

# MUTANT

## CHRONICLES

### V



MÖDIPHIUS™  
ENTERTAINMENT

3<sup>RD</sup> EDITION  
**THE CARTEL**  
SOURCE BOOK

FFA™



Possible investigation sites?

- X What are these ruins? Why are they condoned off?
- ⊗ This building site is never finished but a lot of activity at night
- V Is this Mishima weapons depot really decommissioned? Why all the alarms and cameras?
- ‡ Why isn't this named? Salvageable technology?
- P A lot of high-end cars and helicopters arriv here.. What is this place? A capitol celebrity or political getaway?
- ◀ HERE! I'm certain that this is one of the cult's lairs!

## Places

H): Sovereign Island: Secret Dooms Trooper Bio-Research Facility?

I); Kraken II: Derelict Unknown Deep Sea Facility

3): Cartel Corporate Integration Center (new)

K): FLIC Office (Finally we got a place!)

1): Condemned Cartel Apartment Row Build site  
(need to check up on this)

M): Abandoned Cartel Mental Facility (why is it still standing?).

Note to self:

1. Pick up spare ammo for Rollers
2. Feed cat
3. Meet Bauhaus Contact, 2300 hrs
4. Buy beer (Imperial brew, not that capital sludged)
5. Pay gas and water bill (do not forget this time)



**Confirmed**

The map depicts Luna City, a futuristic urban environment. Key districts include:

- CHERRY BLOSSOM DISTRICT**: Located in the upper left, featuring a red background and a large 'N' marker.
- TAI-HO DISTRICT**: Adjacent to Cherry Blossom, also with a red background.
- ANCIENT QUARTERS**: A central district with a red background, containing numerous numbered locations.
- GOLDEN HILLSIDE**: A green district located to the right of the Ancient Quarters.
- THE NINES**: A blue district on the far right, separated by water.
- THE SMOKEHOUSE**: An orange district at the bottom left, near a body of water.

The map includes a complex network of roads and rail lines, as well as numerous small icons representing buildings, parks, and other points of interest. Handwritten annotations include a large 'N' in the top right, a 'K' in the center, and a 'J' on the left. A yellow arrow points from the word 'Confirmed' to a specific location in the Cherry Blossom District.

**LUNA CITY LEGEND**

1 Richtshausen Palace	26 The Subterranean Pavilion	51 Whitestar Bunker	76 Eagle Point Island
2 Sagelli Palace	27 Bernheim Palace	52 Fort Harstene Asteroid Defence Station	77 Southern Fractures
3 Bldg. of Confessionals	28 Heimberg Square	53 Roadside Shrine	78 Geoffrey R. Hazeltine Spaceport
4 Brotherhood Square	29 Romanov Palace	54 Ibrum Beach	79 Preston Industrial Spaceport
5 Memorial to Heroes	30 Rothberg Hotel/Plaza	55 Abandoned Robotics Factory #12	80 Spaceship Graveyard
6 Brotherhood Cathedral	31 The East-West Towers	56 Massville Communications Center	81 Richhausen Interplanetary
7 The Carrel Building	32 Bartholomew Estates	57 The Ring of Fire	82 Freight Railgun
8 Doomtrooper Monument	33 Clansman Cemetery	58 Kepler Point	83 The Container Yards
9 Apollo Landing	34 Murdoch Museum of Man	59 Luna PD HQ	84 The Ibrum Highway
10 Bank of Mars	35 Blackhouse Understation	60 Wreckage of the Montorreau	85 Luna Expressways
11 CEN	36 Houses of Parliament	61 Mons Gauthier Military Base	86 Tycho Military Test Range
12 Downside Risk	37 Imperial Plaza	62 Black Rot Cemetery	87 Tai-Sho Spaceport
13 Luna Central Exchange	38 Reading Plaza	63 Cardinal Durando Spaceport	88 Crashed Ship
14 Pasquale's Restaurant	39 The Fairfax Hotel	64 Sacred Soul's and Directorate Base	A Port Petrus
15 San Dorado Station	40 Ancestor Park	65 Graveyard of Artifacts	B Port Aldrin
16 The Garden	41 Harima Meditation Garden	66 Waterfalls	C Port McGuire
17 Luna Central Mall	42 Longshore Stock Exchange	67 No Questions Capsule Hotel	D Freeport
18 The McCarthy Coliseum	43 Shrine of Noromuto	68 Street of Coffin Makers	E Port Sagelli
19 The Finnacle	44 The Overlords Palace	69 Yamori Teahouse	F Port Edo
20 Theater Row	45 Ryker's Mountain Prison	70 The Blessed Vestal	G Port Light
21 Bastillon Park	46 Abandoned Mines	71 The Cardinal's Asylum	
22 Government Mall	47 Facility 12	72 Ekotrid	
23 Luna Memorial Hospital	48 The Hulls	73 Broken Skyscraper	
24 The Stone Archives	49 Copernicus Forest	74 The Midnight Star	
25 Cybernetic HQ	50 Copernicus Terraforming Spikes	75 Ryker's Highway	

**ROMES**

- Steel Line
- Red Line
- Green Line
- Lake Train Route
- Northern Train Line
- Northern Subway Line
- The Great Circle Line
- Inner Circle Line
- Luna Expressways
- Ibrum Highway
- Ryker's Highway







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**MODIPHIOUS™**  
ENTERTAINMENT

**PARADOX™**

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# THE CARTEL'S FOUNDING

## A HISTORY OF THE CARTEL

Following the events of the First Dark Legion War it became clear that the corporations would have to work together if humanity was to survive. The following are firsthand accounts, an oral history, of current Cartel officers reflecting on that time. During The Fall many records were lost, and what follows is necessarily incomplete. However, the opinions of these officers are based on experience and research. Cartel scholars believe this archival project reflects an accurate picture of the founding and evolution of the Cartel.

### IVANA NOVACIK—SPEAKER GENERAL FOR THE CARTEL INVESTIGATION COMMITTEE [CIC]

I'm not sure what those old boys were thinking after the First Dark Legion War, but I can tell you they didn't think things through. That's a boy's club for you though, isn't it? Act first and ruminate later over ale. Had they given us a proper charter to begin with, a strong charter, our mandate would be much more in evidence now.

I'm not one of those Cartel officers who will sit here and lament the influence we don't have, but you asked so I will answer. Outside of the war we don't wield nearly enough influence at all. As Speaker General for the CIC, I bring threats against humanity before the High Council or, sometimes, to the Security Council. But our department is actually under the purview of the High Council, so you can imagine how many of our investigations are voted to be brought before the Security Council.

More often than not what we find is that, unless Dark Symmetry is clearly present, crimes perpetrated that could harm humanity overall usually come with one or more corporate interests attached. Let me give you an example. Cybertronic has been manufacturing combat drugs that—and I have proof here—it has knowingly leaked to the streets. But Cybertronic has no interest in a full investigation of this, so it has leaned on Bauhaus and curried favour with other delegations to get the votes it needed to quash this investigation.

That's how the Cartel really works. Fortunately, lesser matters don't go before committee or council. Luna PD is a bright spot. It operates with great autonomy, so long as its investigations do not extend beyond the Free City. If they do, you guessed it, it's back up for a vote.

### MEREDITH SMYTHE-CLARKE III—DEPUTY DEFENCE SECRETARY FOR THE SECURITY COUNCIL

As I told the archivists, I haven't much time. I don't see the point in looking back on our founding but PR says I must talk to you, so here we are. Was the Cartel a good idea? No, it was a great idea. You can't have corporations running willy-nilly around the system while the Dark Legion is trying to wipe us out.

Sure, the High Council doesn't have the successes we do, but they don't need to. That's what all you critics get wrong. The High Council isn't about controlling the corporations so much as it is about giving them a place to vent. All the intrigue and corruption that goes on in the High Council and amongst the corporate delegations is better off happening under the watchful eye of Cartel intelligence and the Brotherhood. We simply don't have the resources to leash the corporations and fight the Dark Legion. You tell me, which would you choose?

I came up in Imperial among the rivalry of the clans, and I can tell you how that kind of internecine warfare will erode an organisation's primary goals. For the Cartel, humanity is our organisation, and our goal is ultimate and total defeat of the Dark Legion. The High Council is a three ring circus designed to keep the corporations' eyes focused on something relatively innocuous while the rest of us cget about the business of saving the human race.

You look at our victories. You look at the Doomtrovers. The important war is being won. If people want to debate what to do with the corporations and their delegations after that, so be it. You don't worry about the smouldering couch when the whole house is on fire.

### ANDERSON CARTWEISS—SECOND AMBASSADOR OF ECONOMIC AFFAIRS, CAPITOL

Do the delegations wield undue influence over the dictates of the Cartel? Perhaps, but let us not forget it was the corporations that acquiesced and created the Cartel in the wake of the First Dark Legion War.

Let me step back for a moment and give you some perspective from my area of expertise—economics. Who funds the war against the Dark Legion? It isn't the Cartel. It isn't the Brotherhood or the Church. It's corporations like Capitol. The money for the war machine comes from us. The troops come from us. We are the war. So, to get back to your question, influence over the Cartel is necessary to maintain cash flow. That cash flow maintains troops and funds the war machine.



Were the Cartel to be suddenly empowered to dictate terms to the corporations, the entire business model of several industries would collapse. That isn't what you want to see. If industry collapses, so does profit. The war effort grinds to a halt. This is what the public—no offence intended—forgets: all wars are economic wars. If you cannot afford to field an army, you have already lost. Now, if you'll excuse me, we have an important vote coming up regarding mining rights.

