changes the situation entirely.

Certain information gathered by the first Recon team has been assembled by the experts at Base, and they have drawn a chilling conclusion. A **Spectral Pathfinder** is attempting to take control of Vissertown, and you are the only Team in position to stop it. It will be 13 days before reinforcements arrive.

In 13 days, it will be too late.

1.2

ORIGINAL MISSION DEFINITION

This was to be a **Spinward Recon** mission. The Team's initial assignment was to expand on information provided by the previous Recon Team, particularly regarding the power structures within the city. Key points of inquiry were the commander of the city's Landcaste Management facilities, called **El Puerco**; the leader of what appeared to be a rebel underground, **Brandy Charlatan**; and the balance of power which minimized violence and allowed for smooth food processing and distribution. A summary of the information gathered by the first Team during its two week Mission was given to all Team members before transport.

Mission 518 Recon, Summary Report filed by Esteban Teller, Alpha Blue Auxiliary.

"There are roughly 60,000 Vissers™ and 10,000 normal Bondsmen in this area. The people who are not Vissers fled the city during the Apocalypse, and took refuge in the food production areas surrounding the city. They have stayed there ever since, and are currently continuing to grow food and supply it to Vissertown. In exchange for the food they are left alone. We made little contact with this group.

"Vissers control the city itself. Of an original population of 100,000, there are still nearly 60,000 in residence. Being Vissers, they have grouped themselves into gangs, and these gangs have all established their territories. This is the standard pattern, but in other areas it has always resulted in immediate violence and a complete breakdown. In Vissertown, however, the gangs have somehow been able to work out a degree of cooperation, and large scale mayhem has been averted. The steady supply of food from the outlying agricultural areas has certainly been a stabilizing factor, but it does not fully account for the situation.

"There are two other major reasons for the relative calm of Vissertown; a pair of leaders. One is a man of considerable leadership and power, who rules the Landcaste Management Facilities and military personnel. Although he is referred to by the people as 'El Puerco', his actual name is Manuel Puerto, and he was apparently a Starcaste Law Enforcement commander who was here on an inspection tour during the attack. As the ranking officer, he took charge of the Landcaste group, and since then he has attempted to expand his influence into the rest of Vissertown. Since he controls the Management Facilities, he runs the cable video network that goes into every residence in the city. He is currently trying to use this network to control the flow of information to the people, and to build up his popularity. Although this effort has, to date, failed completely, his presence is a unifying force among the gangs, if only as a target of ridicule.

"The cause of his failure is the other leader in Vissertown, Brandy Charlatan. Her background and actual identity are unknown, but it is rumored that she was once with Landcaste Law Enforcement. Although she makes no attempt to lead, it is her voice that carries the greatest weight in Vissertown. She is somehow tapping in to El Puerco's cable network, and is airing her own broadcasts. These broadcasts, which she presents as part of KViSR Radio, are audio only, and usually last less than an hour. They contain news, music, updates on conflict within Vissertown, and a great deal of very informative gossip. El Puerco is trying desperately to find her, and has offered large bounties for her death or capture, but has made no apparent headway. It was Brandy Charlatan who gave him his nickname, and that nickname is apparently so popular that even his own troops use it.

"She is also responsible for The Game, a contest among the many Visser bands which is held each week. The exact nature of The Game is currently unclear, but it appears to be violent, though usually non-fatal, and it serves to defuse the tensions and frustrations of the Vissers. Because of her political influence and the ease with which she is stalling El Puerco's attempt to take over Vissertown, because of her extensive knowledge of what goes on in the city, and because of her sponsorship of The Game, careful study of her behavior is strongly recommended."

"Just because we're supposed to look like Vissers doesn't mean we have to act like them."

Esteban Teller

"I'm just getting into character."

Gil the Treacherous

1.3

MISSION UPDATE

Well prepared for a Recon Mission, your Team was transported to a drop location outside Vissertown. The first hours were spent in scouting, establishing a camp, and preparing for the two weeks to come.

At 0200 hours (2:00 AM) on the next morning you receive a message, via Laser Communicator, from Base. The conversation is brief, and the Operations Officer is grim and quiet. His voice never changes tone, as he tells the Team everything Base knows about the situation in Vissertown.

"Look, Axly, if you break that Laser Comm, you had better have a good set of lungs."

Val

"Code Sigma Griffin. Primary Mission Change. All previous orders and priorities cancelled. New information and orders follow.

"We have debriefed Recon 518, and it is all bad news. They told us during the Mission that a series of killings had been taking place in Vissertown. At least four people had died in the same way and in the same part of town, but given the nature of Vissers, we did not think much of it. During debriefing, however, the Team Leader described what he knew about the killings in greater detail.

"Each victim died of a deep stab wound in the base of the skull. The weapon used was apparently very sharp, and was thrust into the back of the neck and up into the brain cavity.

"Based on information about the wound, and verified by the weapon description given by Brandy Charlatan in one of her broadcasts, it is clear that the victims were killed as a part of a Spectral attempt to take control of Vissertown, probably through El Puerco. The murderer is using a Spectral Blade. It is a narrow, tapering weapon, 1" wide at its base and about 14" long. It is triangular, and is normally attached to a 6" hilt. There is no doubt that the Blade is a Spectral tool. We do not have any details, but this is how it usually works.

"Spectrals cannot survive for long periods away from their Lairs: whatever it is that keeps them "alive" has a limited range. As a result, their Pathfinders can only control people in certain areas. When an important target, like Vissertown, is beyond a Pathfinder's reach, it uses another Spectral form called a Monitor. The Monitor isn't like other Spectrals—it can operate for short periods at very long range from the lair. And if a special site, called a Cyst, is properly prepared, the Monitor can survive in it forever. The Pathfinder's power is apparently channeled through the Monitor and into the target.

"The Blade, which is made from a part of the Monitor's body, is used to create the Cyst. They usually give it to a human who serves them, and he kills people with it in the Cyst location. Somehow the Cyst and the Blade become Spectral power sources. When enough people are sacrificed, the Monitor comes and is sealed within the Cyst forever.

"The Pathfinder is then able to extend its reach into that area, as if it were actually present, and take control of a powerful Visser.

"It seems clear that the Pathfinder's target in Vissertown is El Puerco. He is a man of considerable charisma, and has a functional power base and access to media. Supported by the power of the Pathfinder, he could take over Vissertown, and change it from a chaotic assembly of gangs to an organized, fanatic army. If the Pathfinder is able to control El Puerco, then Vissertown will erupt and destroy whatever civilizations it can reach. The cost, in lives and to the Operation, would be incalculable.

"A second possible target is Brandy Charlatan. We have no way of gauging how powerful she really is, or how valuable the Spectrals might find her. She doesn't seem to want power, but they might be able to take her over if they can't get El Puerco. If either falls, it will be a disaster.

"From the evidence, we are certain that the Cyst is nearing completion. Four victims have been found, and other bodies are probably hidden. The new Mission Objectives are as follows, and are given in order of importance.

"It is absolutely vital that Vissertown remain free of Spectral invasion, and that neither Manuel Puerto, called El Puerco, nor Brandy Charlatan become Spectral tools. The man with the Blade, whoever he is, must be found and stopped, and the Cyst must never be completed. Failing that, the Monitor and the Cyst must be destroyed before the Spectrals can take over one of their targets.

"If for any reason these objectives are unattainable, then Manuel Puerto is to be removed, neutralized, or killed. The same is to be done with Brandy Charlatan if she can be found.

"An acceptable alternative to the above is to delay. If the situation can be kept away from crisis until the next pass of the ORCA, then full Guerrilla Operations and Tactical Assault Teams will be sent in to complete the above objectives.

"A secondary goal concerns the person with the Blade. This person should be caught, if possible, or killed, if the opportunity becomes available. Capture is preferable, and interrogation of this person is highly desirable.

"There is no further information available. We will attempt to establish contact with the Team every hour, via Laser Communicator, at this location, but we have no advice or support to lend. During the next Active period, significant reinforcements will be dropped near this location. Good luck. Any questions?"

There is little you can say. After confirming the orders, the transmission is ended and the Communicator falls silent. Night closes in around you. It is 0230 hours (2:30 AM) on Day 2 of a 14 day Spinward Mission. In the distance the lights of Vissertown are visible, and somewhere, hiding from those lights, a man who has sold his soul to the Spectrals carries a Blade, and prepares to make another sacrifice.

1.4

TEAM SELECTION AND EQUIPMENT

This team was expected to face chaos, but not overt hostility. Contact with the Vissers, while dangerous and occasionally violent, is not as threatening as reconnaissance of an organized military unit. As a result, the Team should be made up of 6 to 10 people, and few of them need to be warriors. For this type of recon, in fact, a wide range of skills should be represented. Additionally, some people might have been sent on the Mission who do not have high qualifications, but who need field experience. Players should feel free to choose an interesting assortment of Alphas supported by a Ringer or two to make up the Mission Team.

As with all Recon missions, however, no Power Armor has been brought. It is impossible to power on a Spinward Mission, and leaving it in camp for emergencies is both a risk and a waste. This makes it very unlikely that a Ringer who is able to use Power Armor is present; they are too valuable to risk out of armor. Other than that, any personnel may be chosen and their full combat equipment is available. A Laser Communicator has also been provided.

As a word of caution, the Team will find it impossible to operate inconspicuously while wearing Combat Suits. It will be necessary to move the base camp into town, and the equipment should be stored there. It will then be possible to move about the city in relative peace, gathering information, and still be within reach of the combat gear for emergencies.

**"You know those Visser prisoners we have?
I think we've found a place for them."**

Esteban Teller

1.5

NOTES TO THE GAMEMASTER

The remaining chapters in **KViSR Rocks!** are intended solely for the Gamemaster (GM). Chapters 2 and 3 give detailed information on Vissertown and its prominent residents, 4 and 5 contain rules for handling Vissers and Spectrals, 6 defines the ways of handling the Team and this particular Mission, and Chapter 7 is an outline of the Mission itself, as it was designed to be run.

By no means should the last chapter inhibit either you, as the GM, or the players. It simply shows how the designers see the mission, and the adventure which has been fully supported: in essence, chapters 2 through 6 were written to support 7. Feel completely free to move beyond what we have provided, (and rest assured that your players will almost certainly think of something that is not covered) and have a great time in Vissertown.

2

VISSERTOWN

One year ago, the place that is now called Vissertown was a Bondsmen food processing area. It was a small city, as Bondsmen communities went, with a population of just over 100,000. Quiet and stable, it processed and shipped much of the food supply for Bondsmen all over Rhand.

The city, shown in **Figure 1** at the center of the book, is circular and has ten **Radial Roads** running out from the central hub. There are also seven **Rings**, divided by circular roads. This layout creates a grid which makes it easy to define the various sectors of town. Virtually all Bondsmen communities in the Imperium were laid out in this way, with larger communities having more Rings. This made the cities modular, easy to build, and useful for keeping Bondsmen under control.

At the hub, where all the Radial Roads meet, is the **Central Park**. This was used for recreation and public gatherings, and is adjacent to the main Landcaste Management Facility. A large **Retaining Wall** runs out from each side of the **Administration Building**, all the way to the edge of the city. Behind this wall are the **Manufacturing Area** and the **Hospital**. The Administration Building and the Retaining Wall are fortified, and typical fortifications are detailed in Section 2.2.

The rest of the city is given over to the lives of the Bondsmen. The ground floor of each building contains what business there is in a Bondsmen Community. These are mostly entertainment and service businesses. Above the first floor are the actual living quarters.

At the edge of town is the **Amusement Center**. This area contains the **Sports Arena**, theaters, and main recreational facilities, and is discussed in Section 2.6.

The city itself lies at the center of a network of food production facilities. These facilities, currently being operated by the non-Visser survivors of the Apocalypse, grow and gather the various foods that make up the Bondsmen diet, and perform some preliminary processing. The food is then brought to town by one of the Visser Organizations, and delivered to the Manufacturing Area.

"What could be a better world? We have food, free time.... and total anarchy."

Crestus Throle

2.1

MANUFACTURING AREA

Several sectors of the town are placed behind the Retaining Wall, and are used for the **Food Processing Facilities** and supporting industry. Much of the area is given over to huge, warehouse-like buildings, which handled the processing and storage of the food. The work areas are rather bleak: no lounges or recreation facilities were built in the Manufacturing Area.

All the industrial machinery has suffered noticeable breakdown since the Apocalypse, but much of it is still functional. Many of the same people who operated and

repaired it are still living in Vissertown, and their Gangs and Organizations make sure that the food is still processed and that the other vital functions continue. El Puerco owns the Wall, however, and controls the flow of workers. So far he has allowed the food processing and distribution to continue, as a means of retaining and possibly enhancing his power.

Also behind the Retaining Wall is the Hospital. This is a standard Tech Level 15 Bondsmen Medical Facility. Most of the doctors who worked here before the Apocalypse remain, and currently serve El Puerco. They now live behind the Wall, in make-shift quarters, and their families have been delivered to them. This arrangement is a result of El Puerco's attempt to monopolize medical services, which was somewhat successful. The only other organized medicine is provided by several doctors who escaped his grasp and currently work in the **Market** (Section 2.6).

2.2

LANDCASTE MANAGEMENT

"Management" was the Landcaste euphemism for their dealings with the Bondsmen, and was made up of Military and Law Enforcement personnel. The Administration Building stands in Central Park, as a means of monitoring, intimidating, or breaking up any public gatherings. It originally contained the computers which carefully tracked the movements of the Bondsmen and maintained the security of the community, but this equipment was heavily damaged in a serious explosion during the abortive elections several months ago. The rooms which contained them have been gutted.

The building itself, however, is otherwise intact. The gun turrets and **Laser Alert** devices (Section 2.3) are fully functional, and the building still serves as El Puerco's base.

The Retaining Wall protects the flanks of the main building, as well as the Manufacturing Area. At several locations on the Wall are **Management Towers**, strong-points built into the Wall. A typical Tower is pictured in **Figure 2**. The gun emplacements are ball turrets, capable of firing through 180 degrees both vertically and horizontally, and feature Landcaste MG8H 10.6mm Heavy Machine Guns.

Running along the back of the Wall, protected from the residential part of town, are two small rail trains. They run past the first and third levels of the Towers, with one track going each direction. There is also an underground passage which runs the length of the Wall, with links to all Towers and the Administration Building, which may be used by troops if the rail lines are damaged.

One current problem with the Landcaste Management Facilities is the lack of living space. Landcaste personnel used the ORCA to travel to and from these places, so sleeping quarters were not provided. There are a few lounges in the Administration Building, which were to be used in emergencies, but it was never intended for the protracted use it is currently seeing. As a result, El Puerco has billeted many of his troops in tents and temporary structures directly behind the Administration Building.

A **Transport Shield** is still functioning, and covers the entire area protected by the wall, including the Manufacturing Area, the Hospital, and the Landcaste Management Facilities. As discussed in **Living Steel Section 5.13**, this channels all unauthorized ORCA transport into a **Security Bay** within the **Administration Building**. This area is in essence a high-security prison and is designed for retaining terrorists. Even a well-armed group would find it very difficult to force its way out.

**"Happiness is smashing
a Friendly Lock with an
ax."**

Tagger Mirk
Friendly locks received the name for the pleasant manner in which they told most Bondsmen that they would not be admitted past a door.

**"Puerco just talks...
KViSR Rocks!"**

Entrant in the Graffiti Contest

**"PRESIDENT PUERCO?
IN A PIG'S EYE!"**

Entrant in the Graffiti Contest

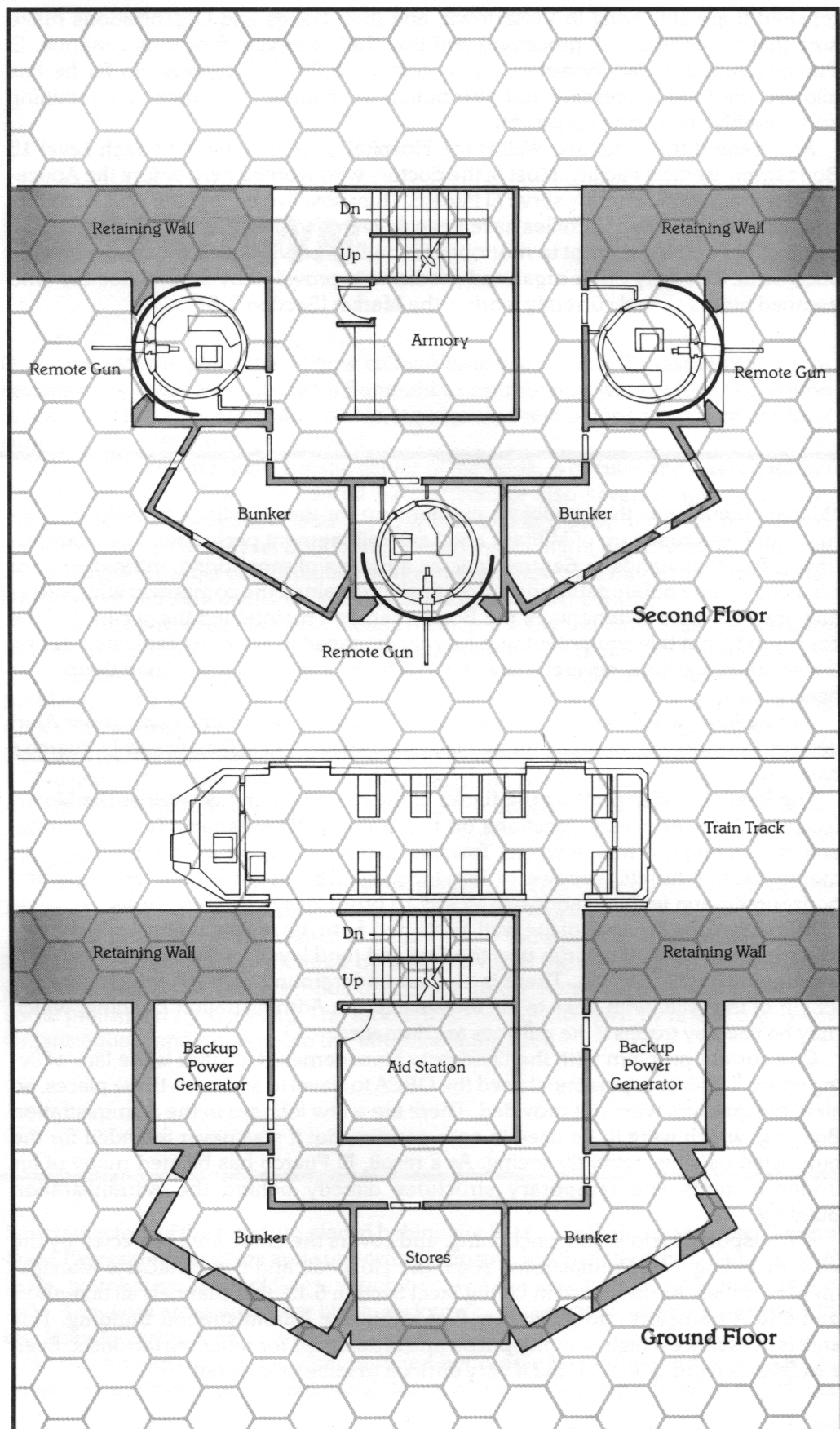
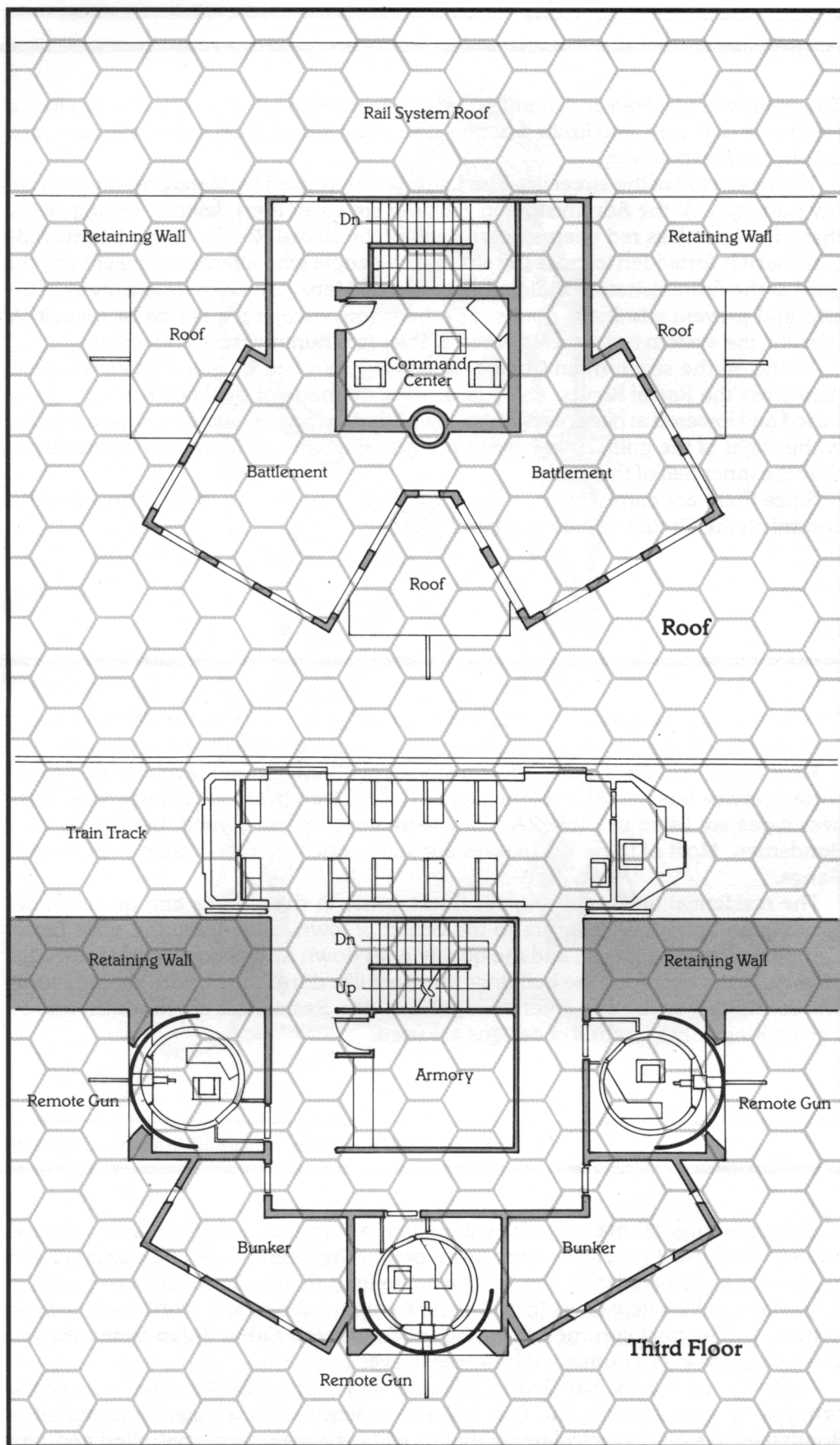


Figure 2: Management Tower



“EL PUERCO IS JUST A HAM”

Entrant in the Graffiti Contest

“EL PUERCO IS A SCU-”

Honorable Mention in Closest To Gun category. While the Entry was incomplete, the judges felt that the death of the author, coupled with the fact that the Entry was painted directly on a gun, warranted official recognition.