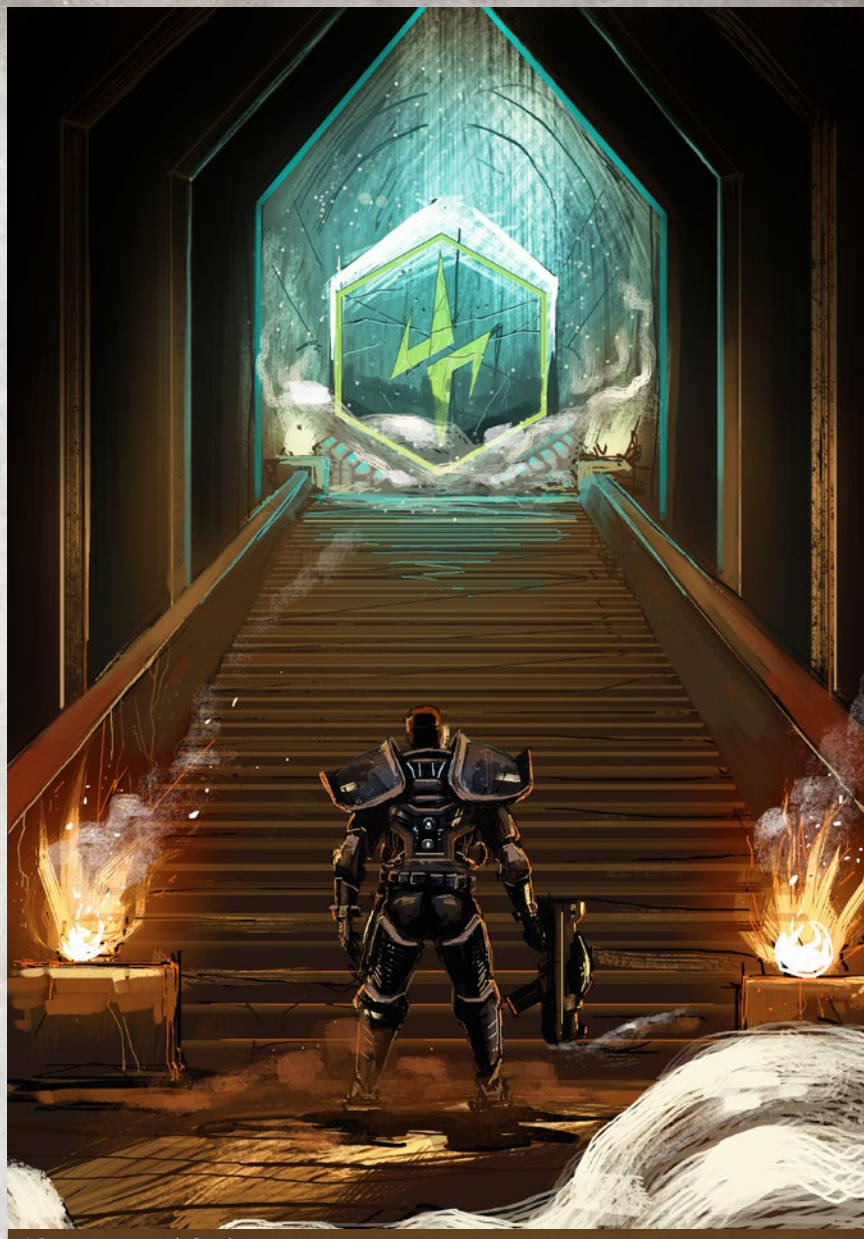
### JATMINDER WELLINGTON HUGHES—INDEPENDENT LOBBYIST

If you even try to look at the Cartel as a totality, you'll go mad. I have a colleague in my firm who's trying to model the ecosystem of the Cartel on a computational machine. The machine is getting nowhere. This is human business. This is politics. Don't try to understand it.

Yes, I started off as a delegate for Bauhaus, but then I was recruited by my firm as an independent lobbyist. There's a good deal of work for us. We're not affiliated with any corporation, so it's easier to get access to them all.

What's my job? My job is to peddle influence and trade favours, pure and simple. My colleague has one thing right—there is an ecosystem, but it's instinctive and constantly shifting. Say a client of mine, we'll call them Corporation A, needs a bill passed to subdivide gas mining contracts on Jupiter. No one but my client is going to start out voting for that because Corporation A is the only one lagging behind in gas mining. My job is to find a way to get the votes needed in the High Council so that the bill passes.

In this hypothetical situation, I may go to Corporation B and tell it I need votes for this bill. Well, it isn't too eager to give me those votes as it would hurt its interests. But Corporation B is in the middle of a Cartel arbitrated peace treaty on Venus. It's always Venus, isn't it, the war planet? If it can get a favourable ruling, the war it's just waged with Corporation C won't be in vain.



A Doomtrooper patrols Cartel property.

Now, I have to find a way to get to the Cartel appointed arbiter for this treaty. I do a little digging, and it turns out he has an issue with illegal gambling. He owes the Syndicate money, hypothetically. I can do one of two things from here. I can suggest to the arbiter that his gambling debts, if made public, might compromise his position in the Cartel. Alternatively, I can simply offer to pay his debts. I opt for the latter while keeping the former in my back pocket. Bribery makes friends. Blackmail makes enemies.

The arbiter agrees to rule in favour of Corporation B who, according to the deal I made with it, will now vote with Corporation A on the gas contracts bill. I just need to pick up a few more delegates and I have the votes I need. That's the way it works. Tomorrow, Corporation B might be in the midst of a mineral dispute and I'll be on some other side. Who knows? But it works. It's messy, but it works. That's humanity for you.



## RESEARCH

Not everything that the players will need to know will be obvious to them, and sometimes it will require time and effort to uncover this information. It doesn't matter if it's the genealogy of a Mishima executive who needs to prove their dynastic legitimacy, or the dubious accounts of a suspected heretic—as more than one patient freelancer has found, the devil is in the detail.

### CARRYING OUT RESEARCH:

#### TYPE OF INFORMATION

In order to uncover information, the player needs to be able to identify the type of information they want to look into. Not all research should be the realm of those with high intelligence and a good education—almost any skillset will come with its own area of expertise. Someone with a knowledge of athletics will be able to identify exercise regimes, diets, and muscle groups in the same way that knowing how to use heavy weapons will also include their maintenance, sources of ammunition and spare parts, and modifications and alternative models.

Broadly speaking, almost any character can come across the right information given time and effort, though characters who are untrained in a skill may find they make mistakes and don't progress as quickly—in game terms, the increased risk of Repercussions, and the lack of Skill Focus make them less effective, particularly for Advanced Skills. This requires no additional considerations beyond the normal rules for skill tests, and characters with particular familiarity with a given field within a skill may find that certain skill tests are easier than they might be for everyone else.

#### ENVIRONMENT

There is a difference between locating information from technical manuals in a disordered mechanic's workshop during a firefight, and poring over microfiche archives in a newspaper's vaults without being detected. The research environment can affect how difficult it is to locate the information the players are after—obviously having the luxury of time and good organisation is helpful in this regard.

There is more scope to affect the difficulty of the information search with the environment. The environment can increase the difficulty by up to two steps.

#### TIME AND VOLUME

How much time the players can devote to research has a definite impact on how much they can learn. This is also related to the amount of information the players are trying to gather, as a biographical history of every Brotherhood Cardinal since Nathaniel Durand will take a lot longer to gather than the serial number of a recently sold Piranha handgun.

Time and volume may not necessarily increase the difficulty of a skill test, but it may mean that multiple skill tests must be passed in order to secure more research. This is down to GM discretion, but as a guideline, a successful skill test should allow the player to ask the GM a single question about the subject researched, which must be answered truthfully, and each Momentum spent allows the player to ask one additional question.

#### AIDS

Help when going through research could take the form of a studious intern or a well-organised index that points the players in the right direction.

If there is an organisational means of assistance, it will remove one step of difficulty (to a minimum of Average D1). If there is help in the form of another person, you gain one bonus Momentum for each assistant on each test.

#### RECORDING

In order to make full use of the research that has been uncovered the players could always take the information with them, but this is not always practical. An easy way to record details is to use a notepad and pen, but this can take time for large amounts of information (even if the player knows short hand). For more accurate copying of information, cameras are invaluable and can accurately capture all the required details. No tests are required for recording unless the GM specifies otherwise due to unusual circumstances, but it should be mentioned as it may be relevant to the rest of the research process, and good records may make it easier to perform additional research later.





# THE CARTEL DISSECTED-A LUNA DAILY EXCLUSIVE

Submitted by: Esther Liu

**REJECTED**

Complex and bureaucratic-the Cartel is difficult to fully understand. In the first of our three-part excursion into Cartel politics and structure, we paint in broad brushstrokes a picture of the functions of the various aspects of this behemoth. In part two-published in next week's Sunday Section-we will take a closer look at the day to day life of a delegate.

## DELEGATIONS, HIGH COUNCIL, SECURITY COUNCIL-THE THREE MAJOR PLAYERS

The Cartel is divided into five delegations, one for each of the major corporations-Bauhaus, Capitol, Cybertronic, Imperial, and Mishima. Each delegation is appointed by the corporation in question, though usually the delegation recruits as it wills. Practically speaking, the delegations exist to speak for the corporations in the High Council.

The High Council includes the leading Speakers for each corporation. All serve under the Speaker General for the Cartel, who acts as arbiter during meetings. The Speaker General does not vote, merely enforcing the rules of the High Council. The position is empowered with some minor judicial power in the case of disputes.

When you step into the High Council-and we've had exclusive access-it's like stepping into the Colosseum on Old Earth. The facility is huge. It seats 1,000 representatives-200 of the highest voting members from each delegation. Each of these 200 delegates elects its own Speaker who brings matters to the floor of the High Council for vote.





While we were there, Speaker Franz Itzin of Bauhaus brought a bill before the floor that would increase tariffs on silicon. This was a direct move to block Cybertronics's manufacture of chips for its devices and computation machines. The vote didn't take place during this session as the Cybertronic Speaker filibustered for seventeen hours by reciting the entire epic poem Gilgamesh's Lament, by the pre-Fall poet Gustav Morningstar.

The High Council is the political and legislative body of the Cartel. Any new laws will be made or rescinded here. Navigating the endless shuffle of laws being made and repealed is a difficult task. Please see Luna Daily's Politics section every day for a list of laws which are repealed, bills made into law, and those up for vote.

The Security Council is the muscle behind the Cartel. If you're a regular reader of the Daily Luna, you know we're critical of the relative impotence of the High Council. The Security Council has the opposite problem—it operates almost without regulation.

Yes, we all know the war against The Dark Legion is of paramount importance, but the Security Council operates under a veil of secrecy and autonomy that is, at the very least, a conflict of interest with the transparency the Cartel is supposed to provide the public. The Security Council has direct and sole control over the Doomtroopers—those storied soldiers we all thank for defending the light of humanity—and the Bureau of Internal Investigation, or BII. The Security Council's activities have long been a source of speculation among the general populace.

Moreover, the Security Council is one of the organising bodies for the combined war effort. While it is not the position of this paper that sensitive military matters should be revealed, it is the opinion of the editors that some outside accountability and oversight ought to be maintained. The Brotherhood's Observers are positioned throughout the Cartel to do precisely this. In the name of the Cardinal, let them speak to the body of humanity.

## HOW A BILL BECOMES A LAW

[REPRINTED FROM LUNA KIDS DAILY]

Hi, kids! I'm a bill. In fact, you can call me Bill. I'm not quite a law yet, I'm just an idea for a law. Let me show you how I get to be voted on and become a genuine law like my big brothers!

First, someone has to draft me. That means they have to make me up and write me. Let's think about it in terms us kids can understand: recess! Everyone loves recess, and all of us wish it was longer. Who wants to go back to studying corporate history? Let's suppose a few of you got together and decided you wanted a longer recess. Well, you could write a bill that gets you a ten-minute longer recess, but your teachers would all have to agree on the bill. They'd have to vote. Your teachers are like the Cartel's delegations, and you need at least two of them to even get a chance to be voted on!

We have to find the teachers that like us best and ask them to support the bill. They might want something in return though, like an apple or earmarks for pork barrel spending on the rider to another bill. Oh, those wacky teachers! But we manage to convince them and, after agreeing to do two other teachers' laundry for a week, we have the votes we need.

So the teachers, the delegations, now vote on the floor of the High Council. [Ask your teachers to take you there on a field trip. Civics is everyone's right and responsibility!] The vote finally comes up after a long list of other bills are voted on—it's like waiting in the lunch line when you're really hungry! We've agreed to do several favours for enough teachers that we get the votes we need and, 'bam!', your bill, little old me, has just become a law! It's that easy! Well, your old friend Bill has to change now. Being a law means I have to look the part. So long, pardners! Be sure to read next week's article on the fallow periods of Martian topsoil!

**REJECTED**



## THE BII-WHO WATCHES THE WATCHERS?

The Bureau of Internal Investigations roots out corruption, conspiracy, and secret societies within the Cartel. Yes, the Cartel is home to criminal organisations and conspiracies. This is where transparency and oversight become important. The BII is, to this reporter's eye, one of the few genuinely well-intentioned and least corrupt departments of the Cartel. It is underfunded and understaffed, but its staff do their job with pride and, occasionally, with success. Standing in their way are all the private interests of the corporations.

A BII Agent, speaking anonymously, told me that his caseload is impossibly high. So much so, that he has begun to dismiss investigating cases that do not directly tie to one of the conspiracies, criminal organisations, or treason. That's right, my source says that the BII isn't even investigating corruption anymore. [Though another source in the BII said that the Bureau will investigate corruption if it can be linked back to the Dark Symmetry].

So, what is left for these valiant stewards of truth and honesty? They investigate everything but the corporations themselves. While their mandate allows them to investigate the Big Five, the modification to that charter voted on a decade ago has rendered their autonomy impotent.

EDITOR'S NOTE. I'VE REDACTED THE REST OF THIS SECTION, ADELE. I DON'T WANT TO COMPROMISE YOU BY LEAVING IT IN. SUFFICE IT TO SAY, MS. LUU HAS VENTURED INTO VERY GREY TERRITORY WITH WHAT SHE'S REVEALED ABOUT THE BII. THE CARTEL WILL WANT HER SOURCES. PLEASE MAKE SURE HER ROLDEX AND NOTES ARE NOT FORWARDED TO HER HOME.

Don't Forget...

Lord Eddington's  
11:30 lunch with Chris!

EDITOR'S NOTE. ADELE, PLEASE FORWARD THE ENTIRETY OF THIS ARTICLE TO OUR BROTHERHOOD LIAISON FOR THE PROTECTION OF THE ENTIRE PAPER. MS. LUU IS GOING ON INDEFINITE SUSPENSION PENDING A REVIEW. I HOPE TO KEEP THE INQUISITION OUT OF THIS MATTER BY GETTING OUT AHEAD OF THE CONTROVERSY. ALSO, ADELE, DID YOU PICK UP MY CLEANING?

EDITOR'S NOTE. ADELE, PLEASE FORWARD SOMETHING ALONG THE LINES OF THE FOLLOWING TO ALL REPORTERS AS A MEMO. "WE AT THE LUNA DAILY LIKE PROVOCATIVE HEADLINES, BUT DO NOT LIKE ONES WHICH INCITE SUSPICION OF LARGE CORPORATIONS OR GOVERNING BODIES. PLEASE REVIEW YOUR CARTEL NEWS REPORTING GUIDELINES. I WOULD NOT WANT THIS PAPER TO BE CENSURED AGAIN."

## THE COMMITTEES

The High Council is broken down into a number of committees and sub-committees. While there are simply too many to cover in this article, we have decided to focus on those that have the most influence on policy and the war.

The Cartel Investigations Committee [CIC] is mandated with investigating all threats to humanity. In this it supersedes the BII. This group is better funded and staffed than its internal counterpart. The CIC oversees both the Luna PD and the Bureau of External Investigations. This is one of the few instances of a High Council sub-division having more power than a Security Council division. During

**REJECTED**



EDITOR'S NOTE. ADELE, I'M GOING TO NEED A REPORTER TO REWRITE THIS FROM THE GROUND UP. I CONSIDER MYSELF A WELL READ MAN, AND EVEN I CANNOT MAKE HEADS OR TAILS OF WHO REPORTS TO WHO. CAN WE PUT IN A GRAPH OR PIE CHART MAYBE? WHY IS THE CARTEL ALWAYS SO COMPLICATED?

my research, I uncovered evidence that the BII was infiltrated by members of the Big Five and thus real operational control of investigative matters was transferred to the CIC. I suspect I may have been purposely fed this information by the CIC in an attempt to garner public support for its increased power.

The other prominent committee is known as the CCC-the Cartel Co-operation Committee. This committee is dedicated to overseeing the trade between corporations. It regulates trade, stocks, futures, commodities, derivatives, and other financial transactions. The bulk of this monitoring falls on the shoulders of a CCC sub-committee known as the CSE-the Cartel Securities Executive. We all know how well the CSE did its job during the formation of Cybertronic. Is there anyone that doesn't believe the entire committee was in Cybertronic's pocket that day? And what of the allegations of insider trading by delegation members? Did you know that a bill has recently been passed that made that legal? Yes, they can use classified knowledge to make themselves money!

08:30 Meeting to discuss editorial review... Waste of time!

10:00 Hair appt at Vinnies, need new look for the awards ceremony.

11:30 Meeting with Sanders about the "Secret" project he has been working on.

19:30 Pre ceremony drinks at the Waldor.

20:30 Awards ceremony... See who gets best journalist of the year this time.

Other things that need to get done:

- Order flowers for Mom's birthday.
- Finish draft of article on internal corruption of the Brotherhood.

EDITOR'S NOTE. ADELE, I'M JUST GOING TO DUMP THE WHOLE ARTICLE FROM THIS SUNDAY'S EDITION. WE CAN'T USE ANY OF THIS. IF I WERE TO PRINT THIS I'D FIND MYSELF IN A BROTHERHOOD OR CARTEL INTERROGATION CUBE. PLEASE MAKE COPIES AND SECURE THEM IN THE SAFE IN MY OFFICE FOR WHEN THE INEVITABLE INVESTIGATORS ARRIVE. REDACT YOUR NAME BEFORE YOU DO. I DON'T WANT YOU GETTING DRAGGED IN ON THIS. CALL MR. KEMP, HE WAS WORKING ON A PIECE ABOUT A CARTEL SUPPORTED INITIATIVE TO GET HOMELESS KIDS INVOLVED IN CLEANING UP OUR LUNA STREETS. THAT'S FEEL GOOD. SEE IF HE'S DONE WITH THAT.

**REJECTED**



## INSIDE A DELEGATION

If the structure of the Cartel is Byzantine, the structure of a delegation is positively enigmatic. On the surface, the structure makes sense because each delegation must adhere to a division of said delegation into six sections. However, these six sections are further subdivided without any guidelines in the treaty. Also, the sections are named differently by various corporations. One might call it The Department of War while another uses The Ministry of Defence, for example. The six sections are specialised departments as outlined below.

### DEPARTMENT OF TRADE

Focuses on all economic concerns for the delegation. The DoT is responsible for arranging tariffs, trade pacts, patents, and much more inside the Cartel. The delegation is composed of over one thousand personnel including economists, forecasters, barristers, executives, and more.

### DEPARTMENT OF WAR

The DoW oversees all military concerns the delegation wishes to bring before the Cartel. It enforces the power of the delegation through threats and military action. In any corporation, the DoW – or whatever it is called by that corporation – is a massive, powerful force always threatening to usurp power.

### DEPARTMENT OF PROPERTY

The DoP is in charge of all the corporation's property rights within the delegation. This department's responsibility most often comes down to real estate and concomitant disputes. Such disputes often escalate beyond the purview of the DoP and, if not arbitrated by Cartel judges, move on to the Department of War. In this way are skirmishes and wars begun.

### DEPARTMENT OF COURTS

A collection of judges and lawyers, the DoC is a pool of officers who may be loaned out to other departments. Some of these officers are permanently assigned to these

other departments. Thus, there is a legal department called the DoC, but members of that department also serve within each of the other departments. One can see how the aegis of oversight quickly becomes confused in a delegation. The DoC exists to, hopefully, coordinate and codify all legal precedents and procedures. Sometimes, it even works.