Figure 2: Management Tower

2.3

ROADS

"She Scrubbed My Face With A Scouring Pad"

The Nightmen
#29 on the KViSR "Top .44"

The roads were laid out and maintained with security in mind. Traffic on each Radial Road was one-way, and limited to one side of the street. Steel rails prevented vehicles from crossing over.

The open side of the street is a **Fire Lane**, which is used by Management for security purposes. At the Administration Building are Laser Alert devices. During crises, these fire harmless red beams down each of the Radial Roads. These beams indicate that it is forbidden to cross the street, and people who attempt to are shot by the guns at the Administration Building. This allows Management to isolate areas of the city, and prevent criminals, rioters, or rebels from escaping a search or assault. At present, the system is only used when El Puerco is hunting the KViSR crew.

Traffic on the seven main **Circular Roads** is controlled by guard gates wherever they cross the Radial Roads. The guard gates are made of steel posts which can be raised and lowered at need, and which are placed in the intersections where they are within sight of the guns. These roads are also one-way, and the traffic lane covers only the inner half of the road.

Since there are currently few vehicles and no legal system in Vissertown, traffic control on the Circular Roads is generally ignored.

2.4

RESIDENTIAL SECTORS

The Residential Sectors were noticeably more pleasant than the Manufacturing Area, but as with the rest of the city they were designed to meet security needs.

Most of the buildings are of several stories, with the ground level devoted to assorted service businesses, and the higher floors given over to the residences. Business types are listed in **Table 2A**. They were government owned, but run by local Bondsmen. Most of these businesses are still in operation, and are run by various Gangs.

The residential units in the upper floors come in many sizes and qualities, depending on how close they are to the center of town. In general, the units facing Central Park are the nicest, and the quality goes down as one goes toward the edge of town. In the outer ring the buildings are more like dormitories, with shared rooms and communal eating and entertainment facilities. Residences are modular, and on a given Ring only a handful of designs are used.

2.5

MEDIA

In the Imperium, all mass media were tightly controlled. Large scale information and entertainment programs were produced by the Starcaste, while planetary and local items were handled by the Landcaste under a strict policy of Starcaste censorship. Many media were used, including newspapers, radio, and satellite-relay video networks. The most common form, however, was the **Cable Video System** which was wired into every home and business in every city.

These systems were handled in different ways, depending on the caste of the community they served. The Cable Video System in Vissertown was typical of Bondsmen systems, particularly in that all of its channels were controlled and programmed by Landcaste Management. A variety of programming was provided, and



"She wields tremendous power, but shows no desire for it. She is a figure without a past, and she gives no hint of her future. She stands at the center of all activity in Vissertown, and yet she is never seen. She is the great mystery of Visser-town, and it is my great honor that I may work by her side."

Journal entry of Baxter Horn

Brandy Charlatan: Station Manager, KViSR Radio

the video units were also capable of playing rented tapes. This kept all the Bondsmen entertained, and was enough to keep most of them docile.

Currently, the Cable System is being run by El Puerco, and the programming is far more limited. While there are some pre-Apocalypse entertainment programs, most of the broadcasts are devoted to El Puerco's propaganda. This propaganda is fairly well made and would probably have a considerable affect on the attitudes of the Vissers, except for KViSR Radio.

Brandy Charlatan's rogue station overrides the normal broadcasts at irregular intervals, and also transmits on standard radio frequencies. Her broadcasts have completely ruined El Puerco's media campaign.

2.6

THE MARKET

"Gil, you're going to pay your debt in bullets our bullets."

Some ex-friends of Gil the Treacherous

On the outer rim of the city is the Amusement Center. This served as a recreation area for those who could not get into Central Park, and housed the main sporting and theater venues. Travel agencies were also a part of the Center, and Bondsmen wishing to travel or take camping trips and such came here.

Since the Apocalypse, the Amusement Center has become the Market, and it is now the central gathering place for Vissertown as well as the site of the Game. It is an open area, which gives the various Gangs elbow room, and is as far as possible from the organized military of El Puerco. The Market is a scene of near-chaos, with a variety of booths, shacks, and display stands arranged in ragged lines, and brawls breaking out over minor disagreements. The Market is shown in **Figure 3**.

This is where people go to buy items which are unusual, or are simply not available on friendly Turf. In general, melee weapons, small arms and ammunition, clothing, and personal effects are the items of trade. There are a number of booths which specialize in selling the equipment needed to play the Game in relative safety, and others which deal in rumors, news, and information. **Table 2C** lists the various booths and services in the Market.

There are no set prices for anything here, and barter is the only means of exchange. Items which cannot be produced in Vissertown, including small arms, ammunition, and other military equipment, will bring a high price. General price guidelines are included in **Table 3A**.

The Market is where the Team will have to go to buy equipment for the Game, and where they will find the richest sources of information.

One particularly important booth in the Market provides **Medical Aid**. Four doctors eluded El Puerco's attempt to monopolize medicine, and they have opened up a clinic, which has the effectiveness of a Field Hospital for the injured. Even Vissers realize the value of these doctors, and no one bothers them. KViSR uses its influence with El Puerco to insure a steady flow of medical supplies.

The majority of their work deals with broken bones, fractures, and minor cuts and bruises. While they sometimes handle gunshot wounds, they refer the seriously injured to El Puerco whenever possible. Whether he allows them into the Hospital or not depends on public sentiment. He usually gauges this by what KViSR seems to want.

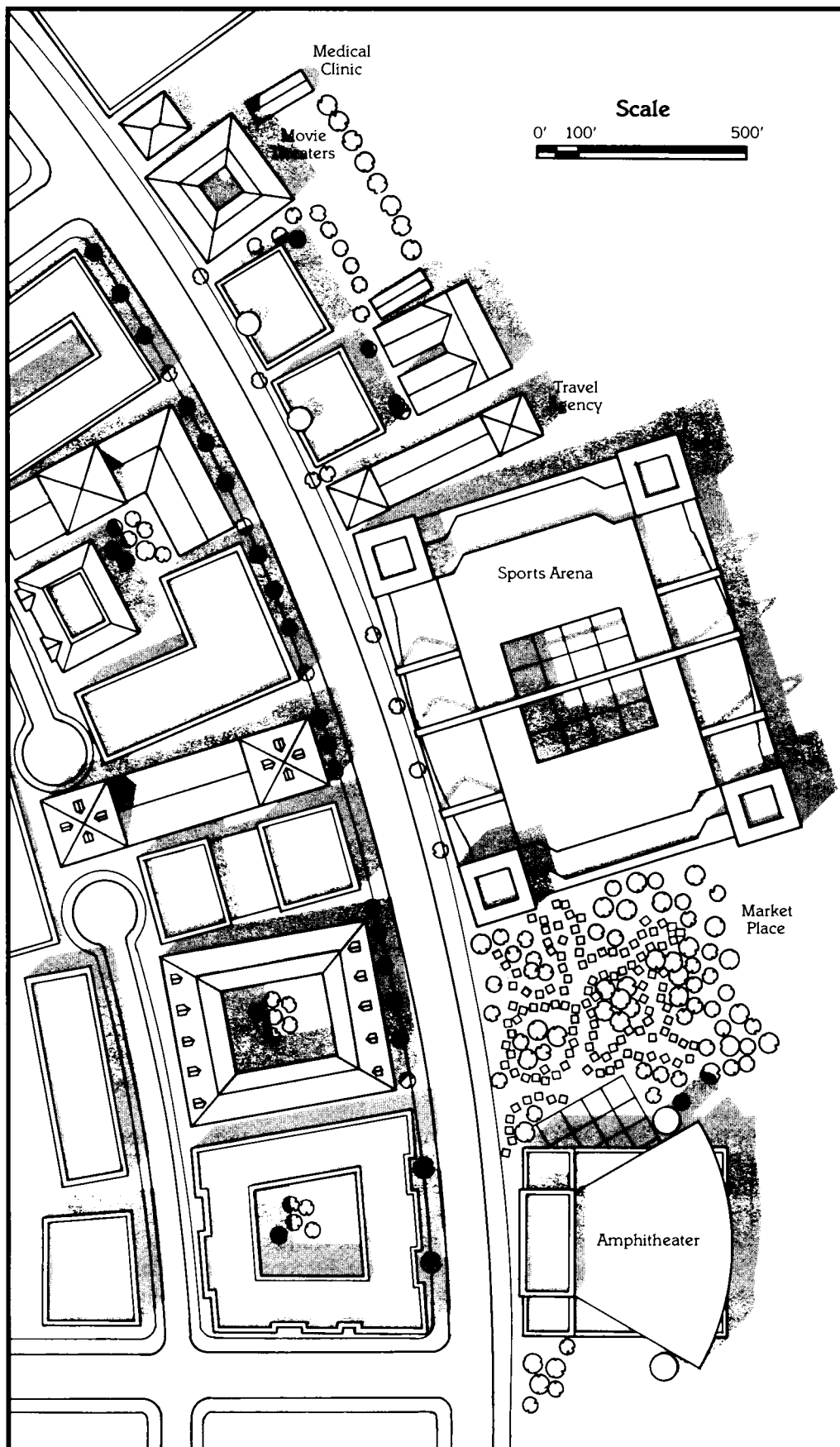
2.7

THE GAME

The Game serves a variety of purposes, but it is most notably a tool for releasing Visser frustrations and tensions, and Vissertown's primary food distribution mechanism. Once every week all thoughts of revenge are set aside, and the Gangs assemble at the Arena. A general truce is declared (and sometimes holds) as people flow into and out of the stadium to watch and participate in the Game, and to collect their weekly food allotment.

There are three basic rules to the food distribution, all of which are deeply entrenched in the Visser Code (Section 2.10), and all of which help to guarantee city-wide cooperation. The rules are: El Puerco must deliver the food; anyone who tries to disrupt the deliveries is exiled from Vissertown immediately, and fair game for all if they stay; and if a Gang does not play, it is not entitled to its ration of food.

These guidelines are just common sense, because El Puerco cannot fight all 60,000 Vissers, and he would have to if he did not deliver the food. Any disruption of his food convoys is also out of the question, because one Gang's greed could easily ruin life for the entire town. Lastly, groups that do not play threaten the rules that



"Bonk, Bonk On the Head"

Ghastly Weaponry
#24 on the KViSR "Top .44"

Figure 3: The Market

everyone else lives by, and that is something that Vissers do not handle well. So of course those who do not join the community must be excluded in a very serious, very drastic way. As with all aspects of the Visser Code, these rules are fully supported by both El Puerco and KViSR Radio.

To participate, each Gang selects one representative, who must have a standard **Game Suit**. These suits are being manufactured by several Organizations, and are made of rigid plastic plates backed with padding. The design is ideal for stopping blunt impact, and the suits are instrumental in keeping the casualty rate low. Contestants also carry weighted wood sticks that the Vissers call **Splatterbats**, which have the same combat statistics as a Billy Club in **Living Steel**. This equipment is available in the Market.

All combat in the Game, regardless of the round, has a common goal; to knock the opponent out of the field of play. Players swing at each other with their bats, and when one gets hit, he must make a **Success Roll** to avoid falling. The Success Rolls are listed below. Any contestant who falls is eliminated.

Once the crowd is in and as settled in their seats as Vissers are likely to get, the contestants are paired off at random. They then go to various **Combat Stands** to begin the Preliminaries, amidst a great deal of shouting, cheering and waving of Gang emblems in the air.

There are three rounds of one-on-one, single elimination combat in the **Preliminaries**. Both contestants stand on a 6 foot long, 18" wide plank, and fight. Their armor will preserve them from serious damage, and any tactic is legal. The contestants may hit, kick, club, push, tackle, or anything else that seems appropriate. The winner of each battle moves up to the next round, while the loser goes to receive his prize. Prize awards are discussed at the end of this section.

Once the Preliminaries are over, a process which takes about 4 hours and whittles the field down from over 3000 to about 400, then the Game itself begins. There is a **Semifinal** round, which divides the 400 remaining contestants into 10 groups of 40, and then a **Final**, which features the top four contestants from each of the 10 Semifinal Games. This process takes up another 4 hours.

These 40 man Games are played on a 6 tiered web made up of planking and rope. The **Game Field** is shown in **Figure 4**. The objective of this portion of the Game is to be the first to reach the center of the web, and as with the Preliminaries any hand to hand tactic may be used.

As the contestants move inward, the planks get narrower and the rope ladders, called **Access Ropes**, get steeper. This naturally makes all actions and movement more difficult. The necessary Base Odds to move at a given speed on each **Ring** is given in the following table, and is modified by the contestant's Balance and Footwork Skill Level, or the Climbing Skill Level for moving on the Access Ropes.

Movement is certainly not the only hazard during the Game. There are a number of specialized rules to cover what happens during the Game, and they are covered below.

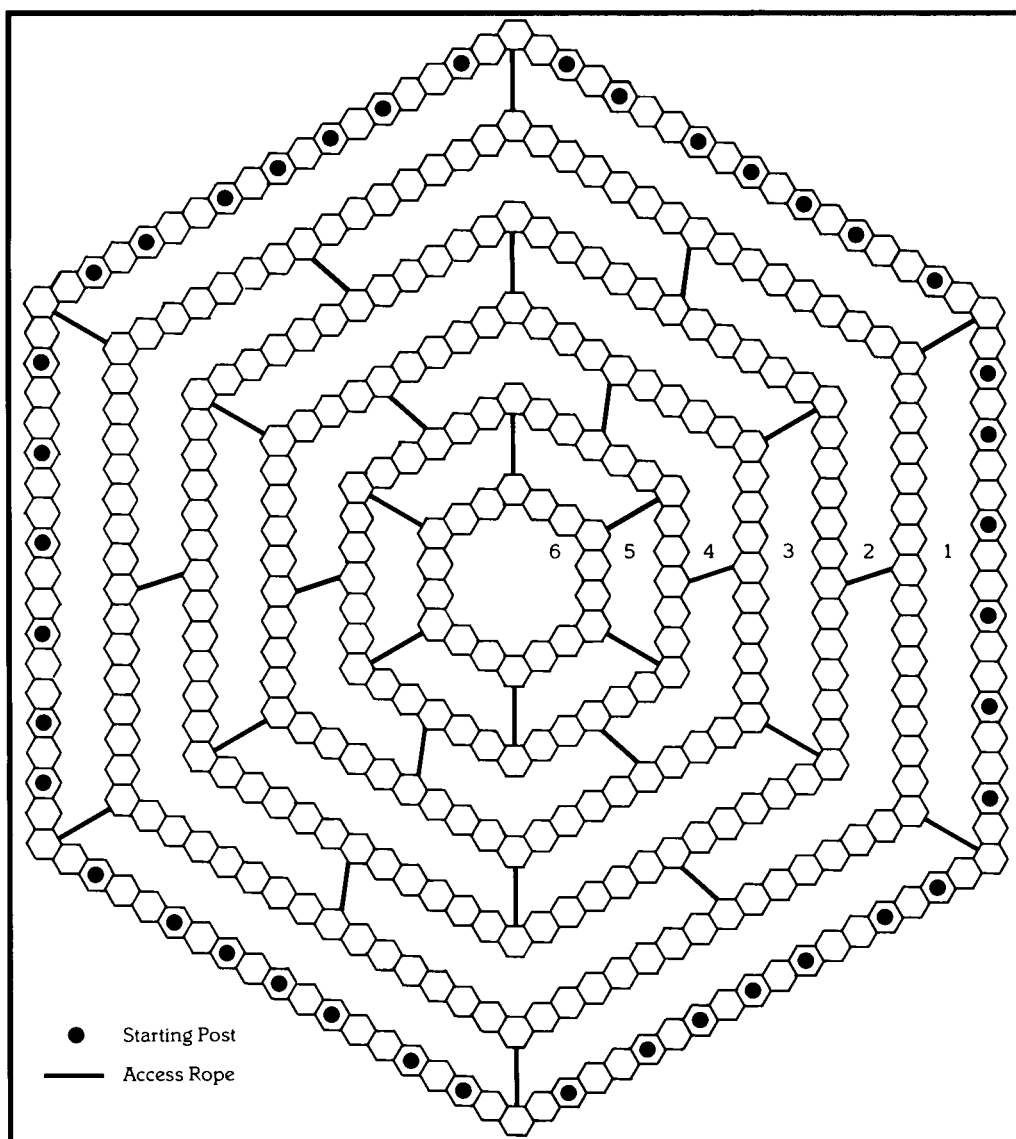
Any time that a contestant gets hit, even if the hit does no damage, he must make a Success Roll. The **Base Odds** are the appropriate number from the Table above, minus 3 times the **Impact Damage (ID)** of the hit.

For the contestant who hits someone, there is also a chance of falling off. Base Odds are the appropriate number from the Table, minus the Impact Damage (ID) delivered. When a contestant is on an Access Rope, he cannot strike, Block or Dodge.

Grappling is an acceptable tactic and uses the normal rules, with certain new options. One contestant may run into another and attempt to knock him off. The Base Odds are 14 - SL, using the target's Balance and Footwork. To run into someone successfully, the contestant must be moving at least Speed 4, and if the roll is made then the target is knocked off. If the roll is made by at least 6 points, then the rammer does not fall off as well. If the roll is failed, then the rammer must roll a recovery, which is a normal Movement Success Roll as if the character were moving at Speed 7.

"Just to refresh my memory, would you remind me why I'm trying to kill you?"

Bustem Heds



**"A Fist to the Groin,
A Boot to the Head,
Accidents happen
But at least we get fed"**

Standard chant for Game participants

**"I don't want food.
I am nourished by their
suffering."**

Braxudrev

Figure 4: Game Field

Activity	Prelims	Ring 1	Rings 2 & 3	Rings 4 & 5	Ring 6
Moving on Planks					
Speed					
0	23	22	21	20	19
1	20	19	18	17	16
2	17	16	15	14	13
3	15	14	13	12	11
4-5	13	12	11	10	9
6-7	11	10	9	8	7
7+	9	8	7	6	5
On Access Ropes					
Speed					
0	17	16	15	14	13
1	13	12	11	10	9
2	9	8	7	6	5
Block/Dodge	13	12	11	10	9

"Remember, all you folks playing the Game... If you swallow your pride, you can swallow more food."

Brandy Charlatan

It is also possible for a contestant to Grab someone as he falls. The contestant must be in the same hex as the target, and the Base Odds are 10 – SL. This will keep the grabber from falling from the playing field.

A **"Suicide Grab"**, which takes both people off, has Base Odds of 12 – SL.

To throw an opponent off, the contestant must successfully Grab his target, and then has a Base Odds of 8 – SL to succeed. If both players try to throw, and both succeed, then both go off. Whenever someone is about to go off, he receives a last Grab to avoid falling.

Prizes

The prize system is one of the strangest aspects of the Game, and it has been developed to keep the Vissers content. Given Visser personalities, everyone must come away a winner if the Game is to remain stable. Anytime a Gang feels it has lost, resentment builds and violence is just around the corner.

This problem has been solved by giving the best prizes to the first Gangs eliminated. This creates a bizarre balance, where each contestant wants to do as well as possible, for personal pride and for the Gang, but can never be too upset when he loses. After all, the contestant who won might be a little more impressive, but he will not be eating as well. In essence, the Vissers are bribed to accept defeat. Some Gangs have even given up on the concept of winning and play to lose, in order to get the best food prizes.

It should be pointed out that even the winning Gang receives ample food for the week. The only drawback for them is that their food is drab and tasteless. All the best treats and most interesting foods are handed out to the Gangs which never even make it past the first round.

2.8

OPEN AREAS

Many parts of the town, including the main roads, are considered Open. These are areas which no Gang or Organization claims as Turf, and the people of Vissertown are generally free to come and go through them, although Incidents (Section 4.2) are not uncommon. Turfs, the areas claimed by Gangs, are generally within the Sectors, and it is in these areas that strangers are not welcome.

2.9

TOWN GENERATION

A wide variety of businesses and residences are available within Vissertown, and the GM may find it necessary to generate certain areas to fill in a street map, or to define a Turf. The following rules and guidelines apply.

Most Residences are similar to one- and two-bedroom apartments. On the outer Ring they are cramped and have communal bathrooms and shared entertainment rooms, not unlike college dormitories. As one moves closer to the center, however, the quality of apartments, furnishings, and appliances is significantly improved. Liv-

ing quarters in the city are generally still functional, although as time passes more and more appliances break down.

Each Ring has the full range of Bondsmen businesses, but the quality of the businesses and the services they provide increase as one approaches the center. **Table 2A** is a list of common stores, services, and businesses found in the residential sectors of Vissertown. The GM is free to choose from this list, add to it, or roll randomly (000-999) when filling in the street maps.

Table 2B is a list of the major operations found in the Manufacturing Area. Many of these operations are not in use at the present, and El Puerco restricts access through the Wall. El Puerco is trying to keep the city running, while minimizing the number of Vissers that are on his side of the Wall at any one time.

2.10

THE VISSER CODE

One of the binding forces in Vissertown is the code of etiquette which has developed since the Apocalypse. It began on the streets, as a way of avoiding massacres, and has been fostered by both Brandy Charlatan and El Puerco. With full media support, the **Visser Code** has helped to keep the violence level down in a town that can never truly know law.

One of the primary parts of the Code discusses carrying weapons. The Code divides people into three basic classes; unarmed, bearing hand-to-hand weapons, and bearing small arms. Attacking people is fine, and ambushes and sneak attacks are always going to be acceptable behavior in the eyes of most Vissers: the Code acknowledges this. But it has strongly supported the view that only a weakling would ambush someone who was carrying a lower class of weapon, and more importantly it actively encourages ambushing people who travel around with their weapons.

Because of this part of the Code, most Vissers travel unarmed. This makes them somewhat safe from assassinations. If there is a confrontation it will begin with unarmed combat, and the **Escalation** process (covered in Section 4.2) will take some time, and allow for tempers to cool. This keeps life endangering violence to a minimum.