### DEPARTMENT OF ADMINISTRATION

The DoA (yes, they make jokes about this) is formed of the bureaucrats that accompany civilisation like flies around a corpse. It tracks and records everything. It tallies numbers. Its members serve as attaches and secretaries. This department is almost always the largest in sheer number of bodies. Like the DoC, many of the folks working in the DoA are permanently assigned to one of the other departments. At any time, the DoA may recall and replace these individuals.

### DEPARTMENT OF DIPLOMACY

This is the public face of every delegation. In fact, Cybertronic simply calls it the PR Division. The DoD is formed of the smiling glad-handers, the charismatic ambassadors, and the professional lobbyists who make sure the other departments' plans are not tarried by rival delegations or the Cartel. In terms of delegate corruption, the DoD is the worst. It operates with a great deal of autonomy, and its work gives it contacts in all other departments. It has the means to do all manner of illegal things.

Officially, this is the department from which representatives on the High Council are drawn. These are the politicians who make the system work while simultaneously breaking it. The best executives are often trained here. It is a prestigious posting, but not for the faint of heart. Scheming and Machiavellian machinations are the order of the day for the Department of Diplomacy. These ambassadors come with a smile and a warm handshake. They leave with what they want.



## EXPENDABLE ASSETS

Upon occasion when taking on a new contract with the Cartel, freelancers may sometimes judge the appointed task to be difficult enough that they require additional support. Many freelancers have the benefit of being deniable assets, and part of this is the fact that they do not brandish arms and equipment clearly given to them by the Cartel quartermasters; although nobody will question the presence of a Piranha handgun, they may become suspicious at a street-level freelancer with advanced surveillance equipment and a Gehenna Puker.

Whilst this means that most of the time the players will be taking on a contract with only what they have immediately available or can acquire themselves, it is not unknown for the Cartel to occasionally provide additional materials which may help in the completion of a contract. Some freelancers, as they have better reputations and are more established, even have expense contracts. So it is their employer purchasing their equipment for them anyway.

Should it seem completely vital that certain items of equipment are provided, they will be provided (ordinarily through an untraceable shell company or similar). This means a prototype recording device which the players have been given specifically to spy on a delegation, for example, and not a supply of incendiary grenades because 'it might be dangerous'.

Should the players feel as though their employers could have provided them with some vital equipment prior to their mission beginning, they can always voice these concerns. Their employers will almost certainly disagree (although GMs should feel free to run this as a short encounter to help establish a relationship between contract-giver and freelancer), and will quite possibly take this as a sign that the freelancers are amateurs fit only for the simplest of contracts. This is not a good thing for their reputation, and so most freelancers keep quiet, do what they're told, and beg/borrow/steal whatever they can in order to make their mission a success!

## NEW CAREERS

The following careers may be taken as alternatives to those in the *Mutant Chronicles* core rulebook (p. 50). Each is a potential replacement which may be selected in lieu of the career which is rolled as follows:

- ◀ **CARTEL INVESTIGATOR:** Media Reporter
- ◀ **CONSULTANT:** Corporate Executive
- ◀ **LOBBYIST:** Academic (researcher)
- ◀ **BODYGUARD:** Medical (first responder)

Bob, you'll only take me for a fool once!

You can hide behind your piece of paper and think that you're safe, but if I go down, you do too.

Don't go quoting 'Interests of Committee security' at me either!

There are just not enough of us to cover all of the loose ends. That means that I'll have to hire in more meat, and quickly. Which, without a doubt, also means that standards will have to slip.

I plan to hire some of the toughest and dirtiest merc's to get the jobs done. It won't be pretty, but we can hide our trail through our subsidiary agencies anyway.

Who knows, we may even kill two birds with one stone and lose some of the scum in the process. At the very least we tie a string to them and lose them on the next venture.

This isn't about controlled precision, it's about getting the job done.

Let me know how you want to progress.

--Carter



New careers are affected by Life points as with any other career selections.

## BUREAU OF INTERNAL INVESTIGATION CAREERS

### POLICE (CARTEL INVESTIGATOR)

The Cartel needs its own investigators, both externally and internally. They're tasked with tirelessly hunting down heretics and the insidious influence of the Dark Symmetry, as well as gathering intelligence on the other factions and trying to prevent conflict from the shadows. It's a difficult and thankless task, but their efforts are not in vain—who knows how many have been saved by the work of an investigator!

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	2	2

**Mandatory Skills:** Observation, Persuade, Stealth

**Elective Skills:** Ranged Weapons, Treatment, Willpower

**Signature Skill:** Ranged Weapons, Observation, Persuade, Willpower

**Talents:** Select one talent from Mandatory Skills

**Earnings Rating:** 3

**Equipment:** Investigator badge in flip wallet, shoulder holster with Piranha handgun, bulletproof vest



Cartel Investigators pick up a range of skills.

## DELEGATION CAREERS

### CORPORATE (LOBBYIST)

Sometimes people need to make decisions about important issues like whether to lower trade tariffs or who to award the latest long-range freight contract to. Unfortunately, they don't always make the right decision, and so this is where the lobbyists come in. Smooth operators who have a way with words, it's their job to make sure that important decisions go the way they want—and they'll make sure that the way they want is the most attractive option available.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	0	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	3

**Mandatory Skills:** Lifestyle, Observation, Persuade

**Elective Skills:** Linguistics, Persuade, Willpower

**Signature Skill:** Education, Lifestyle, Persuade, Willpower

**Talents:** Select one talent from Mandatory Skills.

**Earnings Rating:** 4

**Equipment:** Fashionable quality suit, standing order with telegram provider

### MILITARY (BODYGUARD)

Close quarter security isn't something everyone can do—it takes dedication and training in order to protect a client. Whether it's for a corporate superior or as a freelancing job for a less-than-legitimate employer, the bodyguard is expected to put themselves in the firing line.



ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	0

**Mandatory Skills:** Close Combat, Observation, Ranged Combat  
**Elective Skills:** Athletics, Mechanics, Ranged Combat  
**Signature Skill:** Athletics, Close Combat, Observation, Ranged Combat  
**Talents:** Select one talent from Mandatory Skills.  
**Earnings Rating:** 3  
**Equipment:** Shoulder holster with pistol, bulletproof vest

### CORPORATE (CONSULTANT)

Sometimes a department or team needs a skillset it doesn't possess, or the top brass consider an outside opinion needed before they proceed. This is where consultants are invited in—often well paid for their services, they're not always liked by the people they're supposed to be helping and they generally know it. A hefty consultancy pay check certainly helps them get through any animosity they may encounter.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	3

**Mandatory Skills:** Education, Lifestyle, Linguistics  
**Elective Skills:** Medicine, Persuade, Sciences  
**Signature Skill:** Education, Lifestyle, Medicine, Sciences  
**Talents:** Select one talent from Mandatory Skills.  
**Earnings Rating:** 4  
**Equipment:** Expensive bespoke suit, endless supply of business cards

## ICONIC CAREERS

### SIEGE PERILOUS ART USER



Siege Perilous have been established for a very, very long time. Because of this, they had time to infiltrate many organisations and learn a great deal of things that they should not. Over time this has included a skillset of great relevance to them—the Art. How this was achieved can only be guessed at, but it is known that the Brotherhood will relentlessly pursue any Art users they have not trained themselves.

Being a practitioner of the Art as part of Siege Perilous means a lifetime of paranoia and potential 'martyrdom' at any moment. Despite every effort at secrecy and caution, there is still ample scope for betrayal and discovery. This does not deter those that have learnt their abilities in secret places from wisened old teachers, people that know that even though they must endure persecution

and hardship their goal is ultimately right and that though the path may be difficult, eventually they will prevail.

**Prerequisites:** Member of Siege Perilous, Mystic Talent, GM's permission  
**Difficulty:** 2  
**Mandatory Skills:** Mysticism, Observation, Stealth  
**Elective Skills:** Insight, Stealth, Willpower  
**Signature Skill:** Insight, Mysticism, Observation, Stealth  
**Talents:** One Mysticism talent, one from Insight, Observation, Stealth or Willpower  
**Equipment:** Disguise, concealed pistol, nondescript safe house apartment (paid for a month)  
**Earnings Rating:** 1

**Notes:** You must secure the GM's express permission to play a Siege Perilous Art User character as they may not be suitable for all campaigns. Note that Siege Perilous Art User characters are actively hunted by the Brotherhood (and would be by law enforcement if they knew who they were), and will have extremely difficult lives.

Mysticism talents include Arts talents. A Siege Perilous Art User must pick a single Aspect of the Arts, and may only take talents and abilities from that Aspect's talent tree.

### CARTEL ADVISOR



Mediation, between corporations and even internal to the corporations, is in great demand during turbulent periods. Thankfully, the Cartel has an established body of experienced and well-trained personnel to act as go-betweens and ensure difficult situations are resolved with the minimum amount of bloodshed or loss of face and capital.

When not frequenting the delegations throughout the Cartel Mall on Luna, Advisors are often to be found in places of corporate interest to assist in mediation through investigation. Free Charter sites, potential (or ongoing) conflict zones, and other such far-flung and hostile places are all locations which may be visited by these impartial arbiters of peace and tolerance.

**Prerequisites:** Persuasion Expertise 1  
**Difficulty:** 1  
**Mandatory Skills:** Command, Observation, Persuade  
**Elective Skills:** Lifestyle, Linguistics, Persuade  
**Signature Skill:** Linguistics, Observation, Persuade, Willpower  
**Talents:** One from Persuade, any one from Command, Linguistics or Observation  
**Equipment:** Supply of headache medication  
**Earnings Rating:** 3  
**Notes:** Advisors are accepted, even if not always trusted to get the best possible settlement for all parties concerned. Factions should react appropriately when one is called in, and it is seen as exceptionally bad form to assassinate a Cartel Advisor.



## LITTLE THIN, THE CLEANER



### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	9	8

### FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
2	2	3	2	1	1
2	2	1	1	2	3

### WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious Wounds 6
- ◀ Mental Wounds 9
- ◀ Torso 7
- ◀ Legs 5
- ◀ Critical Wounds 3

**SOAK:** Ballistic Nylon Trenchcoat, Ballistic Nylon Trilby:  
(All 1)



Thanks to Eduardo H.C Dias.

### ATTACKS:

- ◀ **Titanium Bone-Saw (melee):** 1+T3, 1H, Armour Piercing 1, Gruesome, Vicious 1
- ◀ **M8 'Slingshot' Handgun (ranged):** Range C, 1+T5, Semi-Automatic, 1H, Close Quarters, Hidden 1

### SPECIAL ABILITIES

- ◀ **Chemical Purification:** Little Thin has a well-deserved reputation as one of the best 'cleaners' on Luna. Few ever see him enter a scene, and there is never any trace once he has left. He may re-roll one d20 when making an Education, Medicine, or Science test, but must accept the new result. Additionally, when attempting to make use of a disguise, he may substitute his Education skill for Stealth.
- ◀ **Served with Distinction:** Little Thin sharpened his already burgeoning skills with a stint in the Capitolian military prior to his current career path. He may re-roll up to two damage dice when making a Close Combat or Ranged Weapons attack, but must accept the new results. Additionally, so long as he has a free hand and a weapon within reach, he can always attempt a Parry Response Action. Finally, when using a ranged weapon, he reduces the penalty for firing at a range other than the weapon's optimal range by one step, to a minimum of zero.

*There were two dead. Two men. Both armed but of the looks of it they hadn't been able to reach for their weapons before they had been riddled with bullets. He guessed that they were Capitol from their clothing and Bolters. Not that he cared. They were completely torn asunder by large calibre rounds. This had been a professional hit. The shooters had used silencers and the neighbours hadn't heard a thing. But Little Thin was here to clean. No bodies, no traces.*

*He walked into the bathroom and filled the tub to a third with hot water. He then opened his bag. From it he removed a gasmask that he put on and several large containers of chemicals of his own design. He methodically poured them in, mixing them. This turned the water into an extremely corrosive acid, capable of eating through flesh and bone. He laid out a plastic drop cloth on the floor.*

*Little thin then went over to the bodies. He undressed them, removed teeth with fillings as well as any jewellery. He would pick up the bullets after the bodies had dissolved. Quietly he dragged them to the bathroom with ease; he possessed a wiry sort of strength.*

*Using his surgical tools, he cut up the bodies at the joints for easy handling and began to dump them down into the acid. It bubbled quietly. In time they would be liquefied and rinsed down the drain. They would be gone and any forensic spec of the crime would be gone as well. This meant that he would be paid. To him it was not only about the pay, his work was an art form it had taken years to master.*



# THE FLIC

The Freelancing Independent Corporations' Committee, or FLIC, represents the interests of independent corporations' concerns. In practice, the committee is still well under the influence of the Big Five, and FLIC is little more than a rubber stamping organisation used to impose the corp's will on the smaller corporations. In response, the independent corporations have formed a secret society in which only they have voice. (See **Chapter 04: The Rot.**)

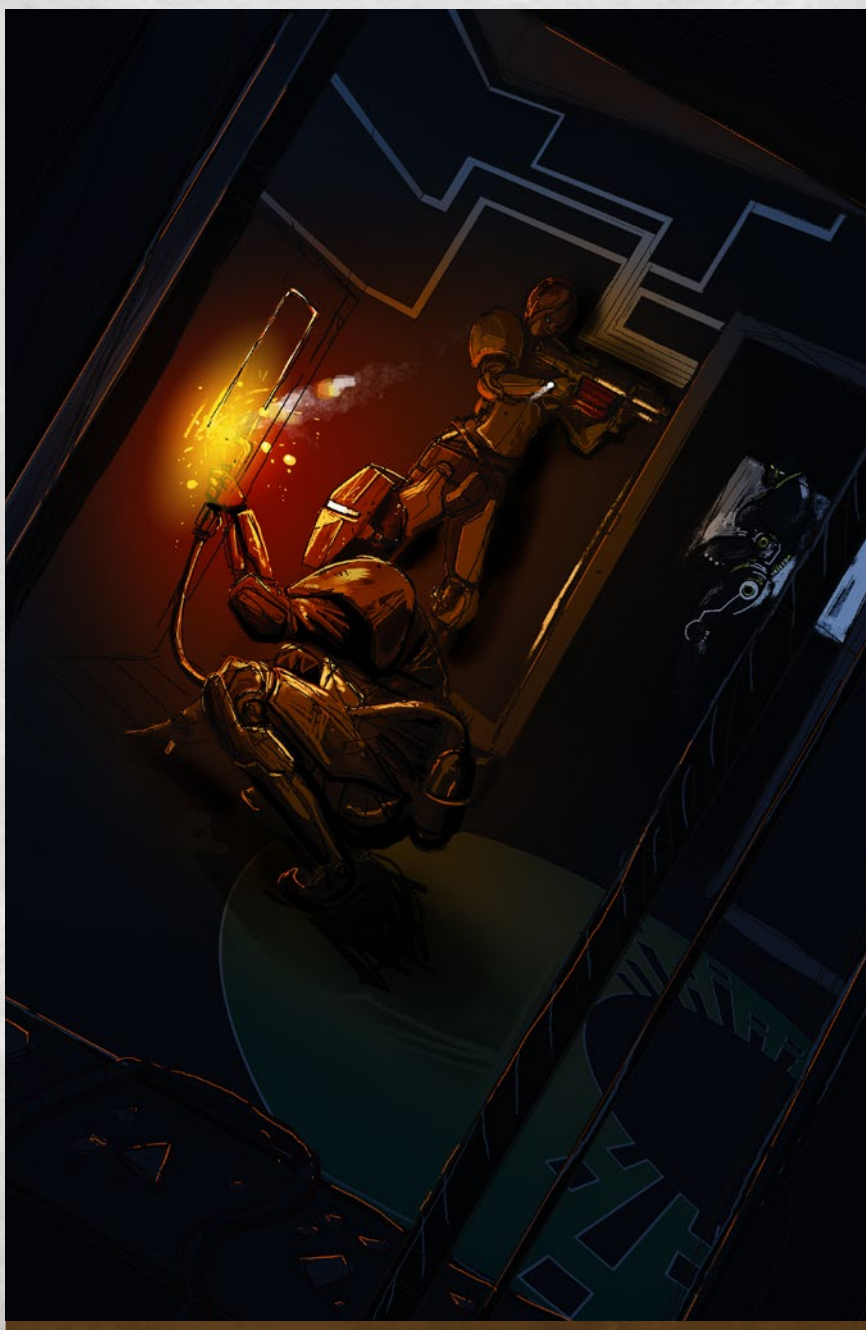
Like most Cartel sections, FLIC is an exercise in legalese and bureaucratic inefficiency. It exists more as a PR concern for the Big Five than as an actual advocate for the independent corporations. However, this does not mean that FLIC is without power. The Cartel, in its continuing war for genuine respect, managed to place freelancers under the aegis of FLIC. This gives the Cartel, rather than any single corporation, direct management and review of freelancers. This influence cannot be underestimated. Because all licensed Freelancing activity must conform to the regulations of FLIC, the Cartel is able to wield some power over these independent operations on which the Big Five often rely.

## FREELANCERS GUILD

FLIC exercises control over the freelancers—to the extent such a thing is possible—through the Freelancers Guild. Freelancers have been used effectively since before the First Corporate War. No one is certain how far back the relationship between the corporations and freelancers goes.

The Freelancer Guild is a more recent creation, dating to after the First Dark Legion War. The Guild provides a certain measure of confidence to both the

corporation hiring freelancers and to the freelancers themselves. The Guild employs a host of former freelancers and Cartel personnel to promise, though never assure, a fair rate of payment, completion of missions, and a reduced chance of double-crossing.



Freelancers take all the Corporations' dirty jobs.



While this is the Guild's mandate, it does not usually work out as effectively as it intends. The Guild gives a freelancer a better chance of securing a fair deal. It gives a corporation a chance to recruit the very best with some indication that it isn't being bamboozled. Yet no organisation can effectively determine what happens in the grey zones between the corporate world and those on the outside.

A corporation may select individuals and teams from among a registry of active, authorised freelancers. Each individual and team is given a codename and a number. Contact is made through a Guild fixer who serves as go-between. This registry allows corporate agents to review an abstract of the types of missions a team or individual has completed as well as their reputation. Corporate agents, who do not have their ears to the street, are glad to have such a registry.

For the freelancer, becoming officially registered allows access to many of the better paying jobs. It also allows a measure of confidence that the corporation will pay, rather than simply killing the freelancer in question. Of course, nothing is assured, and many freelancers never register with the Guild. Those who do join the Guild enjoy a degree of impunity with local authorities and are offered arbitration in the event of any difficulties with the agreed upon deal. Still, many do not want to be tied to anything official, and so the ranks of the Guild do not represent the actual numbers of active freelancers.

The Guild also represents the more mundane jobs that can be performed by outsiders including desk jobs, analysis, and independent contracting for temporary workers. It is unlikely most players will choose to take on the 'dangerous' and 'exciting' lifestyle of a Freelance Accountant but, if they do, their character will find most of these more normal freelancers—with a lower case f—do join The Guild.

## ON THE OUTSIDE

There are two worlds in *Mutant Chronicles*—that of the relative protection of the corporations and the squalor and danger of everything else. It is not enough to say that the corporations dominate the solar system. They control virtually everything that goes on in the ranks of mankind. To be a freelancer is to be an outsider. Once one leaves the corporate reservation—or is born outside it—he is never really a citizen. He does not exist in the massive computation machines where censuses are recorded. He has no actual rights.

Freelancers do not simply exist beyond the world most citizens enjoy; they are pariahs within said world. Average citizens do not understand someone who is outside the system. They do not trust him, and they do not welcome him. Freelancers with official Guild registry are tolerated; all others usually adopt alternate identities as fake citizens.