Another part of the code deals with revenge. Vengeance is a character trait that many Vissers view as a virtue, but the Code has arranged for the Game to erase all vendettas. By attending the Game, a Gang or Organization automatically sets aside any wrongs that have been done, and is forgiven in turn. If vengeance is to be had for some wrong, the Code states that it must be done before the next Game. This minimizes long-running feuds, and works to keep the body count down. Naturally this system is flawed, and vendettas do persist, but groups which abuse this part of the Code soon find themselves being mentioned unfavorably on KViSR, and find their lives becoming more difficult. This creates an ongoing **Threat To Mandate** (Section 4.7), and the leader soon either sets aside the grudge or is removed.

The Game is also in the Code, as discussed in Section 2.7. In summary, the Code says that El Puerco delivers the food, that absolutely no one bothers or harasses the delivery, and that only Gangs which play the Game get fed. In addition to just keeping the Game running and making sure every Gang receives food, this section of the Code also helps unite Vissertown, by giving everyone something in common.

"Carrying a gun in this town is like painting a bullseye on your back."

Arris Boylen
Alpha Team Member

**ARMOR AND
EQUIPMENT**

There is a great deal of violence in Vissertown, but most of it involves low-power weapons. Brawling is by far the most common form of combat, followed by the use of light hand-to-hand weapons. Even the small arms in the city are not terribly lethal. As a result, the design and production of armor is a major growth industry in Visser-town.

Virtually all Gang Members will own some sort of leather clothing for protection. The costs of the various improvised armors mentioned here are given in **Table 3A**.

Given the amount of damage done by a fist or a boot to the head, and the ease with which Brawls erupt, one of the most common types of armor is the **Modified Scooter Helmet**. They are simply reinforced versions of the light helmets people wore on their scooters, before the Apocalypse. Currently they are exceptionally popular, and while they are not constantly worn, they are carried in the event of trouble.

For serious situations, **War Gear** is donned. This will usually consist of a Leather Helmet, some type of Leather or Metal Lined Jacket, and possibly Leather Leggings. This type of equipment is fairly light weight, but supplies good protection from both hand-to-hand weapons and small arms.

The main enforcers for each gang also have the semi-standard issue Game Suits, which they would wear in a crisis situation. The Game Suits are made of high quality plastic, reinforced by thick padding. They are nearly immune to normal blunt damage, but the plastic and the padding are of little use against gunfire.

3

PEOPLE AND PLACES

Vissertown is a place with a great deal of color and character, and to stay afloat in it requires a personality to match. There are no quiet little retreats in Vissertown, no days off, and no opportunities to simply fade into the woodwork. People are on the streets non-stop, and to survive in Visser society requires a constant effort.

The most important personalities in town, along with some of the key Gangs and Hangouts, are covered in this chapter, as are the people and places which are a part of the Mission. All of these people are listed on **Table 1**.

3.1

Manuel "El Puerco" Puerto President For Life of Vissertown

STR	10	CHR	16	Skills	SL	Skills	SL
INT	18	LDR	18	Gun Combat	3	Driving	1
WILL	16	MOT	14	Balance/Foot	2	Politics	7
HLT	12	SIZE	10	Fall Recovery	1	Psychology	6
AGI	10	TCH	16	Traps/Spotting	6	Security	7
		TS	18	Espionage	6	Marketing	6
				Infiltration	6	Economics	6
				Con/Acting	8	Law	8
				Diplomacy	8		
				Perception	5	Lase Weapons	Qual
State of Infection = 7							
LR = 34							
Age = 36							

LANDCASTE MANAGEMENT

At the time of the Apocalypse, Manuel Puerto was a gifted, charismatic Starcaste Law Enforcement officer. He was a part of **ExecuServe**, a Subcon which specialized in security and personnel management, and his services were used regularly by a number of Senior Guild members. Puerto possessed exceptional talents, and his personality and political skills had allowed him to work his way into the upper ranks very quickly: 35 years old at the time of the Apocalypse, he was well on his way to taking over ExecuServe's Board of Directors. Even the Imperium had shown an interest in Puerto, but he had refused their offers because he felt an Imperial background might hinder his long range goals.

These goals focussed on improving the efficiency of society. As an expert in personnel management and a true believer in the Starcaste system, he was developing techniques for maximizing the production of Bondsmen and Landcaste, while mini-

"Dress to Oppress"

by Manuel Puerto
BEST training manual

"After all I've done for these people, what do I get? Pig jokes."

El Puerco

mizing the incessant conflicts that were taken as normal within the Imperium. He dreamed of a perfectly functioning universe, with the Bondsmen working hard and fully content in their roles, the Landcaste happily doing management, and the Starcaste free of worry and conflict.

It was this dream that brought him to Rhand, as he had heard that its Bondsmen communities were pleasant and peaceful, and he wanted to know why. He knew that no Bondsmen revolted on Rhand, and that the production of the RMBK communities in particular was setting new records. The tension between Trident-RMBK and the Imperium was a sufficient excuse for him to make the trip.

The large open areas and the tremendous natural beauty of Rhand fascinated him, as no crowded Starguild planet had such things. Puerto soon decided that the contentment on Rhand was the result of the lack of population pressures, rather than any special Starcaste doctrines or Landcaste management. The RMBK communities, with their casteless society, only horrified him.

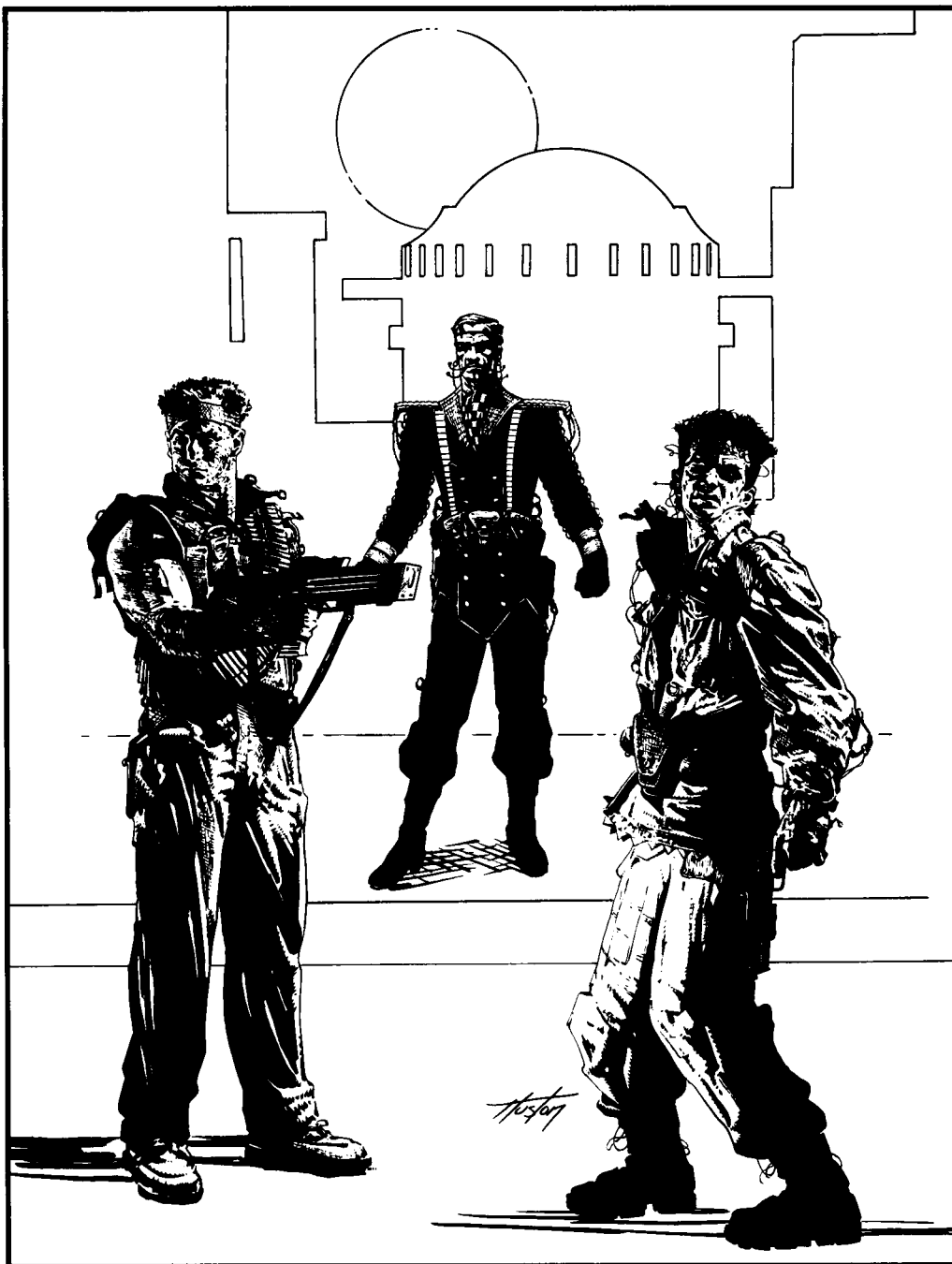
Puerto decided to use Rhand as a way of advancing his own ideas, and he proceeded to sell his **Bondsmen ExecuServe Training (BEST)** to as many of the Subcon and Landcaste installations as he could. His presentations were well received, and he soon has a significant percentage of the planet sewn up. This was a major coup for him, as he had attached himself to a functioning system, and was putting himself in position to take credit for it. Although BEST was just beginning at the time of the invasion, it was rather clear over the course of a few years Puerto would be able to claim responsibility for the beauty and peace of Rhand.

He was giving a presentation when the Apocalypse came, and was quickly exposed to the Visser virus. As a Starguild official with security training, he assumed control of the Landcaste Management Facilities during the crisis. His charisma and skills helped to hold the Military and Law Enforcement personnel together in spite of the virus, and as the situation settled down he was clearly the most powerful force in Vissertown. He decided that he would fulfill his dreams, in spite of the Apocalypse.

Over the last year, Puerto has sought to bring Vissertown under control, and has met with partial success. He began with the Retaining Wall and the associated Management Facilities, and has used the Wall to restrict access to the Manufacturing Area and the Hospital. As a result, he has a major hand in all large scale production in Vissertown, especially the food, and although his attempt to fully monopolize medical care failed when four doctors escaped his grasp, he still has the vast majority of that as well.

The Management Facilities also contain the Cable Video control center, and Puerto is trying to use that to bring Vissertown's many Gangs under his authority. This use of media has been his great defeat to date, because Brandy Charlatan and her KViSR Radio broadcasts have undermined all the things he has accomplished. It is Manuel Puerto and his servants who oversee the running of Vissertown, and who coordinate food deliveries and such, and yet KViSR has mocked him so thoroughly that even his own men think of him as El Puerco. The cable network could have, and with his skills should have, brought him the undisputed leadership of Vissertown, and instead it has brought him only disgrace. Even more frustrating is KViSR's great influence with the crowds, which frequently forces him to negotiate with the station.

Naturally, he hates Brandy and the entire KViSR crew, and does his best to hunt them down. Since the security systems in the Administration Building have been destroyed, however, it is a difficult task. All entries and exits into the tunnels which house the Cable Network wiring are tracked and logged in one of the Management Towers, (the first one on the south part of the wall), and so he and his staff rush to it whenever she comes on the air. The actual tracking and pursuit, however, take some time, and she is always gone before they can reach the broadcast locations. El Puerco is usually furious when told that another search has failed, and has sworn to kill any of her crew on sight, but despite his raging there is one thing to bear in mind: he listens to KViSR just like every one else does.



Manuel Puerto, President For Life of Vissertown, with two of his trusted advisors

"My friends, I foresee the dawn of a new age. I foresee a time when Vissertown will stand united, and be a shining example for the rest of the world. And I foresee only the greatest of prosperity in the years ahead."

Excerpt from Manuel Puerto's Acceptance Speech, upon his election to the post of President For Life of Vissertown.

"I foresee you needing some more bodyguards. Soon."

Commentary by Jonathan Sunshine, during his Election Analysis broadcast.

El Puerco's Captains

One of Manuel Puerto's most serious problems is a lack of capable, assertive officers. A basic description of his personal staff follows. Their primary skills and characteristics are listed on **Table 1**.

Bob Baxter "Ba-Ba" Boon, State 8: Boon is Landcaste Military to the core. He has been in the service for 24 years, 8 longer than the 16 year required enlistment, and although he is neither clever nor highly skilled, he was in charge of the Landcaste Military in the community at the time of the invasion. It was a position he took exceptional pride in, although he left the largest responsibilities of his job to

his junior officers. His style of command is still built on frequent, fruitless meetings and a great deal of yelling.

Captain Hackett, State 4: Boon's chief officer. Hackett despises Boon, but does not care enough to do anything about it. The largest parts of his job are listening to Boon yell, and then piecing together plans that make it look like something is being done.

Lieutenant Lanker, State 5: Hackett's junior officer. He takes the majority of Boon's wrath, and is generally timid and afraid to take action. He looks up to Hackett, and the two have a good working relationship because Hackett never asks him to do anything significant.

Captain Loath, State 6: Loath is the senior surviving Law Enforcement officer. Sly and quiet, Loath holds considerable power in Puerto's command. His career specialties were anti-terrorist and anti-guerrilla operations, and he was transferred to Rhand because of unspecified errors in judgement that made him a bad public relations risk on his home world. Whatever brutality he had been involved with is not known, but he was definitely in Vissertown so that he would have the lowest possible profile.

Since the invasion, the four Law Enforcement officers who were ranked above him have all met untimely and violent deaths. Loath's power was built on his personal staff of 8 highly talented junior officers, and until a few months ago he was the dominant force in Puerto's command. When the explosion destroyed the Landcaste Security system, however, he and his team were in the room. All but one of them, Lieutenant Franco Pinnick, were killed, and Loath was seriously wounded. He has only recently come out of the Hospital and gone back on duty. The explosion cost him his right leg, and would have cost him his life if it were not for Lt. Pinnick's bravery.

Lieutenant Franco Pinnick, State 9: Captain Loath's aide. There is a quiet but definite hostility between Pinnick and Loath. Some sort of battle is going on between them, but no one knows what it is.

When the explosion killed Loath's team and destroyed the security computers, Pinnick was outside the building chasing an infiltrator. He risked his own life by reentering the damaged, burning building, and saved Loath from the flames, although he had to cut off Loath's right leg to do it. Throughout Loath's convalescence, Pinnick sat by his bedside with a tape recorder, apparently interrogating his drugged leader.

The rest of Puerto's leaders steer clear of Loath and Pinnick and defer to them on most matters, as they are the only surviving members of Puerto's staff with drive and personality.

Puerco's Military

The people in the Law Enforcement and Military units are inspired by Puerto. His leadership is exceptional, and a refreshing change from Boon's heavy handed ineptitude. Although Boon and Loath still limit their advancement, there are a number of people who are beginning to work hard at their jobs, and who dream of promotion. The Visser virus naturally makes it hard to enforce discipline, but Puerto's exceptional abilities have held this force together through the chaos.

The Military arm of Puerto's forces, theoretically ruled by Boon, consists of 27 soldiers and 34 support personnel. Law Enforcement personnel number 82 active, and 41 support. There are also 57 Landcaste Managers, retired members of one service or the other. These people have considerable skills, but are beginning to show signs of age. Nonetheless, they are loyal to Puerto and can be used when needed.

All weapons are standard Landcaste, and skills may be taken from **Living Steel Table 2B**.

"Every time Puerco enters a champion in the Game, he puts on a few more pounds."

Jonathan Sunshine

KVISR RADIO

KViSR Radio retains its position as "The Voice of Anarchy" in Vissertown by virtue of Brandy's leadership, her crew's talent, and their ability to evade all pursuit. Two or three times a day, KViSR, pronounced K-Visser, overrides El Puerco's Cable Network and Vissers throughout town sit by their sets, fascinated. And every time it happens El Puerco's men mobilize, and El Puerco himself goes to the nearest Management Tower to audit the progress of the search. And every time, KViSR comes away untouched.

The reason El Puerco cannot find them is that they broadcast every show from a different location. Brandy has access to the underground chambers and tunnels that the Cable Video wiring runs through, and also uses a bandit radio transmitter. Her Espionage skills, backed by Baxter Horn's communications ability (discussed below), keep KViSR on the move and on the air with surprising ease. The shows are kept short to prevent El Puerco from pinpointing them, and Brandy and her crew keep a very low profile in town when not on the air. Just the same, almost everyone claims to have seen Brandy at one point or another, although descriptions of her vary widely.

In addition to the many contacts she has developed to gather information, Brandy has a central crew of four people; Jonathan Sunshine, Mister Beasle, Baxter Horn, and Crewcut. Their duties and personalities follow.

Brandy Charlatan
Station Manager, KViSR Radio

STR	8	CHR	15	Skills	SL	Skills	SL
INT	18	LDR	18	Gun Combat	5	Computer Op	4
WILL	16	MOT	17	Balance/Foot	3	Comm. Op	6
HLT	14	SIZE	11	Fall Rec	2	Comm. Repair	4
AGI	14	TCH	12	Hand to Hand	3	ORCA	1
		TS	16	Unarmed HTH	5	Security	8
				Climbing	4	Espionage	10
State of Infection = 2				Scout	8	Infiltration	6
LR = 40				Survival	6	Con/Acting	6
Age = 29				Traps/Spotting	8	Diplomacy	6
				Demolitions	4	Perception	6
				Driving	1	Medical Aid	2
				Lase Weapons	Qual	Explosives	Qual
				Heavy Wpns	Qual		

"Don't It Make My Blue Eyes Black"

OrcBoy and the Ogres
 #7 with a bullet on the KViSR
 "Top .44"

Knowledge of Brandy Charlatan's history and identity is sketchy at best. It would seem that she was a Landcaste Law Enforcement operative, and a highly ranked one. Her activities apparently involved Intelligence and Espionage work, and she was on assignment in Vissertown during the Apocalypse. Some people assume she was keeping track of Puerco, but why anyone would be doing that is unclear.

What is clear is that she is highly talented, thoroughly committed to what she does, and pure trouble for her enemies. Although Vissers hate authority, her word is nearly law, and this is in large part because of the way she uses her power. She sets trends by making general statements and encouraging others to make them real, and when she wants something specific done it is usually phrased more as a dare than an order.

This strange balance, of her obvious power and her caution about using it, has made her the perfect Visser leader. She is so elusive that the people of the city gladly do what she wants, in hopes of coming to her attention.

Her goals are even more mysterious than she is. She has brought a kind of peace to Vissertown, and with El Puerco's help has established the Visser Code and the Game. Her diplomatic skills and her access to the Cable network combine to defuse Gang violence and to create a sense of community among Vissertown's strange residents. Her most impressive achievement, however, is the complete defeat of El Puerco's attempt to dominate the city. She has belittled him so thoroughly that no Gang will associate with him, and even his greatest works and victories go unnoticed. If she has a reason for this behavior, other than the traditional Visser hatred of authority, she has not revealed it.

Jonathan Sunshine
Morning DJ

Jonathan handles the early morning broadcast for KViSR, when there is one, as well as filling in periodically on other shifts. He has a deep, rumbling voice and a pleasant personality.

He is best known for having served as KViSR's candidate during the abortive elections which were held in Vissertown several months ago. There is no accurate gauge of his popularity, as all the ballots were destroyed by El Puerco. Given that the conflict between El Puerco's troops and the many Vissers who opposed him was so intense, it is extremely unlikely that very many votes were cast for anybody.

Mister Beasle
News, Weather, and Violence Reporter

The tall, gangling Mister Beasle is the most visible of Brandy's crew, and is at the scene of most of the major events in town. El Puerco has tried to capture him a number of times, but his bodyguard, Crewcut, has been able to break it up each time. He is tall and fair, and appears to be awkward.

Baxter Horn
Chief Engineer

Baxter Horn is the communications genius who keeps KViSR on the air. He is able to hook into the Cable Network in minutes, and can pack up and move on in only seconds. This adaptability is critical to KViSR's success, and as a result Baxter is as rarely seen as Brandy. He is apparently given to bright colors and flashy clothes on the rare occasions that he is seen.

Crewcut
Station Programmer

Crewcut is KViSR's thug, enforcer, and music selector. A former Starmarine and member of ExecuServe's Low-G Wrestling team, he came to Vissertown as one of Manuel Puerto's bodyguards. He never liked Puerto, and broke off on his own during the invasion. He currently spends much of his time travelling with Mister Beasle on his reporting rounds whenever violence is expected, which is usually. His reflexes, equipment, and skill have saved Mister Beasle from capture or death on a number of occasions, although Mister Beasle shows little sign of gratitude.

Crewcut is short, but has a very powerful build. He also wears a mohawk, which does not really fit well inside his helmet.

Daily Broadcasts

KViSR will be on the air two or three times each day during the Mission, and the Team will find that there is a definite advantage to listening. Once the mayhem and music have been sorted out of each broadcast, there is a 20% chance (on a roll of 00-19) per show that something of definite value to the Team has been mentioned. The shows are normally at 0800 hours (8:00 AM) and 1600 hours (4:00 PM) each day, and the following table lists what information is contained. Simply roll a 0-9 number if information is provided by the broadcast.

"Who Knows, Who Cares, Why Bother"

Wolvesblood
#31 on the KViSR "Top .44"

"If You Love Me, Slam My Head Against The Wall"

Music and Mayhem
#33 on the KViSR "Top .44"



The KViSR Crew—From left, Mister Beasle, Brandy Charlatan, and Jonathan Sunshine. Silhouetted in the background are Crewcut and Baxter Horn

"The abilities of this Brandy Charlatan, and her entire crew, are vastly overrated. She and her pathetic 'radio station' will be captured within days, and that will put an end to this rebel nonsense."

Excerpt from one of Captain Loath's memos to President Manuel Puerto, shortly after KViSR Radio first began broadcasting.

"Loath, you couldn't find your stump with both hands. Sincerely, Brandy Charlatan and all the gang at KViSR."

Note found on Captain Loath's bed, during his hospital stay.

Roll	Information
0-3	New body found, and corpse location given. +3 CP for Team.
4-5	Victim's name confirmed, and a free Tip on that case
6	Hint—This is the work of Outsiders.
7	Hint—Victims were hit by a Stunner.
8	Hint—Victims were carried though the city in sacks.
9	Killers are working in pairs.

The hints are intended to allow that Team to follow up a variety of clues. Each clue adds one to the Base Odds of the Contact Point Success Rolls, as well as giving the Team some items they can investigate beyond the basic CP rules.