Tangentially, those born outside the system who do not become freelancers have no status in society. They are something less than human—huddled ranks of rats outside the corporate enclaves. A citizen works. A citizen pledges fealty to a corporation. To reject such largesse is to be on one's own. A citizen owes nothing to those who have rejected the protection of the corporate world. They exist outside that world. They do not matter. Freelancers are the only tenuous bridge between these two existences. They live in an overlap, an interstitial zone where nothing is guaranteed. The Guild freelancer is only a slight step up from being a non-entity in the eyes of a citizen.

## BECOMING A REGISTERED FREELANCER

There are reasons both for and against a freelancer becoming registered. The legitimacy that being registered with the Cartel can bring means there are potentially more reputable clients willing to use their services, but equally it means more accountability and paper trails. Doing everything as a registered freelancer also focuses the attention of corps law enforcement agencies who often maintain rocky relationships with Freelancers. Guild registered freelancers of established reputation can also expect for their clients to pay all of their expenses, but this is not common and reserved mainly for the best in the business. The standard practice of 20% payment up front is sufficient for most freelancers anyway.

On the other hand, unregistered freelancers often get the dirtiest and most dangerous jobs. The money may seem fast and easy, but if you're not alive to collect it, or end up on every watch list this side of Venus, the effort may not be worth it!

## BRIBERY

Bribery is, of course, illegal. That does not mean it never happens, only that it is not discussed in polite conversation, and everyone acts shocked and appalled when it is revealed that someone in a position of power has been paying or accepting bribes. The biggest bribes are typically concealed in gifts—treating someone to an expensive meal or other costly gift as (often pre-emptive) thanks for a particular policy decision—hidden in legitimate payments, or disguised as charitable acts in 'fundraisers', or they may even take the form of promotions, or increases in influence or status. Smaller bribes tend to be less extravagant and more clandestine: a bag of money passed from jacket pocket to jacket pocket, or a briefcase passed under a table.

The culture of bribery spawns a language all its own. The phrase "my friend the Cardinal" is almost always used to refer to a sum of money rather than the Cardinal himself.

From the player characters' perspective, bribery is more likely to be petty and have only immediate or short-term effects: bribing a guard, paying off a witness, paying an informant. When attempting



to persuade an NPC to act in their favour (or to refuse to act against them), characters may spend assets to bolster this roll, gaining bonus Momentum on the associated test. This is not a normal Acquisition, but rather the use of assets as a resource to improve social interaction. Depending on how difficult the request is, the GM may require more than one asset for each bonus Momentum gained. As a rule of thumb, the number of assets required for each Momentum is equal to the basic difficulty of the test attempted.

Longer-term effects require significantly larger expenditures, and thus the cost should be adjudicated by the GM.

## INDEPENDENT CORPORATIONS

The corporations cast a long shadow over the solar system; there is little room for smaller corporations to find the light and grow. Still, some have managed to eke out an existence on the fringes of the corporations' domain. They fight a constant war for market share and cannot hope to overcome the Big Five in any direct challenge. Nevertheless, these corporations make a profit, grow, and dream of becoming the sixth Cartel delegation.

While there are thousands of these smaller corporations, this book cannot hope to cover them all. Below are some of the more prominent members of FLIC. They are described so the GM may use them as a respite from the Big Five which, after extended play, can become routine for the player characters. Though the machinations of these corporations resemble those of their big brothers, the scale is almost always smaller and more intimate.

### ASHE

One of few truly "family owned" corporations, Ashe can trace its lineage to pre-Fall Earth. In fact, Ashe's survival is directly attributable to its having moved most of its operations—and family—into high orbit prior to the catastrophes that befell Earth.

A secretive—some say incestuous—lot, Ashe consists of an extended family of twins, raised as rivals. Two twins are always struggling against each other to become the ascendant or "elder" twin at the Age of Maturation.

This philosophy can be traced to the founding father Claypool Ashe, who believed in a disproven theory known as Social Darwinism. It was Claypool's belief that a constant struggle against the twinned other would produce the best leaders for the future of his family. The results are varied, but Ashe's continued existence is at least evidence that his philosophy was not entirely without merit.

The Ashe family made its money in the aerospace industry prior to the calamities on Earth. In the intervening centuries it has focused

on space travel and makes state of the art ships for all manner of travel. Ashe ships are well regarded by independent operators and freelancers. Its yachts are even purchased by executives of the Big Five. These are hand crafted space vessels with inlaid wood panels and all manner of finery. In luxury space travel, Ashe is the premier name.

It was also affiliated with the development of the Vortex Drive. While Cybertronic owns the basic patents to the Vortex Drive, it is known that Ashe personnel helped develop the engine. Rumours abound that Cybertronic either stole the plans for the engine or recruited Ashe family members using sinister methods. The official Ashe position is that it was asked to contribute to the project and happily did so.

### CORPORATE CULTURE

Ashe corporate culture is unlike anything else found in the system. Being a family, it operates in ways that are foreign to most executives. Everyone in Ashe knows everyone else; the family and the corporation are inextricable. After the Age of Maturation one Ashe twin becomes known as the "elder", while the other becomes the subservient "younger." This inspires all sorts of plotting and dramatics. Outsiders often call Ashe ascendancy "The Hamlet" of the corporate world. By all analysis, it shouldn't work... and yet it does.

Only family members are allowed to be members of the executive class. Managers, too, come from side branches of the family tree. Procreation is controlled by the Elder Council under direction of the Matron/Patron who currently rules the family. The twinning technology is old and sometimes unreliable, producing unstable, even mad, heirs to the family name. Such members have ascended to become masters of the Ashe family in the past.

### CLARISSA ASHE XVI

The current Matron of Ashe, Clarissa is approximately fifty years of age, though no exact date can be found for her birth. Her younger twin, Dorsett, still serves as her right hand. Dorsett lost during the Age of Maturation, and seems to have become willingly obsequious following that event. Clarissa is a cold person, an ice queen among a family of less than congenial types. It is said she may have been one of the twins who suffered from the degradation of genetic copying, but no one would say this to her face.

She is guarded by a cadre of soldiers from another family known as the Du Lacs. The Du Lacs have served the Ashes since before the Fall. Speculation runs wild about their relationship, but most rumours agree that the Du Lacs lost an ancient feud with the Ashes. Regardless of the reason, the Du Lac's fidelity is without question. Its family makes up the bulk of the corporate army the Ashe fields. A small army to be sure, but the Du Lacs make up with ferocity what they lack in numbers.



## HEADQUARTERS

Located at a Lagrange point between Earth and Mars lies a vast space station that serves as the Ashe estate. A cloistered, mysterious structure spinning in the night, the Ashe Estate is rarely accessed by those outside the family. Those few who have been inside describe a labyrinth of tunnels stocked with the detritus of Earth history. Dusty Victorian cases hold the fossils of ancient lizards, while entire suits of metal armour stand in silent vigil around the cloning tanks. Some few thieves have ventured inside to rob the family of these precious artefacts. None have ever returned.

## ROMEO AND JULIET

An Imperial Clan daughter has run off with, and possibly wed, an Ashe twin. The two have retreated to the Ashe Estate. Freelancers are hired to retrieve the girl with the warning that she may not willingly leave with them. The primary issue is penetrating the Ashe Estate, as the Clan does not wish to cause an all-out war between the two corporations. Surely Imperial would be victorious, but rival clans have business interests with Ashe.

The player characters must get inside the estate and find the girl. There are no maps and few descriptions of what lies within. Their only hope may be a single thief who claims to have successfully robbed the Ashe family in the distant past. An old man now, he is serving a life sentence for corporate espionage in a Luna prison. The player characters may just have to perform a jail break before they perform a rescue. If the first is successful, what strange terrors await them in the ancient home of this reclusive family?

## TRISHULA

Formed just 100 years ago, Trishula is younger than even Cybertronic. Its primary focus is on small arms of all sorts, and the company has a brief but proud history of making fine weapons. In fact, Trishula is the conglomeration of three other, smaller, corporations whose weapon-making talents stretched back before The Fall. Trishula sees weapons-making as an art first and a business second. Craftsmen are proud of their labours, and Trishula weapons are favoured, though not officially, by many special operations forces fielded by the Big Five.

It is this dedication to the mastery of its profession that sets Trishula apart. Its name derives from an Ancient Earth language in which Trishula means "three spears". There are quasi-religious implications in this name, and Trishula continues this tradition with ceremonies performed by clerics over the assembly lines as new weapons are produced.



The Trishula has a strong religious manufacturing dogma.



Small arms are its specialty, and Trishula rarely ventures into heavier munitions. This is not to say it hasn't developed an array of powerful small calibre ordinance. It has. Trishula exploding ammunition is highly regarded by the most discerning combat veterans.

### CORPORATE CULTURE

Trishula employs a heavily regimented caste system. The division between management and labour is not merely an agreed upon line, but a thick wall. There are those born to lead and those born to serve. Trishula evaluates new employees in a comprehensive series of mental and physical tests before deciding which caste they will call home. Management is afforded luxury and labour servants. Labour is housed in squalid slums on the outskirts of Luna.

Life is not fair in the solar system, and nowhere is this more evident than Trishula. Still, for many who cannot find a place in one of the corporations, a life inside the slums of Trishula is a vast improvement over despair, unemployment, and homelessness in Luna. Many are the hopeless in the solar system who would trade places with even the lowliest Trishula labourer.

### DAVIS SANPAT-LABOURER

Sanpat was a beggar in the streets of Luna, inhaling the toxic fumes given off by automobiles while living in an underpass. One day Luna PD shuffled all the homeless out of the underpass and Sanpat was forced to fight other unfortunates for a place to live. A small man, he did not prevail. It was while trying to sleep on a bus station bench that Sanpat saw a televised ad for Trishula. It offered housing and a meagre income to acceptable applicants. Sanpat cleaned himself up as best he could and applied.