SERVANTS OF
THE SPECTRALS

“Another day, another
body count.”
Mister Beasle

Braxudrev					
STR	18	CHR	13	Skills	SL
INT	16	LDR	13	Gun Combat	3
WILL	16	MOT	12	HTH Combat	7
HLT	12	SIZE	17	Unarmed HTH	6
AGI	14	TCH	8	Survival	8
Non-Visser		TS	10	Traps/Spotting	8
LR = 22				Pursuit	8
Age = 37				Skills	SL
				Espionage	7
				Infiltration	4
				Con/Acting	2
				Diplomacy	2
				Perception	3

There is a decadent segment of Starcaste society that pays to see people fight and kill each other. The matches are staged in large arenas, and tickets to see these spectacles in person are very expensive. One such event had been scheduled on Rhand, and at the time of the invasion the gladiatorial teams were in training in camps in the wilderness.

The leader of one of the teams was Braxudrev. He was a very popular figure in his “sport”, a star of long standing, because he combined skill with extreme brutality and a sense of style. He was trained from birth for his profession, and the harsh environment of his youth, coupled with the special dangers of life as a gladiator, both in and out of the ring, have taught him how to survive anywhere. In combat, in the wilderness, and in the more subtle battlefields of the city and the training camp, Braxudrev has always done whatever improved his chances, and he has revelled in his victories. He is a man without a conscience, and a man whose greatest joy is the suffering of others. He is also extremely unpopular with those gladiators who retain their humanity, or whose friends he has butchered.

When the invasion came and it was clear that Rhand was a doomed planet, he broke out of the training camp to escape the wrath of his fellow gladiators. Travelling through the wilderness, he soon came to the attention of a Spectral Pathfinder. Although he had not been infected with the Visser virus, he was happy to accept their offer. It gave him everything he had ever wanted: power, a better chance of surviving, and the opportunity to destroy the souls of others. Since that time he has devoted his full abilities to the slaughter and sacrifice of his fellow humans.

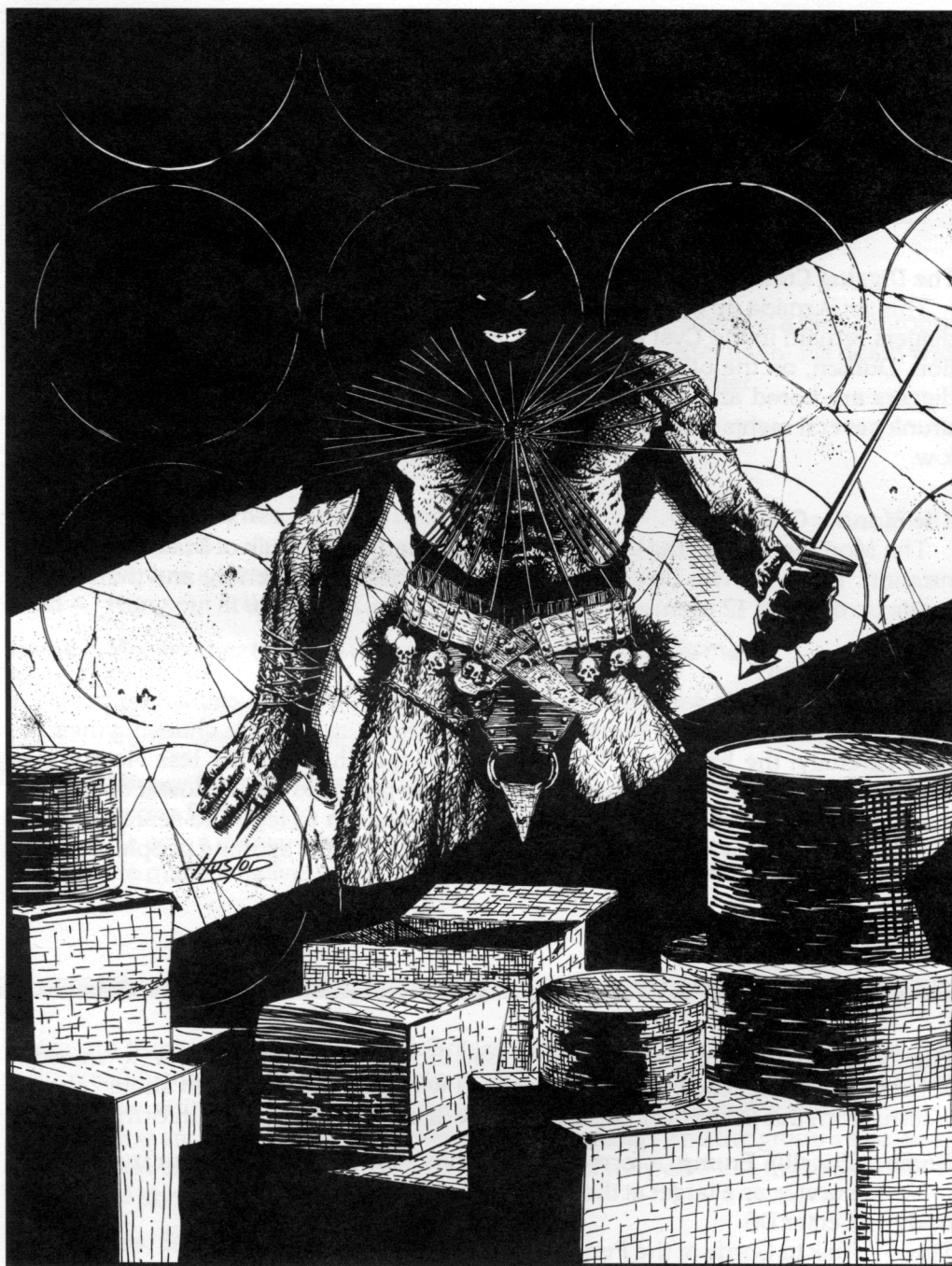
Braxudrev has been forced to operate discreetly in Vissertown. A huge man with a maimed hand, he is far too recognizable to gather victim’s himself, and so he confines his activities to the early morning hours. He lives in the Cyst, and travels quickly and quietly to and from the base when gathering in the victims. This low key approach has worn on his nerves, and he is currently aching for a chance to fight again. Nothing would make him happier than a couple of good fights and a satisfying ambush.

Part of his right index finger was lost in his youth, but he has essentially fully adapted to its current length. While he frequently wears a spike on the stump, it is far more useful for intimidating people than actually hurting them.

While he has not been exposed to the Visser virus, he has essentially been a Visser throughout his life. This has made it easy for him to create his own Organization of Vissers, and he currently has 3 Lieutenants and 4 Gang Members of his own.

Braxudrev’s Gang

These four Vissers, Farro, Drave, Harcourt, and Jax, are directly attached to Braxudrev. They work in pairs, with Farro and Harcourt the leaders of the teams. Farro and



**"I don't care what this
all means. They just
wanted a killer, and
I'm the best."**

Braxudrev

Braxudrev

Harcourt have high TS, which is very valuable in the search for appropriate victims. Days for the gang are easy, spent in casual contact while roaming through Visser-town. About 2000 hours (8:00 PM) each evening, they move out in pairs to check the Hangouts for victims (see Section 6.12), and return to base to wait for Braxudrev.

This is a pleasant life for them, made up of long periods of rest and planning, shot through with the thrill they get from hunting people.

**“To kill is a thrill,
But slaughter is hotter.”**

The Digging Crew

Farro and Harcourt: As the team heads, they are slightly more qualified than their supporters. Under their baggy jackets each carries an AP5-8. They have not been caught in this little deception yet, but if they stayed in Vissertown for much longer their indiscretion would show. They also carry standard issue Law Enforcement Stunners, to simplify their job of capturing victims

Drave and Jax: These two support their team leaders. Like them, they also carry a hidden AP5-8 under their jackets.

The Digging Crew

This set is made up of Durken, one of Braxudrev's Lieutenants, and 5 diggers. The diggers remain in the Cyst at all times, to guarantee the security of the Cyst's location. Durken, on the other hand, travels with Braxudrev to gather the victims. The diggers are bored and frustrated, but Braxudrev and Durken get them thoroughly drunk several nights a week. This lets them unwind, and keeps their energy levels low.

The Monitor Gangs

The Monitor is travelling to Vissertown escorted by the bulk of Braxudrev's Organization. There are two Lieutenants, named Breaker and Talmon, and their Gangs, made up of 8 and 12 members each.

Victim Selection

Braxudrev and his gang are not simply roaming about the city killing people at random. The Blade needs Karma to become active, so they are choosing their victims carefully: the higher the Karma of the people they kill, the less victims they need. This approach helps to make the operation go quickly, and a lower body count attracts less attention. Farro and Harcourt were chosen to lead the search because they have high TS, which gives them a better likelihood of spotting people with high Karma.

3.4

THE VICTIMS

The following is a list of people who are sacrificed to the Blade in Vissertown, along with the Tips and Leads that are associated with each one. The GM should choose victims from this list as desired, and give the Team the appropriate information.

Name— **Priscilla Frump**, a former community worker who has been managing to survive as a target at the Punch a Putz booth.

Body— Sector D6

Tip— Talk to Gordy at the Punch a Putz booth in the Market.

Lead— Gordy says she hung out at the Splatter Post, E5.

Name— **Slash Canfield**, the former head of the Roving Scars gang. The Scars lost a War to the Doomlords and disbanded.

Body— Sector E6

Tip— Heard that he had moved into C7, with the Urchins.

Lead— The Urchins say that he left them, and went off with two guys from Mourner's Corner, down in E6.

Name— **Nick Regal**, naturalist and animal lover

Body— Sector E5

Tip— He was mauled recently, attempting to stop a battle in the animal fighting pit at the market, and has been recuperating at the Free Clinic in the Market.

Lead— He disappeared from the clinic, but someone must have taken him since he could not walk yet.

Name— Milo Nolan, a hotheaded and very volatile youth.

Body— Sector E7

Tip— He was a Triggerman for the Gunboats in B3.

Lead— He had a meeting the night he disappeared, at the Rumble Seat in D5.

Name— Boris Bognak, former well-known and well-hated Section Head before the Apocalypse, of late a spare parts merchant.

Body— Sector F7

Tip— His former assistant, Waldo, has reopened his old booth.

Lead— He was to meet with two new traders at the Royal Oak, B2.

Name— Mitch Randall, former actor in local theater, and as much of a philanthropist as any Bondsman could be. A beloved figure in Vissertown, his death was the first one, and led to KViSR's crusade against the killer.

Body— Sector D3

Tip— He was staying with the Black Knights, C2.

Lead— Last seen at Pitstop Pizza, C2.

Name— Butcher Barnes, talented thug.

Body— Sector F5

Tip— He was a Hitter for the Kingpins, in E5.

Lead— Hung out at the Toxic Cafe, E5.

Name— Mo, another talented thug and a friend of Butcher Barnes.

Body— Sector F6

Tip— He was a Hitter for the Kingpins, E5.

Lead— Hung out at the Toxic Cafe, E5.

Name— Mickey Page, affiliated with First Strike.

Body— Sector F6

Tip— He was a delivery boy for Pitstop Pizza, C2.

Lead— He made a delivery to The Swollen Head, in F3, and never came back.

**"I saw him coming,
But he saw me first,
And lately I've taken
A turn for the worst."**

Fred the Wounded Bandit

3.5

GANGS

There are thousands of Gangs and Organizations in Vissertown. Some of them, including the ones that the victims belonged to, are described below, including notes on locations, attitudes, and unusual characteristics. Unless otherwise specified, all of the following are Organizations. The leader of each group, and the group's size, may be generated using the rules in Section 4.6. The GM may also use these as Suspect Gangs, and should create new ones as desired.

The Urchins, Sector C7

Much like their name, they are largely left to pick up the scraps left behind by the other groups.

The Gunboats, B3

This is an up and coming Organization, working hard to build a tough, uncompromising image and spreading the story that they will never back down from any confrontation.

The Black Knights, C2

A very successful, but essentially "middle of the road" Organization, the Knights are well run and thoroughly respected in Vissertown.

The Kingpins, E5

Formerly based on the 3rd Ring, the Kingpins have been in a slow slide since their previous leader slipped when putting on his spiked headband, and accidentally gouged his own eye out.

**“One for All,
and All for One,
If he's out of arm's reach
Then go for your gun”**

The King's Musketeers

First Strike, C2

This Organization has worked its way up from the 7th Ring, through diligence and a habit of doing its fighting on the enemy's Turf.

Kings of the City, B6

The Kings have bounced all over Vissertown, from one Turf to another. Sometimes they have taken over someone else's home ground, and sometimes they have been kicked out of their own. It has been a rollercoaster existence, and at present they are at one of their low points.

Goon Squad, C6

Probably the single most belligerent Organization in Vissertown.

Nightmen, B2

The nucleus of the Nightmen is a band of former Bondsmen Law Enforcement troopers. They have retained much of their former organization and training, and absolutely none of their former purpose.

Ruffians, F5

They moved up fast from humble beginnings, but now they seem to have peaked. Whether it is due to fast living, too easy a road, or their new habit of deliberately losing in the Game so they can eat luxury foods all week is unclear, but it is very clear that they are on their way back down just as fast.

Mack's Blasters, F6

Started out small, but they are deliberately hounding the Ruffians and the smart money says they'll be 5th Circle and holding all the Ruffians' Turf within two months.

Angels Of Mercy, C4

Primarily known for operating a large, well organized drug manufacturing and supply network. While Buzz is their most popular product, they also supply the entire spectrum of mood-altering substances.

Dyno Rex, E7

An energetic new Gang with a capable, aggressive leader. It seems likely that they will make the jump to Organization status fairly soon.

The Old Brigade, C7

Of all the many Organizations in town, the Old Brigade is the one that most strongly opposes El Puerco's rule. Although they follow the Code and ignore El Puerco's food to the Game, they meet any other movement by El Puerco with immediate hostility.

Chainsaw Roulette, E4

Enker Dorf, this Gang's head, is a talented and charismatic leader, but lacks the intelligence to build an Organization. As a result, he has one of the largest single Gangs in Vissertown, and spends a great deal of time provoking Threats to the Mandates of nearby Organizations.

Roving Scars, A7

A disbanded Gang, currently being reorganized by one of the former Gang's enforcers. It is building its rep on its performance in the Game; they have made the Finals twice in a row.

Doomlords, B4

A Gang which was created by a former Lieutenant in the Kings of the City, they are currently trying to survive a long-running series of Rumbles provoked by the Kings.

Splattermen, D2

Only a Gang, but one of the most respected in the city due to their long running and outstanding performance in the Game. They train for it constantly, and have several of the best Game contestants around. They take turns competing, and cover for each other in case one is injured.

Blade Masters, E5

Led by a huge man called The Overlord, this gang is a new one with a growing reputation for violent behavior.

Screaming Eyesores, D6

A Gang that has always lived up to its name.

3.6

HANGOUTS

These are the dives, bars, and gambling rooms of Vissertown. The victims came to these places at the invitation of Braxudrev's men, and were given free drinks. Strange behavior, sudden violence, and odd disappearances are not too uncommon in the **Hangouts** of Vissertown, and so the absence of any one victim was not a cause for alarm. The GM may, of course, create new Hangouts if desired, or use the brief descriptions below as points of departure.

The Hangouts tend to have simple, boxy layouts, in the Bondsmen tradition. Most owners attempt to conceal this rather boring design with a variety of gadgets, props, and distractions.

The Royal Oak, Sector B2

A posh club, by Visser standards. It even includes a wine cellar, and is one of the few places in Vissertown where quality wine is still available.

The Ringworm, Sector D7

Although "Ringworm" is a disparaging term that Bondsmen used to describe social climbers, it is also an apt name for this pub, given the exceptionally low quality of the food.

Mourner's Corner, Sector E6

A very serious bar, for very serious drinkers. Sad stories are told here, and unpleasant crimes are plotted.

Maggie's, Sector F7

Reminiscent of an old-time saloon, Maggie's is about as close as Vissertown gets to having a bawdy house.

The Splatter Post, Sector E5

The Vissertown equivalent of a sports bar, this place caters to the people who are obsessed with watching the Game, and betting on it.

The Den of Iniquity, Sector D6

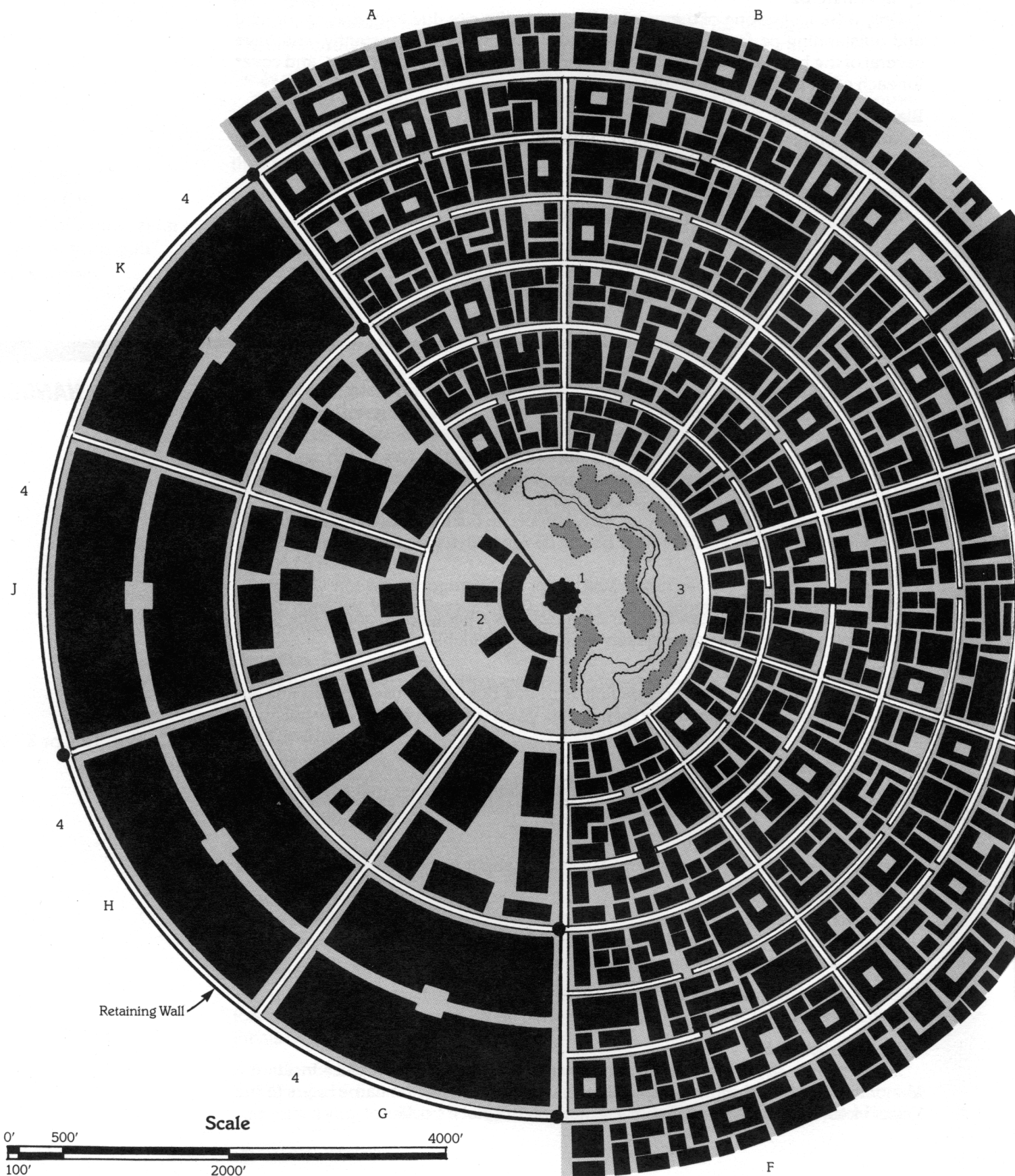
Self-explanatory.

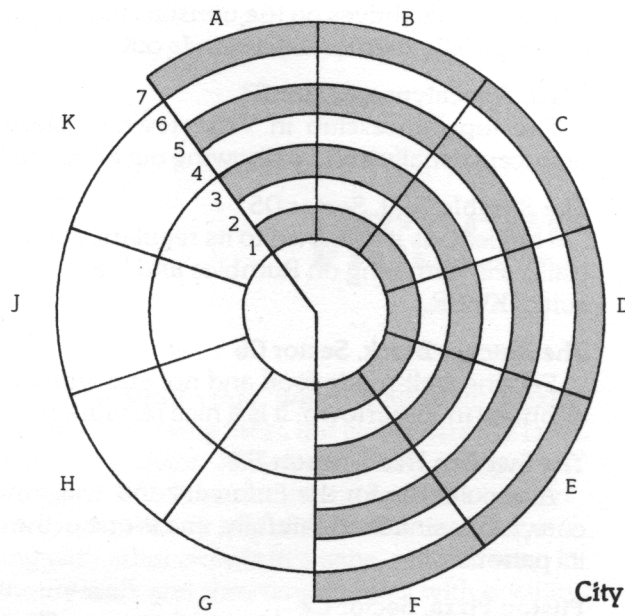
Toxic Cafe, Sector E5

Some people say it was named for a chemical spill which took place inside the Manufacturing Area during the Apocalypse, while others say the name refers to the Visser virus. In reality, it is probably a remark on the place's coffee.

"Coffee, Tea, or X7MP?"

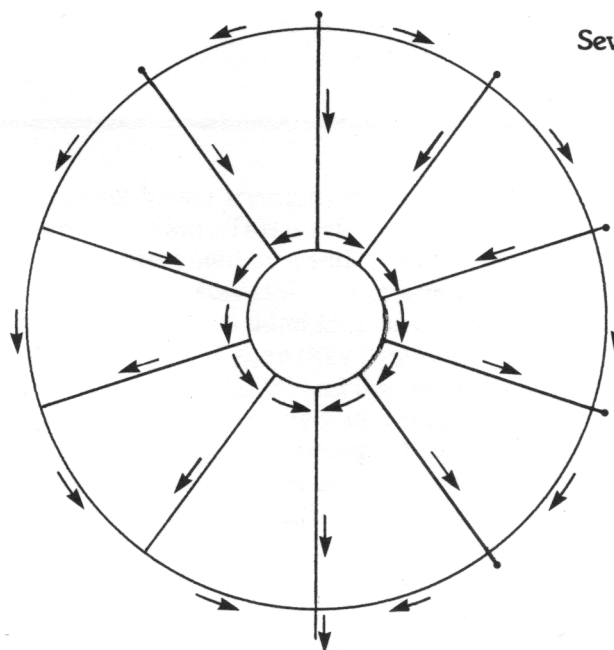
Menu, Toxic Cafe





City Layout Map

VISSERTOWN



Sewer and Communication
Tunnel Layout

Legend

- 1. Landcaste Administration Building
- 2. Bondsmen Hospital
- 3. Central Park
- 4. Manufacturing Area
- 5. The Market
- Management Tower

**"If you can't dazzle them
with style,
Riddle them with
bullets."**

Corley Norris

The Poodle Mart, Sector D4

In a city that thrives on the unusual and the off-beat, this bar and its absurd collection of poodle memorabilia stands out.