It's no surprise he wasn't management material, but he did make it into the servants' corp. Sanpat was polite, well-spoken, and could read. He trained for one year before becoming a second footman at the estate of a Trishula managing director called Aziz Tarkington. Tarkington has been his master for two years. As a footman, Sanpat knows the ins and outs of Tarkington's affairs. The man is unfaithful to his wife, has sired an illegitimate son with his mistress, and owes money to the Syndicate. Sanpat is loyal to the Tarkington family and would never intentionally reveal its secrets... but servants talk, and clever freelancers may be able to gain from such gossiping after hours.

### HEADQUARTERS

Trishula is based on Luna. Its corporate tower—tiny by Big Five standards—is shaped like a trident. The three spires represent the three corporations that combined to form Trishula. The surrounding compound is composed of luxurious homes for management. Outside the compound walls, piled atop one another in ramshackle fashion like a hive, are the labourers' slums. Teeming with filth and crime, the slums sit over an old Luna landfill. Trishula bought the

property for a song but only properly reinforced the area over its main compound. Semi-frequent shifts in the landfall below can cause entire blocks of the slum to be sucked down into a vortex of filth, never to be seen again.

## SLUMDOG HUNDREDAIRE

The servants who staff the estates of Trishula management are loyal, professional, and discreet, but they are only human. One, perhaps Davis Sanpat, had an entire life before he became a member of the servants corps. He fell in love. He had a daughter, and he hasn't seen her in seventeen years. Now, she's in trouble.

His daughter has become one of the many lost girls on the streets of Luna. A prostitute working for an independent contractor outside the Syndicate, she overheard one of her "contractors'" business dealings. The man is trying to sell information about the Trishula corporate compound to Syndicate thieves. There are rich pickings inside, and security is relatively weak compared to the great corporations.

When her contractor realised she overheard his scheme, he decided to kill her. To save her own life, she admitted her estranged father was a servant inside the Trishula compound. This bought her just enough time to flee. Now she's hiding somewhere on the streets of Luna, sought by her contractor and by the Syndicate. Her only hope may be in contacting her father, but she'd never be allowed inside the compound. She needs a go-between, perhaps a group of unaffiliated mercs for hire. She can't pay much, but perhaps they'll take pity on her. Perhaps they're the sort to make other arrangements. In any case, she won't tell them the whole truth behind her dilemma, not until she absolutely must. While ripping off a corp is a big no-no for any respectable freelancer, a small corp like Trishula is not off limits. That's a score that might be too good to pass up.

## PARAGON ENTERTAINMENT

The premier independent entertainment studio in the system, Paragon still has its competitors. Entertainment, particularly radio, film, and TV, is one of the few markets where independents have a level playing field. Cybertronic has begun to encroach on this field, but the old studios still have the bulk of the solar audience. The corporations simply do not prioritise entertainment; it is viewed as a distraction for the masses and not profitable enough to be of concern to such giants.



Yet those masses are willing to pay for an escape, however brief. For most, life is at best routine and at worse nearly unbearable. While life in a corporation may guarantee a salary, for most it does not guarantee a happy life. As humans have known since the first campfires, finding ways to pass the time is a valuable commodity. Paragon is one of the oldest and best at such endeavours.

The key to its success lies in well-tested, proven narrative formulas and the idealisation of the celebrity. Paragon has many of the top film, radio, and TV stars under long-term contract and shepherds their careers with a careful eye. Celebrities are the currency that makes the entertainment business operate. These unnaturally good looking men and women provide audiences with a vessel in which to slip away from their daily lives. Tracking their assignations, appearances, and personal stories is an entire cottage industry. Tabloids are big, and Paragon knows how to use them to boost audience share.

It has attained a position of relative dominance over the other studios in the last half century, but that position is now threatened by Cybertronic. It seems that one of the Big Five has finally realised the money to be made on entertainment may just be worth the trouble. Cybertronic has been making headway into the industry for some time, but has only recently launched its own studio. What this heralds for the future of Paragon and the other studios is unclear. Certainly, Cybertronic's new subreality service is something that the older titans cannot match. Perhaps the studios will band together in a kind of entertainment based FLIC. Perhaps they will simply be absorbed and forgotten.

Those idiots!

I've tried to warn them, but they are hell-bent on their own agendas. They don't get it.

Cybertronic's Subreality is an unstoppable juggernaut that will outstrip any other form of entertainment, and so much sooner than they think.

They're close to that elusive mass production node; I've seen it! Once that hits the streets, interacting with real people could rapidly become a thing of the past.

Call me a conspiracy theorist if you like, but can you imagine the freedom the forces of darkness will be handed if that happens?

Getting this info wasn't easy, I'm pretty sure those Cybers are on to me, but what matters most is they have to be stopped.

## MOONRISE BOULEVARD

Greta Mount is dead, but who killed her? Paragon is tight lipped, leaving the investigation to Luna PD. She died with her arms wrapped around the light pole with Harry Mansome's name on it. Mansome was one of the old Sector City stars who made his fame in Martian Westerns. Is there any connection?

There is, but Paragon doesn't want anyone to know. Mansome is Greta's illegitimate father. His films still do well on late night TV, and no one wants a scandal. He has nothing to do with his daughter's murder, but he wants to get to the truth.

Freelancers are hired by the oddest collection of employers they've likely ever worked for—a nursing home full of old stars. Located on the fringes of Sector City, this nursing home for

ageing actors is home to Mansome and a pack of once famous faces. They've pooled their money because they know Paragon isn't really going to help the Luna PD. It's up to the player characters to find out who really killed Greta Mount.

Was it an up-and-coming starlet who wanted her out of the way? Her jealous lover, rival studio actor Parson Phelm? Or did the studio do it? Did Mount stumble on its plans to sell out to Cybertronic in betrayal of its FLIC contracts? Surely, other members of FLIC would like to know about that. Perhaps one of them even put a hit on her. She's pregnant with a Heretic's baby after all, or was. A one-time B-list actor who got roped into one of the Cults of Semai so prevalent in Studio City. There are lots of suspects but few clues. The player characters have to unravel the seedy side of Sector City to find out just who put the kibosh on Greta Mount's rising career.



## BRETT BOZEMAN, FOUNDRY AGENT



Brett Bozeman is a man who does not exist. His identity and former life have all been erased. He is the foremost agent of The Foundry, that conspiracy deep within the Cartel, answerable to no one, unbound by the rules of war or the laws of civilization to fight the Dark Legion as no one else can.

Bozeman is a shadow, the living embodiment of stealth: part spy, part assassin. Those few who know him suspect that he has a dark and terrible past, but Bozeman gives no sign, being utterly committed to his work. He exhibits highly skilled military training, but also a ninja-like understanding of the shadows. Fluent in four languages and able to get by in another five, he is a master of adaptation, working far from any security net.

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	9	7

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	–	3	3	2	2	2	–	4	3

### WOUNDS:

- ◀▶ Head 3
- ◀▶ Arms 4
- ◀▶ Serious Wounds 6
- ◀▶ Mental Wounds 9
- ◀▶ Torso 7
- ◀▶ Legs 5
- ◀▶ Critical Wounds 3

**SOAK: HFMP5-ZR Hare Mk. I:** (Head 3, Torso 2, Arms 1, Legs 1)

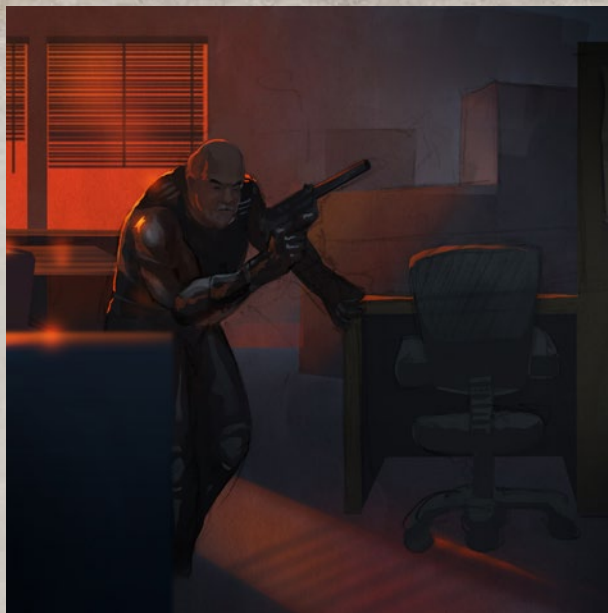
- ◀▶ The enhanced mobility provided by Brett's armour allows him to re-roll one unsuccessful d20 on any Acrobatics or Athletics test he makes, though he must accept the new result.

### ATTACKS:

- ◀▶ **Bladed Nightstick–Baton (melee):** 1+**T**3, 1H, Parry 2, Stun
- ◀▶ **Bladed Nightstick–Blade (melee):** 1+**T**3, 1H, Armour Piercing 1, Parry 2
- ◀▶ **.45 Serenity pistol (ranged):** Range C, 1+**T**4, Burst, 1H, Close Quarters, Hidden 1; equipped with a silencer.

### SPECIAL ABILITIES

- ◀▶ **Baleful Panther:** Bozeman is a student of the Hunting Tiger martial arts school (see the *Mishima* sourcebook).



Thanks to Brett Bozeman.

He has honed the following Ki powers: Merama's Perfect Balance, The Monkey's Foot, and The Chameleon's Skin. If Ki Powers are not used in the game, Brett instead generates an additional two Momentum on each successful Acrobatics, Athletics, and Stealth test.