Disco Apocalypse, Sector F3

The top dance club in Vissertown, it starts out packed every night, but the bouncers usually end up throwing out about half the people.

The Rumble Seat, Sector D5

The Seat, as it is known to its regulars, serves food and drinks, but primarily specializes in gambling on Rumbles and Wars, as well as El Puerco's activities and pursuit of KViSR.

The Butcher Block, Sector C6

Serving well-made food and not encouraging too much drinking, the Block is an anomaly in Vissertown: it is a nice restaurant.

The Swollen Head, Sector F3

A popular bar for the Enforcers and Triggermen of the elite Gangs of the central core. It is maintained carefully, and is one of the only bars in Vissertown that screens its patrons.

Pitstop Pizza, Sector C2

This is proof that even in Vissertown there is a need for convenience food. Its delivery service is one of a kind in Vissertown, and has brought great success to the owners.

4

VISSERS

Vissers obviously take their name from the **VISR** virus, which stands for **Virally Induced Sociopathic Response**. As discussed in *Living Steel*, the virus alters the DNA of the victim in a way that limits civilized behavior. Additionally, the changes are hereditary, dooming the generations to come to life as something not quite human.

Vissers have not lost their intelligence, however, or any of their abilities. They are simply no longer capable of interacting with other people in a sane, rational way. In particular, Vissers do not handle authority well, and they tend to react with hostility when confused or under pressure. This is represented by using the **State of Infection**. As mentioned in *Living Steel Section 4.4*, all Vissers have a State of Infection ranging from 2 to 12. The higher the State, the more violent and unreasonable the Visser is.

In general, when a Visser confronts any sort of crisis situation, he must check against his State of Infection. Three six-sided dice are rolled, and if the total is greater than the Visser's State, he may react rationally. If the total is less than or equal to the State, then the situation gets out of hand and is generally resolved with violence. This is referred to as a **Visser Check**.

This instability has forced the development of a primitive social order that clearly defines the roles and status of all members. The dynamics of these groups are similar in many respects to those of lower primates and of very primitive humans, except that Visser society is more complex and violent. The system only functions well in small groups, and operates under a very special set of rules.

"My cognition is not impaired. Only my inhibitions against violence have been crippled."

Dr. Henry Finston, Daily Log

4.1

RALLYING

Most Visser interrelationships consist of one Visser trying to intimidate or cajole another Visser into performing some service for him. This is referred to as **Rallying**. It is primarily a battle for power, and this is represented by a series of rolls using the **Leadership** characteristic. The Visser who wants something is referred to as the Leader, and the other is the Target. They each roll 3 six-sided dice, and compare the totals to their own LDR. If both roll less than their LDR, then they continue to roll. As soon as one fails (i.e., rolls greater than or equal to his LDR) and the other does not, then the one who has failed gives in. If the Target gives in, then he will go along with what the Leader wants, whether that is remaining loyal, accepting a dangerous task, or joining the Leader's group. If the Leader loses, however, then the Target does not respect him, and will not cooperate. If they both fail their LDR roll, then an Incident occurs (see Section 4.2)

INCIDENTS

Given the fragile nature of Visser society, personality conflicts are very common and often lead to violence. The **Incident** rules govern these conflicts.

As stated before, Vissers require definite knowledge about their status and about how to deal with all aspects of their lives. Whenever two Vissers, or two groups of Vissers, are in a situation that is not covered by these guidelines, an Incident results. These situations might involve almost anything; a threat, conflict over limited resources, or even just bad manners.

The first stage of an Incident is **Negotiation**. Each Visser, or the leader of each Visser group, performs a Visser Check. As discussed above, three six-sided dice are rolled. If the total is greater than the Visser's State of Infection, then he reacts rationally and chooses to Negotiate. If the total is less than or equal to the State, then he refuses.

If both Vissers are willing to Negotiate, then the issue is settled calmly and proceeds no further. If neither Visser will Negotiate, then the Incident immediately advances to a Brawl. If only one of the Vissers Negotiates, then a check is made against his Diplomacy Skill, with the following Base Odds:

$$13 - N - \text{Modifier}$$

N is equal to the the number of Vissers in the group which refuses to Negotiate, divided by the number in the group which is Negotiating. For example, if 5 Vissers are angry at 2 Vissers who are Negotiating, $5/2 = 2.5 = 3$ is subtracted from the Base Odds. The Modifier is taken from the following table.

In Marketplace ...	+ 2
Negotiator on home Turf ...	+ 3
On neutral Turf ...	+ 1
Negotiator on opponent's Turf ...	- 5
Negotiator out of place or foreign ...	- 5
Unreasonable behavior ...	- 15

"Two, four, six, eight,
When outgunned,
Negotiate"

Fred, the Singing Bandit

If the Negotiation roll is made, then all is well. The Incident is over and both sides are content. If the roll is failed, then the Negotiator makes another Visser check. If he fails it, then the Incident becomes a **Brawl**. If he is still rational, on the other hand, then he may attempt to appease the opponent. This will take the form of tribute or a bribe of some sort, and if it is a reasonable offer, then another Negotiation roll may be made. If the tribute is not sufficient, then the Negotiator must choose between running away, thereby losing face, or standing his ground and Brawling.

Almost all Visser fights begin as Brawls, due to the habits developed by the Visser Code and because of the handful of civilized instincts remaining to the average Visser. Brawls use the Unarmed Hand To Hand Combat and Grappling rules. Brawls generally involve all Vissers present, unless two leaders choose to fight man to man. The fighting continues until one side is knocked unconscious or has fled. This outcome is affected each time a conscious Visser has taken a total number of PD greater than his Knockout Value. He will then make a Visser Check.

If he rolls greater than his State, he will choose to leave the battle. If he is a leader, then his followers will go with him, and he will have to deal with a Threat To Mandate (Section 4.7). Victorious Vissers do not generally pursue their opponents.

If the Visser rolls less than or equal to his State, he will choose to **Escalate**. If the Visser is not a leader, then this means that he will continue to fight until knocked unconscious, but will need to be Rallied by the leader after the battle unless his leader eventually chooses to Escalate or his side wins. If the Visser is the leader, however, the situation gets more intense. If the leader's group is carrying melee weapons, then the level of combat immediately Escalates into a **Rumble**. This will

result in the opposing group drawing their melee weapons, if they have them, or making their own decision to Escalate.

If the weapons are not immediately available, then the leader and his group will retire from the fight, and return to their base to prepare for the Rumble.

When the group is back at their base, the leader must again make a Visser Check. If he is rational, then the Rumble is called off: the loss of the previous fight will cause a Threat To Mandate. If he is not rational, then he and his followers will gather their melee weapons and seek out the rival group.

The fight that follows, with hand-to-hand weapons, is called a Rumble. The usual Escalation rules apply, but in this case an Escalation indicates a switch to gun combat. Gun battles are called **Wars**, but are rare for two reasons. First, because of the many Visser Checks that must be failed in order to get to this stage of crisis, and second, because during the time required for a group to heal after a Rumble, and prepare for the War, the Game is usually played. As stated in the Visser Code (Section 2.10), no grudge may be held past the Game. This usually results in the end of any active Gang conflict, and all Escalations are set aside.

**"I am not crazy.
Just furious."**

Dr. Henry Finston, Daily Log

4.3

The basic unit of Visser society is the **Gang**. Gangs are territorial, and establish an area based on their numbers and strength. Once established, almost all of the adults in the area will be active **Gang Members**. Those who are too young, too old, or too intimidated to be Gang Members are referred to as **Affiliates**. The entire Gang, both Members and Affiliates, is ruled by a single Warlord.

A **Warlord** may be of either sex, and may rule for any of a number of reasons; ability, personality, superstition, and intimidation are common ones. To be a Warlord, the Visser's Intelligence, Charisma, and Leadership must all be greater than 11. The number of Gang Members in the Gang is determined by the following formula.

$$\text{Gang Members} = \text{INT} + \text{CHR} + \text{LDR} + \text{Diplomacy Skill Level} - 33$$

For example, if a Warlord has INT, CHR, and LDR of 14, and a Diplomacy SL of 3, then there would be $14 + 14 + 14 + 3 - 33 = 45 - 33 = 12$ Gang Members.

Once Affiliates are added in, the total size of the Gang will be 1.5 to 2 times this number.

Once a Gang is formed, the Warlord must establish its priorities. Roles for each member of the Gang must be set, and a definite hierarchy established. It is vital that every Visser know who is in charge of what. Any change to these guidelines constitutes a Threat To Mandate (Section 4.7). A list of common roles which must be filled, as well as a summary of common terms and titles used by Vissers, is contained in Section 4.8.

WARLORDS AND GANGS

4.4

It is also possible for a number of Gangs to be formed into an **Organization** by an especially capable Warlord. These people, referred to as **Bosses**, must have Intelligence, Charisma, and Leadership greater than 12. In addition to having his own Gang, a Boss can also have a number of Warlords as his **Lieutenants**, each of whom will bring his own Gang into the Organization. The maximum number of Lieutenants that a Leader may have is found using this formula.

$$\text{Max. Lieutenants} = (\text{INT} - 12) \times (\text{CHR} - 12) \times (\text{LDR} - 12) + \text{Diplomacy Skill Level}$$

BOSSES AND ORGANIZATIONS

A Boss must establish a set of **Mandates** for the Organization, and there must be as many of them as there are Lieutenants. Mandates establish the Organization's sphere of influence, and most of the efforts of the Organization will be devoted to maintaining them.

Mandates must involve significant values, and must be things which the individual members of the Gangs could not attain alone. The larger the Organization, and the more powerful the Boss who rules it, the greater the Mandates must be. This is especially significant in the case of a Pathfinder Pawn. (See Section 5.5)

As an example, a Boss with 4 Lieutenants may state:

- 1 — A certain area of town is the Organization's Turf, and none of its resources or space can be used without permission and tribute.
- 2 — All persons passing through the Turf must pay a standard tribute.
- 3 — Food will be available to all Gang Members and Affiliates.
- 4 — Electrical power will be available to all Gang Members.

This rule also applies to Gangs, but they are only required to have a single Mandate. In general, that Mandate establishes the Turf, as in Mandate #1 above.

For a Boss to create or expand an Organization he must promise his followers a substantial victory. This might be conquering additional territory, finding or taking a valuable piece of equipment, or some similar goal. If he then successfully fulfills his promise, additional Lieutenants may be attracted.

For each victory, the Boss may attempt to persuade a number of Lieutenants equal to his current number + 1. For example, if a Boss with four Lieutenants took over another Organization's turf, he would be able to attempt to add five new Lieutenants. To find out if the prospective Lieutenant joins, use the Rallying rules. If the Boss successfully Rallies the Lieutenant, then he joins the Organization. If he does not succeed, then the Lieutenant remains independent. Treat any Incidents indicated by the rolls as unsuccessful Rallies; there is no conflict.

"I'm the only psychiatrist on my block with a sub-machinegun."

Dr. Henry Finston, Daily Log

4.5

VISSER GENERATION

Visser come in all shapes and sizes, and all Skill Levels. During Incidents, Visser skills can be drawn from the **Troops and Enemies Table (10)** in **Living Steel**, from **Table 1** in this book, or individual Visser may be developed using the following table.

Roll	Diplomacy	Armed HTH Unarmed HTH	Pursuit Espionage Traps/Spotting Gun Combat
333-999	3	2	1
111-332	4	3	2
037-110	5	4	3
012-036	6	5	4
004-011	7	6	5
001-003	8	7	6
000	9	8	7

The GM rolls 000-999 for each skill listed to find the Skill Level of the Visser. Warlords and Lieutenants roll twice for each skill, taking the higher, while Bosses take the best of three rolls.

There are a number of firearms in town, most of them taken from the **Spectral Weapons Pod** that landed in Central Park and released the Visser virus. The other weapons were stolen, hoarded, or otherwise illegal guns held by Bondsmen, or have been captured from some armed person who let his guard down. The weapons and their percentages are given below.

Roll	Weapon
00-12	AP5-8
13-41	AP6-8
42-45	SMP 8
46-46	AR 8
47-99	X7MP1

"Conserve Ammo! Slay 'em, don't Spray 'em!"

Corley Norris

Each weapon has 2 magazines of ammunition, and the Vissers have learned to be cautious with it: fully automatic fire is rare in Vissertown.

4.6

LEADER GENERATION

The characteristics of a leader are obviously critical in developing a Gang, and there are two methods which may be used for this. The GM may roll the characteristics of a given **Visser leader** at random, simply rerolling those which are below the required number. The exact number of Gang Members, or of Lieutenants if that is applicable, may then be calculated.

As a shortcut, the following table may be used to generate the quality of the leader, and even the numbers of his followers if that is desired. The figures given for followers are before any addition for Diplomacy Skill Level. A 000-999 number is rolled for each leader. The Total is the sum of the leader's INT, CHR, and LDR characteristics.

Warlord	Boss	Total	Personal Gang	Lieutenants
980-999	—	36	3	—
906-979	—	37	4	—
781-905	—	38	5	—
640-780	947-999	39	6	1
492-639	835-946	40	7	2
352-491	681-834	41	8	4
235-351	510-680	42	9	6
146-234	349-509	43	10	8
084-145	217-348	44	11	12
045-083	124-216	45	12	24
022-044	064-123	46	13	30
010-021	030-063	47	14	40
004-009	012-029	48	15	60
002-003	004-011	49	16	80
001	002-003	50	17	100
000	000-001	51+	18	120

All the above figures are before any Diplomacy Skill Level additions.

THREAT TO MANDATE

“If you will just talk to me, I know I can help you. But if you keep making this difficult, I’ll blow your head off.”

Dr. Henry Finston

A stable leader remains in control during difficult times, and maintains the respect of his followers. A more excitable leader can manufacture chaos from even minor difficulties, and will find his leadership called into question frequently. In Visser groups, crises often revolve around maintaining the Mandates, but Vissers being what they are, even eating dinner or waiting to use the telephone can lead to a confrontation. The State of Infection of the Boss or Warlord involved will often determine the outcome.

Whenever a Boss or Warlord faces a crisis, three six-sided dice are rolled. If he rolls greater than or equal to his State, then the situation is dealt with rationally. Regardless of the outcome of the crisis, his position remains secure.

If the roll is less than the State, then the crisis is seen by all concerned as a threat to his leadership. If it is met successfully, then all is well. If the leader fails to master the crisis, however, then some of his followers will become **Dissidents**, and the Gang or Organization may begin to break down.

If the Visser in question is a Warlord, then all Gang Members who are present during the crisis will become Dissidents. If he is a Boss, then all his Lieutenants become Dissidents.

In either case, the leader must then compel the Dissidents to remain loyal by **Rallying** them, using the rules in Section 4.1. A successful rally brings the Dissident back into the group without further trouble. If the Rally fails, then the Dissident will leave the group. Lieutenants who leave an Organization take their own Gangs with them, and may become independent Gangs or join another Organization.

If an **Incident** arises from the Rally attempt, then the power struggle that ensues will bypass the Negotiation section and proceed directly to a Brawl, Rumble, or War, depending on available weapons and the presence or absence of supporters for both sides. If the leader wins in this struggle, then the Dissident may be either reabsorbed as part of the group or exiled. If the Dissident triumphs, then he will either leave or become the new leader. The exact results depend on the level of hostilities and number of casualties, and are left to the GM.

This is done for each of the Dissidents, one after another. Considerable power and territory can be lost in this way. The leader can then attempt to attract new people, or attack the traitor as a way rebuilding his power.

An example of the Threat To Mandate rules might be the addition of a new block to an Organization’s Turf. The Boss would be able to order the initial attack on the area without difficulty, but if that attack failed then he would have to roll against his State of Infection. If he failed the roll, then there would be a Threat. A second attack would be launched as a way of dealing with the reversal, and if it did not succeed then the Boss would have to Rally each of his Lieutenants.

VISSER TERMINOLOGY

Gang Members	Boss	Gangs	Roles
Fixer	The Big Cheese	Network	Theft
Hitter	Top Dog	Family	Repairs
Bopper	The Great One	Mob	Scouting
Bullet/Sliver	Chief Yahoo	Chamber	Scapegoat
Goon	The Chosen One	Affiliates	Music
Warlords	Big Gun		Fighting
Lieutenant	Capo		Extortion
Trigger			Cleaning
			Cooking

**VISSERS IN
COMBAT**

The performance of Vissers in real combat situations is unpredictable at best. They are generally tentative, and very unhappy with any risk of being injured or killed. In the presence of a powerful leader, however, that can very easily change. The following rules do not apply to Wars or other standard Visser interactions: rules for those are in Section 4.2. These rules are for use when Vissers get into pitched gun battles and genuine military actions.

In general, Vissers keep their heads down during battles. They will only take offensive action if they make a Visser Check and fail it. As usual, three dice are rolled, and if the total is less than or equal to the Visser's state, he will fire or otherwise take an active part in the combat. Vissers of unusual character or drive may ignore this rule, and fire at will.

If a band of Vissers has a recognized leader, such as Braxudrev or a member of the Team, then they only roll two dice to see if they take offensive action.

Vissers under the influence of a Dominant Leader (Section 5.5) only roll one die during their combat morale checks.

In addition to their hesitancy about shooting, Vissers are terrified by the idea that someone might shoot back. Any time that a shot comes within 5 EAL lines of hitting, the Visser must make another check. The number of dice is as above (3, 2, or 1, depending on the leader), but this time if the Visser rolls greater than or equal to his state, he will abandon the combat as quickly as possible.

**VISSERS IN
OTHER SITUATIONS**

It should be noted that the rules in this chapter are tailored for the environment of Vissertown. For dealing with Vissers in more typical places, particularly in the wilderness, the same principles are applied. A roving band will usually fit the descriptions given for an Organization, for example, and Visser hierarchies are the same throughout the world.

While some of the details, such as the availability of food and weapons, the urban environment, and especially the stabilizing influence of KViSR Radio, may be changed, Vissers still Escalate their Brawls, establish Mandates, and need to make Visser Checks every time something unusual or unpleasant happens.

Incidentally, many of these rules (with certain modifications) work quite well for simulating normal human behavior. What that says about normal human behavior is better left undiscussed.

5

SPECTRALS

To most people, the Spectrals are a forgotten menace. Everyone is occupied with their immediate troubles and the difficulties of post-Apocalypse survival, and the origins of the chaos on Rhand are largely ignored. The Spectrals remain, however, and though they have lost much, their plan to destroy all life on Rhand endures. Working in secret, their Lairs scattered about the hidden corners of the world, their power is slowly growing. They are led by the unseen Pathfinders, and the Vissers serve as their tools in the destruction of humanity.

5.1

PATHFINDERS

There are few **Pathfinders** on Rhand, but they are primary elements in the plans of the Spectrals. Each has the power to reach out to people who are corrupt and who have abandoned their humanity. Vissers are especially vulnerable to a Pathfinder, because of their altered personalities and because the virus has heightened their sensitivity to the Pathfinder's powers. A Pathfinder can speak telepathically to some of these people, and offers them tremendous power, both mental and physical. When someone accepts, and there are few who refuse, he becomes a **Pawn**.

A Pathfinder can also seek out a capable Visser Boss and elevate him to a higher level of command. This type of Pawn is called a **Dominant Leader (DL)**. The DL has heightened Perception and Diplomacy skills, a steady flow of arms and information from the Spectrals, and the ability to band Bosses together in the same way that Bosses rule Warlords. (See Section 4.4.) DL's require so much attention from a Pathfinder that if a DL is being used, then the Pathfinder cannot have any other Pawns. The power of the Pathfinder also builds a frenzy in the Visser followers of the Pawn, forging them into a merciless, brutal army. With the right Pawn and the right preparation, a Pathfinder can destroy countless lives and obliterate the struggling societies of normal humans on Rhand.

Pathfinders are limited, however, especially by distance. They must be within a few hundred miles of any Pawns they are giving power to. Since they cannot travel and their Lairs are currently established only in remote areas, their access to Pawns and to population centers is small.

To extend their powers into distant regions, the Pathfinders channel them through another Spectral type, the **Monitors**. This requires the use of a **Blade** (Section 5.4) and the creation of a **Cyst** (Section 5.3).

Note that the links among the Pathfinder, the Monitor, and the Blade, discussed below, are specific. A Pathfinder may only have one Monitor activated at a time. The Monitor, in turn, may only connect back to its original Pathfinder.

MONITORS

The Spectrals' greatest limitation is their inability to travel freely. They do not live as humans do, but draw their energy from sources deep within their **Lairs**. What this power is and precisely what range it has is not known, but it is clear that Spectrals cannot survive more than a few hundred miles from their Lairs.

There are exceptions to this rule, however, and one of them is the Spectral form called the **Monitor**. A Monitor can store Spectral energy in its body and survive beyond normal Lair limits. It is also a channel for the powers of a Pathfinder, and when supported by a **Cyst** (see Section 5.3), it can remain away from the Lair indefinitely.

Moving on its own, a Monitor can travel 900 miles or three days from the Lair. At the end of that travel it must be back within range of the Lair or within a Cyst, or else it is destroyed. If it is carried by others, then it can enter a dormant state and survive for 30 days of travel over any distance.

Once in a Cyst with an active **Blade**, the Monitor can link the Pathfinder to its chosen Pawn, as well as supplying the Pawn with the reconnaissance discussed in **Living Steel Section 6.3**. The Pawn must remain within one mile of the Cyst to continue receiving this support. Obviously, if the Pawn needs to move or go on campaign, then the Monitor must move also. For this sort of operation to work smoothly, it is necessary to have a group of humans, supplied with Blades, moving ahead of the Pawn and establishing new Cysts. The Monitor itself supplies these Blades, and they grow within its body (see Section 5.4).

If a Monitor wishes to move from one Cyst to another, its travel range is 1/3 the original; either 300 miles on its own or 10 days dormant. Remember, only one Cyst, one Monitor, and one Blade may be active at any time for a given Pathfinder. If for some reason the Monitor is destroyed, then a new one must leave the Lair, and make the journey from Cyst to Cyst. Any time that there is not a Monitor enCysted within one mile of the Pawn, the link to the Pathfinder is inactive and the Pawn is unsupported. The results of this are covered in Section 5.5.

The Monitor is a small Spectral, with an ovoid body about a foot long, no head, and ten spidery limbs: six for movement and four for grasping. All its primary functions are contained within the body, and any hit on that counts as a Head hit. A Blade also resides inside the body. Fully described in Section 5.4, the Blade can be lowered from the body and locked into position. Although the Monitor is too small to do battle with normal weapons, the Blade can be used in combat in the following way.

A Monitor will attempt to drop onto or leap at the head of its target. The leap range is two yards (one hex). This attack is performed as a Grab, from the Grappling rules (see **Living Steel Section 7.11**). The Monitor's Unarmed Hand to Hand Skill Level is 8, and it receives the appropriate modifiers. The attacks by dropping, in particular, have an excellent chance of surprise.

Once the Monitor has Grabbed its target it will anchor itself to his head, using all ten appendages. These limbs lock in place, and are virtually impossible to dislodge. Its exoskeleton makes it immune to most punching and similar damage, and characters seeking to knock it off by banging it, and their heads, against a wall will end up disappointed and dizzy.

The entire first phase of its attack is used in leaping or dropping, and affixing itself securely to the target. During the next phase it will begin working the Blade into the neck of the target, and up into the brain. The EID of the attack, per phase, may be drawn from the following table, depending on the target's behavior. Since the Monitor is working the Blade into a single spot, the EID continues to accumulate each phase until the armor is breached.

"Well, I'd say either the latest fashion in hats is legs, or that's the Monitor on Osgood's head."

Alexander Century

Targets Actions

EID

Target remains still	(3)
Target struggles while standing	(2)
Target struggles while rolling	(1)

Note that the Monitor attacks the Neck hit location, and that the Blade can be forced between the Body Armor and the Helm of a Combat Suit. The PF of the Suit in this location is 2.

Once the armor has been breached, the target takes damage. The Blade is passing through the Neck hit location and into the Eye/Nose area, and does the following damage.

"If you don't like my snoring, you can go sleep with all the ghosts in the Cyst. Sweet dreams."

Durken

EID	PD
1	150
2	9000
3	37000

Once the Monitor has killed a target, it will attempt to Grab another one, using its one hex leaping ability or its Movement Speed of 8.

5.3

THE CYST

The Monitor's ability to survive away from the Lair can be very valuable, but only a **Cyst** allows that survival to continue indefinitely. The Cyst in Vissertown is entered from a hole in the floor of a shattered, burned out building. The Entry Chamber is a wide, square room, filled with various supplies and the personal effects of the Digging Crew. There is little of value here, just worn bedrolls, cartons of Bondsman food, and a few digging tools.

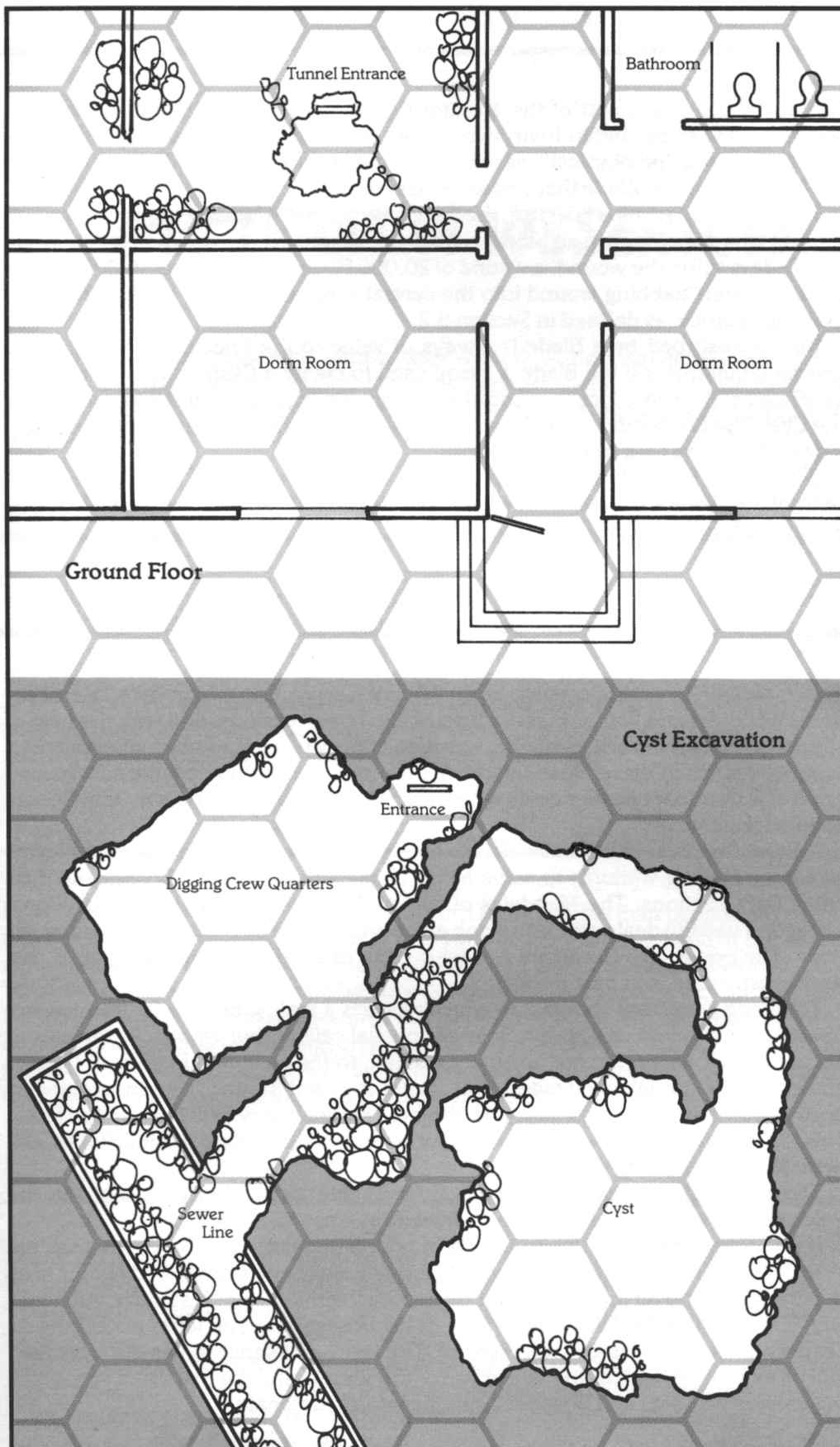
A narrow, winding corridor connects the Entry to the Cyst itself. This is a ragged, irregular 18 foot chamber which will be the Monitor's permanent home. The entrance to the Cyst is often blocked with rubble, to reduce the chance of its being spotted. The narrow passage continues past the Cyst entrance, and the wall at its end has been knocked down. Beyond it lies the sewer, serving to mislead any searchers, as a place to dump the dirt from the digging, and as an escape path for Braxudrev and his men during construction. This is the end of a sewer line, and bodies could not be dumped here because the current will not take them away.

Spectral's draw a great deal of power from the sacrifice of living creatures. The proper use of a **Blade** (Section 5.4) gathers this life force, called **Karma**, in one place, and allows a direct link to the parent Lair to be created. This link energizes the Cyst, and allows it to support the existence of a single Spectral.

It requires 18 points of Karma to create a Cyst. An average person, when sacrificed, supplies .1 to 1.0 points of Karma, while a person of outstanding character or vision might have up to ten times as much.

Once the Monitor is inside the Cyst it may activate the Blade, and the connection of the Pathfinder to the Pawn is made. If the Monitor ever leaves the Cyst it becomes deactivated, and must be completely restarted.

Spectral Workers and **Warriors** can also be used as Monitors, but their inability to survive outside Lair areas sharply limits how far they can go to reach the Cyst. Once in a Cyst, however, they are treated just like Monitors.



Blam. Blam. "Stop thrashing, Osgood, give me a clean shot!" Blam. Blam. "That's better." Blam. Blam. Blam. ... "Oops."

Axly Suregrip

Figure 5: The Cyst

5.4

THE BLADE

A **Blade** is actually a part of the Monitor that has provided it. Monitors can consciously grow them within their own bodies, and detach them when desired. Although they may be physically separated by many miles, a link still exists between the Monitor and the Blade that cannot be severed.

Since it is a part of a Spectral, the Blade is capable of absorbing the **Karma** of victims who are properly sacrificed. For a proper sacrifice, the victim must die while the Blade is still in the wound: a wound of 20,000 PD or greater causes death within a phase. A deep stabbing wound into the central core of the brain, the Eye/Nose region, will suffice, as defined in Section 5.2.

Karma absorbed by a Blade is always of value to the Spectrals, but there is a special requirement if the Blade is being used to create a Cyst; all victims must be sacrificed in the same location. Location, in this sense, means the 18 foot sphere of the Cyst. The Blade must never leave this area once the first sacrifice is performed. If it does, the entire Cyst must be restarted.

When used in combat by a human, a Blade has Range (R) of 1, Weapon Speed (WS) of 2.8, Weapon Class (WC) of +2, and does (5) ID when used for stabbing. It also has a Damage Class (DC) of 3.

5.5

DOMINANT LEADERS AND PAWNS

Visser society has certain basic tiers. Affiliates serve Gang Members, Members serve Warlords, and Warlords serve Bosses. On rare occasions, and with the help of special advantages (such as media, absolute control of food sources, or similar) an especially talented Visser Boss can move up another rank, and become a Dominant Leader. A Dominant Leader deals with Bosses in exactly the same way that Bosses handle Lieutenants.

A **Dominant Leader** builds his forces in the same way as a Boss, except that instead of attracting Warlords to serve as his Lieutenants, he draws Bosses and their entire Organizations. The Mandates of a Dominant Leader must be of exceptional force, and usually deal with destroying an oppressing race or "cleansing" entire nations. The power of a Dominant Leader is often of an almost religious nature, and divine inspiration is a common claim.

For some Dominant Leaders, that inspiration is a reality, but it is far from divine. **Spectral Pathfinders** can raise a Boss of unusual caliber, but who lacks the exceptional circumstances that are normally needed, to the level of a Dominant Leader, and one with special advantages. This leader is called a Pawn, and in addition to normal Dominant Leader abilities, he also has his Diplomacy Skill Level raised to 20. This is a tremendous asset in attracting servants and in settling the inevitable Incidents that arise among Vissers.

The oratory skill provided by the Pathfinder, along with the powerful aura that the Pawn carries, will also inspire all the followers to fanatical devotion.

If for some reason the link to the Pathfinder is broken, then the Pawn loses the support of the Pathfinder. The Pawn's Diplomacy Skill Level immediately drops to its original value and all Incidents must be handled with his own resources. Additionally, if at any time he fails to Rally one of his Bosses, then he loses his Dominant Leader status and his forces will disband. The level of violence in this disintegration will be extremely high, as the fanaticism of the Vissers and the frustrated grudges of the various Warlords and Bosses all simultaneously detonate.

"If it were not for KViSR's constant opposition, I am sure I would have united Vissertown and taken the first step on my path to greatness."

Manuel Puerto, Personal Memoir

6

THE TEAM IN VISSERTOWN

The Team will be confronted with a wide variety of new situations during the Mission, and this chapter supplies the rules to cover them. While these rules are designed specifically for use on this adventure, they can be applied, with appropriate modifications, to many situations.

6.1

TIME

Table 3B divides the 14 days of the Mission into four hour blocks. The rules for major activities, such as searches, stake-outs, and rest periods use four hour increments, and this chart will help the GM and the players keep track of how much time is being devoted to various activities, and also let everyone know how much time remains.

The Apocalypse pretty thoroughly scrambled calendars around the world; no one paid too much attention to counting off the days. The local calendar has the Team arriving on a Wednesday, and the Game played on Sundays.

6.2

FANNING OUT

Players will soon find that loners in town attract more trouble than people in groups, and that the larger the group, the safer everyone is. On the other hand, if the Team remains together, then little of the town will be seen, and few leads developed. The Team will have to learn to strike a balance between the two approaches, and the GM should let them know about this early on. The dangers of Vissertown would be very obvious to any character walking on the street, but they may be less apparent to the players. At the same time, the GM needs to let the players know that the advantages to be gained from working in small groups are considerable.

6.3

REST AND FOOD

Characters are only human, and they have to take care of their basic survival needs. For normal operations, characters require eight hours of **Rest** per day. Rest includes sleeping and eating, as well as brief Team gatherings to exchange the day's information.

If a character does not allocate (and receive) eight hours of Rest each day, then his performance will begin to decline. Players must keep track of how many hours short of full Rest their characters are, and these amounts accumulate throughout the Mission. For example, if a character only receives 4 hours of Rest per night for two

nights, then he is 8 hours short. As this deficit builds, his Skill Levels and Combat Actions are reduced, according to the following table.

Number of Hours Levels/Actions Lost	Rest Deficit						
	10	14	16	17	18	19	20
	1	2	3	4	5	6	7

For each hour lost over 20, another point of Levels/Actions is lost. It is possible for the deficit to be reduced: for each hour of Rest over 8 per day, subtract one from it. When suffering from fatigue, Skill Levels are reduced in all skills, and should the character's Combat Actions reach 0, then he collapses and must sleep for 8 consecutive hours.

A drug can be taken to combat this effect, and it is available in the Market. The drug is called by any of a number of names, the most common of which are Buzz, Zinger, and Paylater. It is being synthesized within the city by several different Organizations. Costs are high, however, both financially and personally. The drug lasts for 8 hours, during which time the Rest deficit is reduced by 10 points. At the end of the effect the 10 deficit points return, along with 5 more, for a total of 15. This is in addition to whatever deficit might be incurred due to continued lack of Rest. The drug can be used indefinitely, but because of the deficit penalty a person will still eventually pass out. When under the effect of Buzz, the user is somewhat high strung and irritable: subtract 2 from all Negotiation Rolls and Visser Checks.

6.4

MOVING INTO VISSERTOWN

Establishing a base inside Vissertown will be a necessity for the Team. If they do not, then they must spend four hours per round trip into and out of the town. This will deeply cut into their available time, and make life difficult.

The ideal **Camp** for the Team would provide convenient access to all parts of town, without leaving the Team open to security risks or to being bothered. The Team may decide how much time they spend looking for a location for their Camp, and the quality of the Camp will be determined by the care that goes into its selection. The Team should state the number of groups that will be sent out, and the number of hours each will spend on the search. The total number of group hours (i.e. the number of groups multiplied by the number of hours) is determined, and the appropriate column chosen from the following table. The Team rolls three six-sided dice, and adds the highest Scouting Skill Level in the Team. This total is cross-indexed with the column, and the **Camp Security Number** is found. This number is the chance per 12 hours of the Camp being bothered.

Camp Security Number Table

Roll	Group Hours Spent Searching For Camp						
	4	8	12	16	24	36	48
3	10	09	08	07	06	05	04
5	09	08	07	06	05	04	03
7	08	07	06	05	04	03	02
9	07	06	05	04	03	02	02
11	06	05	04	03	02	02	01
13	05	04	03	02	02	01	01
15	04	03	02	02	01	01	01
17	03	02	02	01	01	01	00
19	02	02	01	01	01	00	00
21	02	01	01	01	00	00	00
23	01	01	01	00	00	00	00
25	01	01	00	00	00	00	00

"The Normals out on their farms are about as interesting as the food they grow."

Humbert No-Doze

These numbers are for a Camp on the outer Ring of town. If the players choose to establish a base nearer to the center of town, then 1 is subtracted from the die roll for each Ring they move inward.

If the Camp is harassed, then the members of the Team who are present will have an Incident. The GM may choose any cause for the Incident. A Gang might claim that the Camp is on their Turf, or an exceptionally loud party might take place nearby, forcing the characters to do something about the noise if they are going to Rest. If no one is present at the Camp when the Incident occurs, then the Camp is thoroughly burglarized by a wandering Gang.

If the Team is dissatisfied with the results of their search, then they may search again. Time used on the first search is simply lost, and the Team must start the whole process over.

6.5

ENCOUNTERS IN TOWN

In the course of searching and poking about town, the Team is going to cause problems. In the eyes of residents, they are a strange Gang that is out of its territory. Early in the Mission this will almost certainly result in minor conflicts, as the Team learns where it can and cannot go, and how to deal with the Vissers.

All the contacts that the Team develops will be by roaming about, meeting people, and having normal Visser-type relationships. For each 4 hours that a group is away from Camp, it must make an **Encounter Roll**. This is like a Success Roll, and if the group rolls less than the Encounter Roll number, then no hostility arises during that period. The Encounter Roll number is as follows:

$$ER = 6 + D + Dipl + \text{Modifiers}$$

D = the total number of days spent in Vissertown so far, to a maximum of 10.

Dipl = the Diplomacy Skill Level of the group leader

Modifiers = -5 for wearing Combat Suits

-5 for being on non-allied Turf

-15 for rude behavior and aggressive search tactics

As can be seen from the formula, the Team will be safer as it comes to know the ways of Vissertown, if the players do not wear their armor and if they refrain from simply kicking down doors during their searches.

If the roll indicates no encounter, then the 4 hour block passes without undo trouble. If the ER is failed, however, then there is an **Incident** (Section 4.2).

**"Not only would I give
my life for the Capo,
I'd give yours, too."**

Harry the Hitter

6.6

CONTACT POINTS AND GATHERING INFORMATION

Most of the Team's time will be spent gathering information so that they can find Braxudrev, or the Cyst, or whatever else they might be looking for. This process will generally consist of tracking down the recent history of the victims, and the following sections are written with research into victim background in mind. If the Team is gathering information on a very different line, the same guidelines are followed, but the GM will have to alter some of the specifics. For example, if the Team is looking for the Cyst, the fact that it is well-hidden and that no one is seen entering or leaving it means that the GM should double the number of CP required to develop Tips and Leads.

The Team cannot simply roam through buildings when they are searching. The city is too large, and the inhabitants far too territorial and violent to put up with it. As a result, the Team must fan out into the city in small groups, in search of contacts. If the

“Most people live such sad lives, wishing they could do what they want. I don’t have that problem: there is nothing that I want to do.”

Crestus Throle

GM wishes, the contacts can be role-played in detail, but this would be a time consuming approach. For the sake of simplicity and playability, the following method of handling the contacts is given.

Each group that is attempting to gather information rolls once every 4 hours to see if a contact has been made. This represents the characters travelling about the town, starting casual conversations, and asking questions about what they want to know. The Success Roll is a 7, modified by the Diplomacy Skill of the group’s leader. Every time the Success Roll is made, the Team gets 1 **Contact Point (CP)**. Uses for Contact Points are discussed in Section 6.7.

Another way of gaining CP is to play the Game (Section 2.7). One CP is gained for every round that the Team’s representative advances.

Contact Points represent the Team’s ability to gather information. As they learn where to find the people who know what is going on, and establish working relationships with them, the number of these Contact Points will grow and the Team will find out what it wants to know.

The Team needs 20 CP to build a basic network, by meeting enough people to begin gathering specific information. With 20 CP the characters are known well enough to gain admittance to various bars and hangouts, and have developed casual friendships with assorted bartenders, rumormongers, and bouncers.

6.7

TIPS AND LEADS

At 20 CP, and for every 5 additional CP, the Team receives a **Tip** which will direct the Team to a particular location or group. A Tip is followed up in the same way that CP are gained: a group is dispatched and spends one or more 4 hour blocks pursuing the Tip. The Team may spend its time as it wishes, and it is likely that some groups will continue gathering CP while other groups explore Tips.

During each 4 hour period a Tip is pursued there is a 50% chance of the right people showing up at the Tip location. When they do the group must Negotiate, as in the Incident rules, to gain further information. This information is often useless, but there is a 50% chance that the group will be given a **Lead**. If there is no Lead, then the Tip is a **dead-end**. If Negotiations break down, however, then the group must either force the information from the contact by beating them in a Brawl and interrogating them, or abandon the Tip.

The Lead will tell the group of a meeting the victim had the day of his death. The group will receive a rough description of the person the meeting was with, and where it was to be. This location is called a **Hangout**. The Tips and Leads are listed, by Victim, in Section 3.4.

6.8

HANGOUT SURVEILLANCE

The next step for the Team is to keep watch on the **Hangout**. This must be done discreetly, or business will drop off and the Gang which runs the Hangout will force the characters to leave, using violence if necessary.

During each 4 hour period that the Hangout is being watched, the GM should roll 00-99. If the roll is 00, then two of Braxudrev’s men arrive (see Section 6.10). On a roll of 01 or 02, another suspicious looking group enters. Rules for this situation are covered in Section 6.10.

TAILING

There are any number of reasons for the Team to tail someone, but most of the time they will be following suspects around Vissertown to find out who they are, or tailing Braxudrev's men to learn what they are up to. All **Tailing** uses the **Action/Reaction rules**. Under both **Infiltration** and **Traps/Spotting**, the entry "Detect you are being Tailed" gives a Success Roll of 8 – SL, using the tailer's Infiltration or Traps/Spotting Skill.

In general, groups which have no particular reason to suspect that they are being followed receive three opportunities to detect a tail; one as they begin travelling, one in transit, and one at their destination. Any significant stop is treated as a destination, even if they leave after only a few minutes and continue on their journey. How someone reacts to discovering a tail depends entirely on the person.

6.10

SUSPICIOUS GANGS

There are a lot of suspicious looking people in Vissertown; about 60,000 of them. It is only natural that the Team should have difficulty recognizing the people they are actually looking for. The comparatively innocent groups which are occasionally mistaken for Braxudrev and his men are referred to as **Suspicious Gangs**. From 1 to 6 will be present, and the Gangs in Section 3.6 may be used as examples.

Suspicious Gangs will respond negatively to the Team, regardless of the situation, if the Team is anything other than overtly friendly. Any questioning beyond the most superficial level will provoke an Incident, and should the Team be spotted while Tailing the Gang, there will be immediate hostility. An Incident occurs, and any Negotiation has a –10 modifier to the Success Roll. There are no special results to whatever Brawl, Rumble, or War may result: the Gang will derive a degree of satisfaction from it, depending on whether they won or not, and move on.

6.11

FOLLOWING BRAXUDREV'S MEN

Braxudrev's men generally travel in pairs; Farro and Drave are one set, and Harcourt and Jax are the other. As mentioned in Section 6.12, their primary task is to select and gather victims for Braxudrev and the Blade. This naturally keeps them on edge, and their complete lack of decent reasons for being in town makes them pure trouble.

If Braxudrev's men notice that they are being tailed, they will immediately open fire. The AP5-8's that they carry concealed take 3 Combat Actions to draw. They will attempt to kill the people following them, and if that cannot be done quickly they will flee. They will go to a secondary hideout and make contact with Braxudrev from there. The GM may use the Pursuit rules, or the Balance and Footwork entries on the Action/Reaction Table for losing a pursuer, should the characters attempt to follow.

6.12

NIGHTLY ROUNDS

Braxudrev's men leave their base every evening at 2000 hours (8:00 PM) to search for victims, and stay out until as late as 0200 hours (2:00 AM) the next morning. Travelling in pairs, they make the rounds of their Hangouts and look for prospective victims. Since they spend about two hours in each Hangout, they are able to check on up to three of them per night.

At each Hangout there is a 10% chance that they will find a victim. If they do, then after subduing him (Section 6.15), they will immediately take the body back to their base. They will not continue their rounds, but will return home early. Once they are carrying a victim their concern over being followed will increase, and they will receive five chances to detect any tail during their trip back to Base.

6.13

PICKUP AND SACRIFICE

Braxudrev and his Lieutenant, Durken, check in at the Base every morning at 0300 (3:00 AM) to see if there are any victims and to check on the men. They then return immediately to the Cyst, always checking five times to see if they are being followed. If they have a victim (or two) then the sacrifice will take place at 0400 (4:00 AM).

The sacrifice is performed with a minimum of ceremony or ritual, and the body is immediately returned to its sack. Braxudrev and Durken then take the body away for disposal. The sewer line is not acceptable for this, since it is largely broken down in this part of the city. The body is carried, either above or below ground, to whatever site Braxudrev has chosen. These sites are scattered through the nearby sectors of the city.

"Dead is dead"

Butcher Barnes' epitaph

6.14

BRAXUDREV'S BASE

This is the residence of Farro, Drave, Harcourt, and Jax. Located in Sector E7, it is in a partially burned building that even the local Gangs do not care about. Braxudrev's men sleep here each day, from dawn until early afternoon, and then spend a couple of hours strolling the streets in pairs, making casual contacts and sizing up potential victims. When they meet people that they think would make good victims, they imply that they know of a way to get ahead. Any creative lure will do, whether it is the secret location of a weapons stash, a supply of Expendable Power Packs, or a chance to get a song played on KViSR Radio. The next step is to suggest that they meet sometime, in a particular Hangout, to discuss things in greater detail. They return to the Base in the early evening and then leave, in their usual pairs, at about 2000 hours (8:00 PM) to see if any of their victims are interested. This part of their day is covered in Section 6.12.

There is very little of value at the Base. The band does not have any significant equipment beyond what is mentioned in Section 3.3, and most of their weapons are stored outside of town. If the Team is able to search this building at any time, they will simply find food, clothing, and personal effects, mingled in with a great deal of trash. No amount of searching will turn up anything valuable, and there are no clues to the Cyst's location.

If anything goes amiss for Braxudrev, such as a pair of his men disappearing or discovering that they are being tailed, or if there is a sign that the Base has been searched, then the location of the Base will immediately be changed. The Team will have to gather 20 new CP to get the first Tip on where the new Base might be, and then use the Tips and Leads rules to attempt to track it down. The pair that has been spotted will be sent to the edge of town and will no longer figure in the Mission at all. If the Team chooses to hunt them down, they will find that the men are hanging around in the outer Ring near the Market. They will stay out there until Braxudrev gives them an all-clear signal.

6.15

SUBDUING VICTIMS

No special skill is being employed by Braxudrev's men in their capture of victims. Their goal is simply to convince the target, very quietly, to meet them some night at a certain Hangout for a drink if he is curious about their promises of wealth or power. When a victim shows up, the pair buy him a number of drinks and try to insure that all three leave together. If the victim does not go along with that, they let him go, as they do not want to be associated with any sort of trouble. If the victim comes along, however, then they take him to an alley and one of the pair shoots him at close range with a **Stunner**. The body is stuffed in a sack, and then the two head quickly and cautiously back to Base. On their return trip they receive five chances to detect if they are being followed.

6.16

THE LAST DAY IN VISSERTOWN

The 14th day of the Mission is filled with special occurrences, with events that happen in a particular order. If the Team has wandered away from the Mission or has failed to make much headway, the final day should bring them back into the heart of the action. If for some reason the points below do not apply, then the GM should use them as seems appropriate.

6.17

FIVE VICTIMS

The **Monitor** can detect the presence of the Mission Team in Vissertown, and has deduced that reinforcements are likely to arrive with the next pass of the ORCA. This forces it to hurry its plans, and on the night of Day 13, Braxudrev is given the order to complete the Cyst regardless of cost.

To do this, Braxudrev uses a reserve source of Karma that he has kept close at hand; the Digging Crew. They each have about .5 points of Karma, and that is enough to finish the Cyst. In the early morning hours of Day 14, Braxudrev and Durken let the Crew get thoroughly drunk, as they have occasionally throughout the digging. When they are deeply asleep, they are dragged into the Cyst and sacrificed, and the Blade becomes fully Active.

The bodies must then be disposed of. Even Braxudrev is uncomfortable with the corpses of five men who trusted him lying about the room, and so he and Durken take them away. They do not have enough time to dump each in a different location, and so they take all five a short distance away and dump them in an alley.

The bodies are discovered shortly after dawn, and Jonathan Sunshine broadcasts the discovery on KViSR Radio at 0800 hours (8:00 AM). Something important has obviously happened, and the Team should be able to deduce that the Cyst has been completed. They have no time to waste: they must find and destroy the Cyst immediately, and the place to begin their search is in the area of the five bodies. With that realization, the events of the final day of the Mission begin.

The GM may wish to suggest that the Team arm up fully, or at least take their equipment with them. They need to know, and should be told if necessary, that their stay in Vissertown has just taken a significant turn for the worse.

6.18

SEARCHING THE ALLEY

The bodies of the Digging Crew have been dumped near the Retaining Wall, close to the south entrance to the city. This is just a few yards from the building which houses the Cyst. When the Team arrives, they will find that there is quite a crowd around, some of them armed. If the Team is fully armed up the Vissers will soon disperse, but the following information will be gained just from listening to them talk as they do so.

The rumor is that two men were seen dropping the bodies in the alley, in the pre-dawn hours. It took them only two trips to bring all five bodies, because one of the men was incredibly powerful. It also seemed that they did not carry them far, because the time between the two trips was very short.

It should be clear to the Team that the Cyst is nearby. If they fan out to search for it, then each hour that they search the Team may roll 00-99. On a 00-01, the Team finds the Cyst, and on a 02-09 they find Braxudrev and Durken.

If the Team finds Braxudrev and Durken, they will immediately attempt to get away. Braxudrev is waiting for the Monitor and the rest of his Gang to arrive, and certainly does not want to deal with a large group of armed people. The Pursuit rules should be used, and his Pursuit Skill Level is 8. He will conduct a fighting withdrawal, and will not hesitate to leave Durken in pitched battle with the Team while he escapes into the city. Braxudrev will not return after this encounter: he has no interest in risking his life, and will quietly leave the city rather than face the Team.

If the Team finds the Cyst, then they may investigate it. It is dark, and even with flashlights or night vision equipment they will have a hard time seeing. The Blade has been jabbed into the ceiling, in a corner that is concealed by a large rock. The Success Roll for spotting it is -4, or +1 if they are specifically looking at the ceiling, using the Traps and Spotting Skill. If they find the Blade and remove it from the Cyst, then the plans of the Spectrals will have been seriously damaged. The Monitor will begin working directly with the two Lieutenants who are running the Monitor Gang, and together they will begin the Monitor Bloodbath, covered in Section 7.2.

6.19

BATTLE AT THE EDGE OF TOWN

At 1100 hours (11:00 AM), the Team will pick up another KViSR Radio broadcast. This time it is Brandy herself, letting all Vissertown know that there is a Gang coming into town with a big black box. Brandy does not approve, and is encouraging all her listeners to head down with their guns to keep the newcomers out. She does not

give any good, concrete reason: she does not need one to stir up a fair number of her fans. She says it is because she is sick of newcomers breaking into town and causing trouble, and because she does not like the look of the box.

The **box**, of course, contains the Monitor. If the players do not deduce that themselves, allow each character to check for a hunch that the Monitor is in the box, using the "Feeling a place harbors a trap" line, under the Perception section of the Action/-Reaction Table.

Once the players know what is going on, they must head back to the south entrance to the city, very near the Cyst. On arriving, they will find a mob of Vissers from the city facing off with the newcomers. The newcomers are the Monitor Gang (Section 3.3), and if Braxudrev has not already met the Team, he will be there leading them.

The confrontation takes place at the south entrance to the city. The main road runs out of town, with the Retaining Wall on one side and a ruined building on the other. 40 hexes down the road is a bridge over a small gully, and the area in between is an open field. The Monitor Gang is near the bridge, and the Vissers from the city are clustered around the ruined building.

The first shot will be fired as soon as the Team and their Combat Suits are visible: the Monitor is aware that the Team knows what is going on. There will be an immediate dash for cover by both sides. The gully is sloped, and so the Monitor Gang can be fully concealed or can fire over cover, at will. The city Vissers, on the other hand, will be inside the building and firing through windows, giving them the same options. The rules in Section 4.9 should be used to determine how the Vissers deal with the battle. Once Braxudrev leaves the field, he will not be seen again.

**"A tooth for a tooth
An eye for an eye,
You get what you give,
Now, Die, Die, Die!!"**

Brandy Charlatan

6.20

The gunfight at the edge of town, as with most Visser activities, is likely to be frantic and brief, and the characters will probably be left holding the field. At the bridge they will see the wagon, and on it the 4 foot square black box. The characters should be allowed to approach this in whatever way they wish, whether by sneaking up and planting a grenade under it, or riddling it with gunfire from a distance. Regardless, after they have had a few moments fun (and fear) with it, they will be interrupted by the appearance of Mister Beasle. As stated in Section 3.2, Mister Beasle is the tall, awkward looking Combat Reporter for KViSR.

He will come forward to question the Team about the fight, in the manner of any abrasive sports reporter. At some point while the Team is either ignoring or trying to answer his many pointless questions, however, he will ask one that is very significant. He will ask the Team if any of them know what the small, black, multilegged thing was that slipped out of the box and into the town during the confusion of the gunfight.

This should get the players attention.

He will describe it as best he can, as a spidery thing with a head-sized body, and arms as well as legs. He has sent his bodyguard, Crewcut, to follow it, and when the characters show an interest in it he will suggest that they follow him.

Together, they enter the town. Mister Beasle seems to know exactly where he is going, and the Team will notice that he is following a trail of red, spray-painted "K"'s through the streets. They will soon arrive at the building which conceals the Cyst. When they find the room with the hole in its floor, they will see the body of Crewcut below. It will be quite obvious that he has been killed by a Blade.

**MEET
MISTER BEASLE**

THE MONITOR
IN THE CYST

This is what the Team has been trying to avoid through the whole Mission. The **Cyst** is a small, dark room, and is the focus of the unholy powers of the Spectrals in Vissertown.

Once the Monitor reaches the Blade, the link to the Pathfinder will become active. At that moment, visions of power will come to El Puerco, and he will become a Pawn. He is not aware that these crystalline, stunning visions and the tremendous sense of purpose that he feels are given to him by an outside force: he feels that he has finally tapped into his true potential. With this sense of fulfillment will come a deep certainty that he must mobilize his troops, and send them out immediately to control the area around the Cyst. He is not consciously aware that it is there, but will feel a very strong affinity for that part of town. It is likely that the Team will be in that area, and that there is a good deal of chaos and bloodshed going on, and this will allow El Puerco to rationalize his actions.

If this happens, El Puerco's men will do their utmost to track down and kill anyone in the area who is harboring bad thoughts about the Monitor and the Cyst. The Team may well find itself being hunted by El Puerco's entire military.

The Monitor is also deadly in more mundane ways within the Cyst. Should the Team enter the Cyst in search of the Monitor, the following rules apply.

The Monitor is an exceptionally hard target to spot in the dim light of the Cyst, even at close range. It can climb the walls and conceal itself in odd corners, and its normally oval body is actually quite flexible.

The Team will need flashlights or night vision equipment in order to see in the Cyst. If a character is using a flashlight, the GM should bear in mind that one of his hands will be occupied, and cannot be used for holding or aiming a weapon.

To spot the Monitor, the character must be actively searching in the Cyst. Each character in the Cyst may roll once per phase, using the Base Odds from the following list and his Traps and Spotting Skill Level.

"No, Osgood, we can't
just starve it out.
It's a Spectral, you
Visserbrain."

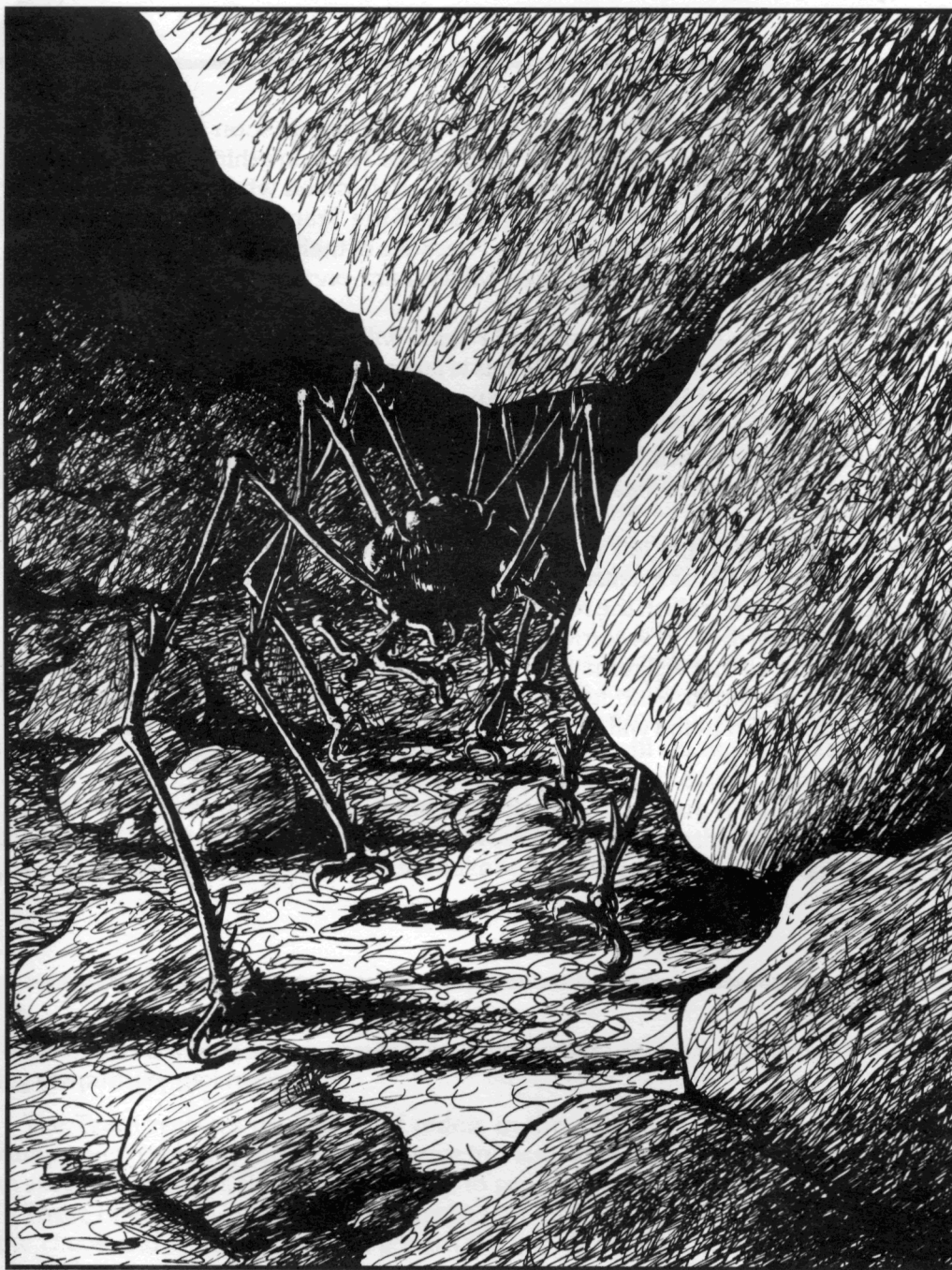
Alexander Century

Base Odds	Type of Search
-2	General scan
3	Specifically looking at the walls
-4	Specifically looking anywhere else

The Monitor will prefer to remain hidden, if there is some hope of El Puerco's men arriving to rescue it. If it is spotted, or if it is clear that El Puerco's men cannot arrive in time, then it will attack by dropping onto the head and shoulders of the nearest available target. The details of the Monitor's attack are contained in Section 5.2, but within the Cyst there are other considerations; killing it to save the Team member, and accidentally shooting other Team members in the confined space.

If the character stands very still, there is a reasonable chance of hitting the Monitor, but it will be able to kill him very quickly if it is missed. If he struggles, however, then his Teammates can only use 1 AC of aim for any one shot, and will have a Movement ALM of -10 due to the thrashing around. The Target Size for the Monitor is about the same as for a human head, -3 for single shot and 0 for automatic fire.

Since it is attached so tightly to the target's head, however, if someone fires on the Monitor and misses, but comes within 3 EAL lines, then the shot hits the head of the Team member the Monitor is attached to. For example, if the EAL is 14, then rolling anything from 28 to 46 would result in the Team member being shot. Moreover,



"It is a daunting thought that a single Monitor can conquer a city unseen, and cause people to fight for madness with the same commitment that the Seven Swords fight for Truth."

Esteban Teller

The Monitor

each bullet which misses, or hits and goes fully through its target, has a 12% chance of striking any character in the line of fire (i.e., in a hex directly downline of the shooter and the original target).

This can be avoided if the character who is being attacked by the Monitor has the foresight to drop to the ground before struggling. If he does, then only he and the Monitor will be in danger of being shot.

The GM should not allow the players time to discuss appropriate responses to the Monitor's threat. Once it attacks, people must make their decisions quickly and act without conversation.

GOING HOME

“Yeah, well, the Monitor slipped by, but we sure taught them Urchins a lesson.”

Arris Boylen
Alpha Team Member

Brandy will attempt to set all the Vissers on a rampage as soon as she hears that Crewcut is dead, and that El Puerco has mobilized. These are things which she cannot ignore, and even though she does not fully understand what is going on, she is capable of making some very shrewd guesses. If the Team is above ground during this period, they will probably be attacked because of their Combat Suits. Dozens of Vissers will come after them, and they will be hard-pressed to survive, or even to escape.

Once the Monitor is dead, however, El Puerco will begin to withdraw and Brandy will attempt to recall the Vissers. While this is far easier said than done, she will have a rough description of Braxudrev by then which will be some help. Many of the Vissers will set out after him, but they will not find him; he has already left the city. Regardless, the Vissers will not be a significant threat to the characters once Brandy announces that El Puerco has been defeated and that they should be chasing the murderer.

The only responsibility left for the Team is to leave town safely. They should gather their wounded (or at least leave Thralls with them), and get in touch with the Operations Officer to call off the reinforcements. After that, all they have to do is stay out of trouble until the ORCA come up.

For El Puerco, all that will remain is an addled memory, of a moment when he felt he could rule the world. With luck, and continued perseverance by the Team and others like them, El Puerco will never know the feeling of a Pathfinder's power again.

THE MISSION

Vissertown was designed to be a fun, crazed place for characters. **KViSR Rocks!** is a serious Mission, of course, but the gangs and the chaos are intended to add up to a wild time, punctuated with fistfights, shouting matches, rowdy parties, and bizarre behavior (by the Vissers, presumably), with the Spectrals along to provide a healthy dose of chills and horror. It gives you a Visser primer, and a place for off-duty characters to kick around in, as well as a fast, tightly plotted high-tech fantasy/murder mystery/horror story.

The scenario has also been structured to provide the players and the GM a great deal of latitude. It should be fairly easy, using the rules supplied and some common sense variations, to move a group of players through the Mission and up to the final climactic confrontations. Despite all planning and good intentions, however, it is not unlikely that the players will find new variations, or will do unpredictable things. When this happens, the GM will have to think quickly, and adjust. Vissertown and the various aspects of the plot all stand on their own, and there is no reason that the characters cannot make some mistakes or wander away from the Mission. The GM's primary responsibility, of course, is to make sure that everyone is having fun.

7.1

What follows is a brief description of how the designers envision the scenario, including the primary plot twists.

PLOT SUMMARY

The Team receives its change of orders in the middle of the night, and breaks camp when morning comes. They arrive in Vissertown early in the day, and decide to spend a few hours finding a safe place to serve as their base.

These first hours are filled with surprises for the Team, as they begin adapting to the chaos and strange rules that govern the city. Small bands of people roam the streets, dressed in an array of clashing colors, their wardrobes dominated by leather and metal studs. Fights break out over nothing, and are forgotten moments later. Over the next few days, as they adjust to their surroundings, they find themselves provoking this sort of fight without even being aware of it, and they pick up a number of bruises and cuts. Common sense insures that they only travel in groups, and they try to make the groups as large as they dare. Time is lost in numerous senseless streetfights with gangs that live in the neighborhood, but no major crisis develops, and injuries are light.

Despite these early annoyances, they begin their hunt for the killer. They begin making contacts among the many gangs, and learn the layout of the town. Working from rumors they pick up on the street, they start to find out where the victims' bodies were found and who they were. Clues are rare in the chaos of Vissertown, but they soon find out that the victims were all at appointments with strangers the night

they died. KViSR Radio turns out to be a valuable ally, as it reports the death of each new victim, along with what little information is known.

As the Team's information gathering network spreads, they pick up contacts with the Gangs of three of the victims, and through them discover a couple of bars that the murderer might frequent. No single description of the murderer is surfacing, however, and the Team deduces that it is the work of a gang. The Team stakes out the hangouts, and waits.

Eventually, a suspicious looking group enters one of the hangouts. They roughly match the descriptions that the Team has available, and the characters prepare for battle. They follow the gang when it leaves, but are soon discovered. A confrontation results, with the Vissers surprised and angry that anyone would follow them. They do not respond well to questioning, and obviously have no idea what is going on: all they are sure of is that they are furious. The brawl that follows is hard on the characters, but there are no serious injuries. Most importantly, the Team is forced to conclude that they had the wrong gang.

Two days later, on Day 12 of the Mission, another suspicious looking gang is spotted. The stake-out team calls for backup, and follows them. This time the tail is not detected, and they find the gang's hideout, a battered building on the edge of town. A new stake-out is set up. Around sundown, 4 Vissers leave in pairs, and the Team follows one set, ready for trouble. It is soon clear that they are following a scouting team for the murderer, and that the Vissers are looking for prospective victims.

Unfortunately, the Team is spotted before anything more can be learned. Instead of simply being annoyed or hostile, however, these Vissers immediately open fire with pistols, and a gun fight ensues. The Vissers do not last too long, however, and soon one is captured and the other dead. When questioned, the survivor describes his boss as a huge, muscular man with skulls around his waist and a missing finger, but has no clue as to where he might be. The Team returns and searches the hideout, but finds nothing of value. They continue their stake-out, but the second pair never returns to the base: the Team has disturbed certain tell-tales they left behind, and so they know that base has been searched.

The next day passes quietly, with no new bodies discovered and no bad news on the street. The Team relaxes a little, believing that by disrupting the murderer's supply of victims they have perhaps slowed the threat long enough for support to arrive. The first KViSR Radio break-in on the morning of the 14th day dismisses that idea, when Jonathan Sunshine announces that the bodies of five men, all executed by the Blade, have been found lumped together in an alley not far from the gang's hideout. The Team quickly realizes that something serious is afoot, and suspects that the Cyst is complete. They arm up, and rush to find the bodies. They find them surrounded by Vissers.

Questioning the few locals who are willing to talk to people in Combat Suits, they find out that a man matching the murderer's description, with an accomplice, was seen dumping the bodies shortly before dawn. The Team starts an active search for the murderers or the Cyst, and soon discover the men they seek in an empty building on the edge of town.

The men flee when they see the Team, and they begin the chase. Through the alleys and buildings they race, until the murderer's accomplice turns to hold the Team off. By the time they have incapacitated the accomplice, the murderer himself is long gone.

That is when they pick up another broadcast from KViSR Radio. Brandy herself is on the air, and says she is sick of newcomers causing trouble. She is rallying the Vissers of the south side of town to go stop a band of strangers from entering town, a band of strangers with a big black box. The Team is quick to respond, as it is much too likely to be the Monitor.

They get to the edge of town and discover a large band of Vissers, with a big box on a wagon, engaged in a shouting match with a disorganized horde of Vissertown residents, demanding that they stand aside. Tempers are rising when the Team en-

**"Heigh Ho, Heigh Ho,
It's to the Game we go,
With Razor Blades and
Hand Grenades
Heigh Ho, Heigh Ho."**

The Seven Scum
#3 on the KViSR "Top .44"

ters the discussion, and soon shots are fired. Many of the residents came with their guns, and the battle that follows is brief but bloody. Soon the Vissers of both sides are in flight, and the Team is left holding the field. They are eyeing the box carefully when a tall, gangling man with a microphone approaches.

He is Mister Beasle, KViSR's sports and combat reporter. He starts asking the Team questions, but they show little interest until he asks them about the box. In particular, he wants to know what the small black creature that fled the box during the fight was, since Crewcut, his bodyguard, went after it. This spurs the Team into action, and leaving a medic to care for their wounded they go with Mister Beasle in pursuit of the Monitor.

Following a trail of spray-painted "K"'s, they reach an abandoned building. Inside, they find a hole broken through the floor, and a ladder leading down into what appears to be storeroom.

At the base of the ladder is Crewcut, dead. Mister Beasle leaves immediately, to go find Brandy, and the Team is left to confront this crisis alone. At that moment, Brandy comes on the air again and announces that El Puerco is mobilizing his troops, and that patrols are heading into the south side of town. She claims that El Puerco is in league with the serial killer and the newcomers, and that Vissertown must rise up to drive him back behind the Wall. The Team realizes that the Monitor must be in the Cyst, and that El Puerco is being taken over.

Edgy but determined, they enter the hole with their flashlights in hand. At the base of the ladder they are able to examine the corpse of this once-powerful warrior, and to look over the entry room. Five bedrolls and a great deal of garbage are all that is left of what was recently a hideout, and it is obvious that the items of value have already been removed.

They advance, unsure of themselves but knowing that they must kill the Monitor, and quickly, or El Puerco will kill them and Vissertown will have fallen to the Spectrals. They advance down a narrow, twisted tunnel, into the Cyst itself. It is irregular and cluttered, and their flashlights cast shadows everywhere.

Moments after they have entered the Cyst, one of the shadows falls on the neck of a character, who screams and attempts to knock whatever it is off him. The Team has a hard time seeing it, but it has to be the Monitor. They open fire, trying not to hit their teammate, and using weapons that cannot hurt him seriously. Amid the chaos the Monitor is unhurt, and the character is grazed. After a few seconds, though, the man falls to the ground dead. The Monitor removes the Blade from his neck, and launches itself at its next target. It grabs hold, but this person has more presence of mind. He simply stands very still, praying, and turns so that the best shot in the party can see the Monitor clearly.

He feels the point of the Blade digging into and through his armor, and prick his neck....

With a bright flash, his friend fires and the Monitor falls from his neck, destroyed.

After burning the Monitor's body to make absolutely sure it is dead, the Team leaves the Cyst. As they do, they hear Brandy announce that El Puerco is retreating back behind the wall, and that she wants the Vissers to hunt down a big, brawny man with a belt made of human skulls.

Outside, Vissertown is in chaos, but it is not that much worse than usual. Roving Gangs are hunting for Braxudrev, and the Team considers going to help them. But the ORCA will be rising soon, and they need to notify the Operations Officer that all is well. Retrieving their remaining belongings from their Camp, they go back outside of town and wait for pickup.

Sitting in the sunshine, they are able to study Vissertown from a distance. Smoke is rising in a few places, but other than that it looks quite normal. The Kings of the City are probably in trouble; they never did follow through with the War. And someone at the Game mentioned that the Ruffians were coming completely apart. On the other hand, Dyno Rex shows some real potential....

"I've been getting alot of requests to play 'Heigh Ho, Heigh Ho, It's To The Game We Go', by The Seven Scum, but I'm not going to because I'm sick of it."

Jonathan Sunshine, KViSR Radio Morning DJ

Regardless, the Team has done what they needed to do, and Vissertown remains free of the Spectrals. Chaotic, crazed, and a haven for some of the worst behavior on Rhand, it is true, but free and alive, and with an opportunity to solve its own problems. And that is about the best the Team could ask for.

7.2

VARIATIONS

There are a number of possible variations to the story, most of which focus around the ending.

One possible scenario occurs if the characters succeed in stopping Braxudrev and/or destroying the Cyst before the Monitor reaches town. It is a very violent and unpleasant setting, and should only be played by people who can deal with high levels of violence.

The destruction of the Cyst would force the Monitor into desperate action. Using whatever Vissers it still has available, it will enter the town discreetly, early on Day 14, and give the orders to begin the **Monitor Bloodbath**. This very simply involves sending out the Vissers which serve it to round up, using whatever means are necessary, as many victims as it needs. Given the average amount of Karma in a person, it is likely that 30 to 50 Vissers would have to be sacrificed to its own internal Blade for it to create its own Cyst. (Kind of makes you appreciate the care that Braxudrev and his men put into their project...) The victims will be gathered into a single empty building, and the Monitor will prepare to establish a Cyst.

KViSR Radio will not allow this to happen without opposition, of course, and Brandy will go on the air and attempt to rally the Vissers. This will be difficult, as few will dare face the Monitor, but 10 to 20 Vissers will come when she calls. The Team should also be there, and the KViSR crew itself, including Brandy, will also enter the fight. The Team and KViSR will have to move quickly in this variation, because sacrifices are fast and house to house combat is slow, and once the Monitor has enough power El Puerco will enter the battle. It is a brutal, ugly scenario, complete with the risk of mass sacrifices of innocent bystanders, and is not recommended for any but the hard-core.

Two other variations, the **Assault On El Puerco** and the **Visser Riot**, are based on variations in which the Team has failed in its Mission. If the Monitor reaches the Cyst and El Puerco becomes a Pawn, and if the Team cannot reverse those occurrences, then two more Teams are delivered on the next pass of the ORCA.

One is made up of Power Armor, and forms the Assault scenario. The players may take their Power Armor Ringers, backed up with whatever Alphas and Non-Power Ringers they deem necessary, and use them in a full attack on El Puerco. As usual, El Puerco is in his primary Management Tower to handle major deployment and security matters, and about one-half of his military is in the area. The purpose of the Mission is simply to kill El Puerco, in order to prevent the Spectrals from utterly dominating the town. This operation is primarily designed to allow time for the companion Mission to succeed.

The other Mission is the Riot. Brandy and KViSR will be stirring up the Vissers to as great an extent as possible to stop El Puerco, and the city will be running wild. As El Puerco's troops battle gangs of Vissers, a Guerilla Operations Team will enter the city. Made up of characters skilled in Espionage and Infiltration, the Team will be dressed as Vissers and must find and destroy the Cyst, despite the chaos. They will have whatever information the first Team could supply, and El Puerco will be actively hunting them.

"It's OK to abandon your principles, if you're doing right."

Axly Suregrip

FUTURE USES

Vissertown is a multifaceted place for the players to enjoy themselves in. Less serious (when there are no Monitors around) than most environments, Vissertown is an ideal place to visit for characters who have no Mission assignment. There are always Gangs and Brawls and low-scale trouble, and players can spend years dealing with the chaos without being in serious danger. It is also an excellent environment for the GM to let his imagination unwind in, with excuses for countless unusual situations and all manner of strange behavior.

Additionally, there are more serious scenarios to consider. The food supply network remains to be investigated, and the lives of the normal Bondsmen who live in the farming communities. Someone might try to cut off the flow of food to Visser-town, or a Visser Organization might decide it was better suited to food production than Normals. Either development would have very serious ramifications.

Another set of possibilities involve new influences in town. The Spectrals are certain to make another effort, although they might try a different tactic. Or perhaps a Surrogate unit could come to take over, or Scan might decide to try running the Hospital. There are countless variations, depending on what outside forces the GM would like to run, and what the players are interested in.

And yes, there is another intriguing way of using Vissertown: run Vissers. Set aside the responsibilities of the Ringers and the Alphas for a time, and create a band of Vissers on the streets of Vissertown. Form a Gang, acquire Turf, find out what its like to have a best friend who is a State 12 ... again, there are countless choices.

Whatever you do, and however your own **KViSR Rocks!** Mission goes, we hope you have as much fun as we did.

**"K-VISSER! YELL IT,
DON'T SPELL IT!"**

2nd Place, Best Graffiti on
Retaining Wall

The People of Vissertown

	Characteristics STR INT WIL AGI	Traps Pursuit	Espion Skill	Armor	PF	Weapon	Aim Time ALM				Aim Time in AC												Exp		
							MS	SAL	CA	KV	1	2	3	4	5	6	7	8	10	12					
Braxudrev Harcort Farro Drave Jax	18 16 16 14	8	8	None	-	FMP8	8	9	11	56	-9	-2	-1	0	1	2									.9
	14 12 14 14	3	0	None	-	AP6-8	6	10	7	28	-8	-2	0	1	2	3									1.0
	16 8 12 12	2	0	None	-	AP6-8	7	9	7	18	-9	-3	-1	0	1	2								.9	
	14 10 10 15	3	1	None	-	AP6-8	6	9	6	15	-9	-3	-1	0	1	2								.9	
	15 11 14 8	1	1	None	-	AP6-8	5	9	6	21	-9	-3	-1	0	1	2								.7	
Lt. Durken (Digging Crew) Durken's Five Men	13 7 10 10	0	0	None	-	AP6-8	5	9	5	15	-9	-3	-1	0	1	2								.9	
	10 10 10 10	0	0	None	-	AP6-8	5	7	5	10	-11	-5	-3	-2	-1	0								.7	
Lt. Breaker (Monitor Gang) Breaker's Twelve Men	15 12 10 10	4	2	None	-	AR8	5	9	6	15	-15	-5	-1	1	3	4	5	6	8	9				.9	
	10 10 10 10	0	0	None	-	AR8	4	7	4	10	-17	-7	-3	-1	1	2	3	4	6	7				.7	
Lt. Talmon (Monitor Gang) Talmon's Eight Men	12 15 16 15	6	5	CS L1	16	AR8	5	11	7	40	-13	-3	1	3	5	6	7	8	10	11				1.3	
	12 12 12 12	5	4	CS L1	16	AR8	4	11	5	30	-13	-3	1	3	5	6	7	8	10	11				1.3	
Brandy Charlatan Jonathan Sunshine Mister Beasle Crewcut Baxter Horn	8 18 16 14	8	10	None	-	FMPX8	6	11	9	40	-9	0	3	5	6	7	8							1.1	
	15 10 16 14	4	4	None	-	LMP8	7	11	8	40	-8	2	5	8	10	11	13							1.1	
	13 16 12 13	5	6	None	-	SMP8	6	12	8	36	-8	1	4	6	7	8	9							1.2	
	16 10 14 14	3	4	CS L1	16	SMP8	6	15	8	63	-5	4	7	9	10	11	12							1.7	
	10 17 12 10	5	5	None	-	AP5-8	6	7	8	12	-11	-4	-3	-2	-1	-3								.7	
Manuel Puerto (El Puerco) His Two Bodyguards Major Bob Baxter Boon Captain Hackett Lieutenant Lanker Captain Loath Lt. Franco Pinnick	10 18 16 10	6	6	None	-	AP5-8	6	9	8	24	-9	-2	-1	0	1	2								.9	
	16 14 16 16	3	4	CS L1	16	FMPX8	6	14	8	64	-6	3	6	8	9	10	11							1.6	
	17 12 14 14	3	2	CS L1	16	SMP8	6	9	7	21	-11	-2	1	3	4	5	6							1.1	
	14 13 8 12	4	3	CS L1	16	SMP8	4	9	5	12	-11	-2	1	3	4	5	6							1.1	
	12 9 7 10	1	1	CS L1	16	SMP8	4	9	4	10	-11	-2	1	3	4	5	6							1.1	
	10 15 14 10	6	7	CS L1	16	SMP8	4	11	5	35	-9	0	3	5	6	7	8							1.3	
Lt. Franco Pinnick Landcaste Law Agents Landcaste Military	15 13 12 14	6	4	CS L1	16	SMP8	4	10	5	24	-10	-1	2	4	5	6	7							1.2	
	12 10 14 10	4	3	CS L1	16	SMP8	4	9	4	21	-11	-2	1	3	4	5	6							1.1	
Visser	12 10 14 10	5	4	CS L1	16	AR8	4	10	4	28	-14	-4	0	2	4	5	6	7	9	10				1.2	
	12 10 14 10	Var.	Var.	War Gear 1	1	AP5-8	4	5	4	7	-13	-6	-5	-4	-3	-2							.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	AP5-8	4	7	4	14	-11	-4	-3	-2	-1	0							.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	AP5-8	4	9	4	21	-9	-2	-1	0	1	2							.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	AP5-8	4	10	4	28	-8	-1	0	1	2	3							1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	AP6-8	4	5	4	7	-13	-7	-5	-4	-3	-2							.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	AP6-8	4	7	4	14	-11	-5	-3	-2	-1	0							.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	AP6-8	4	9	4	21	-9	-3	-1	0	1	2							.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	AP6-8	4	10	4	28	-8	-2	0	1	2	3							1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	5	4	7	-13	-6	-5	-4									.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	7	4	14	-11	-4	-3	-2									.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	9	4	21	-9	-2	-1	0									.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	10	4	28	-8	-1	0	1									1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	5	4	7	-13	-6	-5	-4									.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	7	4	14	-11	-4	-3	-2									.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	9	4	21	-9	-2	-1	0									.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	X7MP1	4	10	4	28	-8	-1	0	1									1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	9	4	21	-11	-2	-1	2	4	5	6						.9		
Visser	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	10	4	28	-10	-1	2	3	5	6	7						1.0		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	5	4	7	-15	-6	-3	-1	0	1	2						.5		
	12 10 14 10	Var.	Var.	War Gear 1	1	SMP8	4	7	4	14	-13	-4	-1	1	2	3	4						.7		
	12 10 14 10	Var.	Var.																						

Bondsmen Businesses

2A

Roll	Facility
000-049	Bar
050-069	Bondsmen Law Office
070-074	Bondsmen Civil Court
075-094	Book Store
095-109	Boxing Gym
110-114	Bridal Shop
115-139	Catalog Merchandise Pickup
140-144	Catering Service
145-154	Clerical Service
155-194	Clothing Store
195-204	Committee Room
205-254	Convenience Store
255-264	Cosmetic Store
265-274	Counselors
275-284	Craft Store
285-299	Dance Studio
300-309	Dating Service
310-334	Dental Care
335-354	Electronics & Service
355-394	Fast Food Outlet
395-399	Furniture Store
400-419	Grocery Store
420-439	Gym
440-464	Hair Styling
465-474	Hardware Store
475-479	Hobby Store
480-499	Household Supply
500-514	Household Appliances & Service
515-524	Interior Decorating Supplies
525-539	Janitorial Services
540-559	Jewelry Store
560-579	Laundry / Cleaner
580-584	Library
585-614	Liquor Store
615-619	Maid Services
620-639	Movie House
640-679	Nightclub
680-704	Pawn Shop
705-709	Permits & Licensing
710-719	Pet Store
720-744	Pharmacy
745-759	Photo Services
760-774	Physical Therapy
775-794	Plumbing Service
795-804	Printing Shop
805-834	Restaurant
835-854	Schools and Child Care Center
855-869	Scooter Service Center
870-889	Shoe Store
890-909	Sports Center
910-919	Tanning Salon
920-929	Veterinary Center
930-954	Video Game Center
955-989	Video / Music Rental and Sales
990-999	Weight Reduction Center

Manufacturing Facilities

2B

Bondsmen Medical Facility Lab Treatment Center Supply Warehouse Ward	Fire Control Center Command Center Equipment Stores	Food Processing Facilities Bulk Food Storage Area Clerical and Records Food Processing Equipment (CH II, MT II) Food Storage Area Loading Equipment Pool Maintenance Facility (MW II, MT II) Packaging Equipment (MT II) Packaging Supply Storage Area Shipping and Receiving	Landcastle Law Enforcement Facility Armory (MT II, MW I) *Bondsmen Monitoring Center *Command Center Jail Personnel and Records Stores Video Programming Center	Landcastle Military Facility Armory (MT II, MW I) Detention Area Electronic Stores Hard Points on Wall Personnel and Records Security Center (Wall Security & Auto Guns) Transport Shield Vehicle Pool	ORCA Station	Transportation Clerical and Records Fuel Depot Shipping and Receiving Vehicle Maintenance Facility (MW II, MT II) Vehicle Pool Warehouse	Water, Power, Building & Grounds Clerical and Records Control Center Maintenance Center (MT II, MW II) Parts Stores
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* Facility destroyed by explosion during elections

The Market

2C

Amusements Arts and Crafts Bookies Carnival Games Punch a Putz Booth Stage Traveling Entertainers	Armor Game Suits Military War Gear	Consumer Goods Audio / Video Candy Clothing Flowers Household Appliances Household Goods Hardware & Electrical Leather Shop Liquor Luxury Foods Plumbing	Gang Goods Paint Guns & Supplies Cloth Dying Custom Clothing Jewelry Make-up	Medical Free Clinic Pharmaceuticals Splints & Crutches	Parts and Repair Appliances Electrical Plumbing Scooters	Service Booths Collection Agencies Custom Cuts Hairstyling Fast Food Laundry Tatoos	Weapons Knives Medieval Weapons Rumble Weapons Small Arms Splatterbats
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Goods and Costs

3A

The following items are some of those open to barter in the Market. They have been divided into six general Categories of value. Other trading is left to the Gamemaster's discretion. As a guide, the following table gives a rough value of each Category in bullets.

Category	Bullets
1	1
2	2
3	5
4	15
5	50
6	300
Category 1	
Clothing (also in Cat. 2 to 6)	
Drinks (also in Cat. 2 to 4)	
Jewelry (also in Cat. 2 to 6)	
Meal (also in Cat. 2 to 4)	
Category 2	
Chain, Hammer, or 2x4	
Cigarettes	
First Aid	
Scooter Helm - PF .3, BPF 1, Weight 1	
Category 3	
Aid Station Care	
Boots (also in Cat. 4)	
Crutches	
Flashlight	
Knife, Machette, Cleaver, Crowbar,	
Brass Knuckles, Splatterbat	
Leather Jacket - PF 1, BPF 2, Weight 8	
Leather Helmet - PF 1, BPF 1, Weight 2	
Radio	
Category 4	
AP5-8 or AP6-8 Pistol Magazine	
Pharmacy Drugs (Aspirin, Buzz)	
War Gear - PF 2, BPF 2, Weight 20	
Wheelchair	
Category 5	
Game Suit - PF 1, BPF 3, Weight 25	
Field Hospital Care (Free Clinic)	
X7/MP1 Mag. (basis for Bullet Standard)	
Category 6	
AP5-8 or AP6-8 Pistol	
Bondsmen Hospital Care	
Combat Suit (military issue)	
SMP8 Sub-machinegun Magazine	
X7/MP1 Sub-machinegun	

Time Table

3B

Day	0000 - 0400 12am - 4am	0400 - 0800 4am - 8am	0800 - 1200 8am - 12pm	1200 - 1600 12pm - 4pm	1600 - 2000 4pm - 8pm	2000 - 2400 8pm - 12am
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						



KViSR ROCKS!

60,000 Vissers... And One Spectral

Somewhere in the darkness, hidden from the lights and noise of Visser-town, a man without a soul is sacrificing people to his Spectral master. If he completes what he has begun, then the power of the Spectrals will rule the city, and the disorganized gangs of Vissertown will unify, becoming an army of frenzied killers.

The only people in a position to stop the Spectrals are the members of a small Recon Team. They are hopelessly outnumbered, badly equipped, and all alone in complete chaos. They have almost no chance of success. They are also your team.

If you can pick your way through 60,000 suspects and 3,000 gangs, if you can fight your way past the killer and all his men, if you can find the place that has been soaked in the blood of the innocent... then you will come face to face with the Spectral, and the fate of Vissertown will be in your hands.

KViSR Rocks! is a scenario for the **Living Steel** High-Tech Role Playing System, and features a fast-paced adventure that is filled with challenge, entertainment, and action. In addition to the scenario, detailed rules for Vissers are included, as well as guidelines for running Spectral Pathfinders. Plus the city of Vissertown itself, completely reusable and an ideal environment for future missions.

From the rooftops to the sewers, from the palace of the President to the back room of the Toxic Cafe, **KViSR Rocks!** is guaranteed to provide countless hours of exhilarating play in your **Living Steel** campaign.



LEADING EDGE
G A M E S