- ◀▶ **Multicultural Savant:** Bozeman has trained extensively to neutralise any trace of his corporate heritage; he considers himself to be a guardian of every corporation, yet beholden to none. He may re-roll one d20 when making an Education or Linguistics test, but must accept the new result. Additionally, he may attempt an Average D1 Education test when interacting with an opponent, with success allowing him to identify the foe's political and corporate affiliations. Further, he may converse with any being that is ostensibly human and ignores any penalty due to a language barrier. Finally, he may substitute Linguistics for Persuade.
- ◀▶ **Trained in Death:** Both Bozeman's skill at arms and mastery of stealth are legendary within The Foundry. He may re-roll one d20 when making a Stealth test, and up to two damage dice when making either a Close Combat, Ranged Weapons, or Unarmed Combat test, but must accept the new results. Additionally, he may attempt a Parry Response Action using his Unarmed Combat skill even when he does not have a close combat weapon drawn, and need not pay a Dark Symmetry point in order to make the parry. Further, when spending Momentum for the Called Shot benefit, each point of Momentum may be spent to shift the hit location roll by up to two points. Finally, he may add two d20 to his Stealth test when attempting to remain unseen or unnoticed.



*The security on the tower had been easier to compromise than Bozeman expected. They had not expected infiltration from the air, a stupid mistake to make. He had silently rappelled down the inside of the lift shaft to the twentieth floor. The Skein building's security was focused around preventing illegal access from the street level or below; a complex web of vibration sensors wired into the very fabric of the foundations, able to detect the smallest vibration. It was excessive and focussed, and Bozeman knew that meant they were combatting a very specific threat.*

*He knew what that threat was, and so did his controller in The Foundry. That was why he was here. The Foundry needed to know what the Skein Corporation knew. It needed to know why a corporation controlled by the Heretics of Ilian would fear an assault from underground.*

*He smoothly unlocked the lift door, and with barely a whisper eliminated the two uniformed Heretics guarding the floor. Moving like a hunting panther, he slid from shadow to shadow, silently eliminating all of the well-armed and armoured guards, until he reached the room. The room that existed on no floor plan. The room that could not exist on any floor plan, part here, part elsewhere.*

*Inside was a man, sat in a simple chair, watching the door. He smiled as Bozeman entered. "I have been expecting you." Bozeman nodded and fired twice. The silenced pistol blew the back of the man's head off, spraying the wall behind in gore. His corpse toppled from the chair, the smile still fixed rictus-like to his face. Bozeman moved to the man, pulled a knife and stabbed it into his chest, before shoving his hand deep into the wound and retrieving a small silver object.*

*This was the information they so vitally needed, so vital that an agent sacrificed his very soul to get it. Agent Connors' sacrifice was not in vain. There were no half-measures in this game. Bozeman pocketed the silver sphere and returned to the shadows.*

## CORPORATE CULTURE

Paragon is a relatively relaxed environment. The corporate ladder is still rife with backstabbing and treachery, but it's done over lunches at hot spots in Luna and the trendiest clubs.

Paragon exists in a soup of a mediated industry. It produces hundreds of films per year, dozens of television programs, and a scores of radio shows, but they are only 20% of the total media produced. Further, Paragon engages in a kind of corporate espionage PR war using its tabloid subsidiaries. Celebrity lives are big business, and slandering a rival studio's stable of celebs is a smart move. If Greta Mount was seen dining with a man other than her husband, that could be good news for Paragon, whose rival starlets might get a leg up at theatres.

Everyone at Paragon always smiles, even when they're about to kick you to the curb. Aspiring writers, directors, and actors are grist for the Paragon mill. If you have talent, that's an edge, but only a tiny one. Careers are made by who you know and how your last ratings share looked in comparison to your neighbour's. It's a business where dreams are made for the masses by breaking the dreams of the individual. Welcome to Studio Sector Luna.

## GRANT CABLE—MOVIE STAR

Suave and debonair, Grant Cable is one of Studio Sector's favourite leading men. He is handsome, photogenic, and has inspired a new trend of pencil thin moustaches among certain scenesters. Cable has starred in over fifty pictures and twice won the coveted Lunar Gold Crown for acting. He's dated the prettiest girls in Sector City and is the envy of many a man.

What people don't know about Cable is that he's horribly depressed and has substance abuse problems. Paragon has been able to hide it thus far, going so far as to sacrifice a few minor celebs on the tabloid altars to protect Cable's secrets. While shooting 'Two Rode Out To San Dorado', he fell off his horse while drunk. This was covered up as an "on set stunt accident." Cable went through three rehabs in secret but to no avail.

His biggest problem is a derivative of Blueberries—a Cybertronic drug—made cheaply on the street. Paragon suspects a rival studio may be behind the introduction of this new drug to Cable's stable of narcotics. The star, rapidly approaching middle age, has little time to get his act together before Paragon realises he is no longer worth the trouble. There are many other would-be Cables waiting in the wings.

## HEADQUARTERS

Paragon is located in Studio Sector Luna, A.K.A. Sector City. All of the major studios have their headquarters here. The premises are well guarded and often hounded with tourists hoping to spot a favourite star.



Immediately outside the studio lots are some of the hottest restaurants, boutiques, and clubs on Luna. Paragon and the other studios have gone to great lengths to build this area up in to a kind of mythic Olympus. The audience is little aware that the clubs, boutiques, and the like are all also owned by the studios. Sector City is, for all intents and purposes, an elaborate illusion. One goes and sees the sights—the light poles with the brass plaques of famous stars, the notorious corners where street girls hustle—but it's all owned and planned by one of the studios. If there's one thing Paragon excels at, it's PR. There are even rumours Sam Veranase of Cybertronic wishes to acquire Paragon precisely because of its PR machine.

## TAKASHA ELECTRONICS

Takasha has the distinction of being the only known corporation to grow out of a criminal enterprise. In the wake of the rise of the great corporations on Earth, criminal organisations found their traditional businesses were being co-opted by conglomerates. Gambling, loan sharking, and even drugs were being run legally by these entities. Almost none of the traditional mafias survived... except for Takasha.

Takasha was the criminal organisation once known as the Yakuza. Long ago affiliated in some uncertain way with Mishima, it has since become a corporation in its own right. The chips were down and the writing was on the proverbial wall—the Yakuza had to evolve or die.

And so the venerable Yakuza morphed into the mostly legitimate Takasha Electronics. While the company is modern in some ways, in others it is very old. Takasha still has the root DNA of its criminal origins. One only has to look closely to see.

I don't know how they managed it, but somehow the Pig Chiefs wrangled the McKenzie orbital right out from under Whitestar's nose.

Don't get me wrong, they perform some amazing feats of engineering in order to salvage useable parts from those dead ships, but I'm dead sure that's not all they're about.

Environmental and geographical data relating to Earth has never been so detailed and readily available. I'd hate to think what will happen once the Federation realise they're under a microscope though.

## CORPORATE CULTURE

Takasha is a mix of traditional corporate culture and criminal subculture. Executives are referred to as Oyabun, following an ancient tradition. They also wear elaborate tattoos on their backs and arms that highlight the trajectories of their careers. At the same time, they make wise business decisions but employ brutal tactics.

Respect for the Oyabun is paramount inside Takasha, but respect for anyone else is derided. At heart it is still a rebellious group, unwilling to conform to the dictums of prevailing society.

Takasha takes huge risks and dances on the edge of legality all the time. Often censured by the Cartel, it only barely tolerates being in FLIC, but being a member does allow them a voice, however weak.

Takasha hates Mishima. It sees Mishima's ascendancy as somehow their own failure. It does not like dealing with the corporation and will do anything to hamper it. Mishima, for its part, views Takasha as little more than a nuisance.

## TAKASHI TOYOTOMI—OYABUN SPECIAL RESEARCH DIVISION

Toyotomi's title is misleading. The Special Research Division is nothing more than the murder squad for Takasha. It enforces its will through the strength of arms against rival independent corporations. Toyotomi is a traditionalist, believing the old ways should be resurrected in favour of all this new-fangled stock speculation and business forecasting. He is, mostly in secret, re-establishing avenues of influence into territory not controlled by any of the major criminal networks.

Toyotomi wants to return Takasha to its Yakuza roots to become the most powerful criminal organisation in the system. It is his belief, and perhaps rightly so, that Takasha has no hope of ever competing with Mishima and the other corporations. But in the world of criminal networks, with Takasha's capital and cutting edge electronics, it might be able to dominate.

Takasha has an unassuming compound on Phobos. Large but flat traditional torii gates flank the entrances. The paper screened houses are actually a durable polymer but are made to look traditional. The compound has no building higher than six stories. Rough winds can cause swaying on Phobos, and construction is therefore limited unless one has vast resources.

The Church has little presence inside Takasha's compound. Instead, an elaborate series of rituals and ceremonies serve as religion for Takasha employees. An employee is expected to live, work, and die on the compound, with little hope of travel. Here, they make some of the finest electronic components, some of which even find their way into products sold by the corporations.



## GIRI

One of the player characters has an enemy they do not know about. It's hard to remember, being in this business, how many people you've killed. Well, it turns out one less than they thought. Years ago, on one of their early ops, they shot a man. They shot many men that night, but this one lived. He lived and was dishonoured because the player character secured the item he was supposed to protect. That man worked for Takasha, and he's been planning his revenge ever since.

It starts out with what the players believe is a case of mistaken identity on Luna. The character is no killer, well not THAT kind of killer anyway, but the Luna PD isn't buying that. They have security footage showing the player going into a woman's apartment and strangling her. But the player was on another op that night, and anyone they killed then was most definitely armed.

As the player avoids the police and try to clear his name, the trail leads back to Phobos and Takasha. There's a man there who has sworn the player as his enemy. He's an Oyabun now, and using his power for personal revenge may be against their code. Perhaps the players can use that against him, if only they can discover which Oyabun he is.

## MCKENZIE SALVAGE

Among the multitudes of things corporations write off each year are uncountable numbers of damaged but salvageable ships and equipment. For a corporate bottom line, it doesn't always make sense to retrieve these once-valuable objects. For McKenzie Salvage it is the bottom line. Starting out as a loose coalition of licensed salvage clans over 200 years ago, McKenzie salvage was the first to take the business out of the hands of small-time independent operators and corporatise it.

Today, McKenzie Salvage employs a small fleet of ships and a department of intelligence agents. If there's going to be a battle somewhere in the system, McKenzie Salvage wants to know about it and be circling the battlefield like ravens. If a ship has been lost in Rift Space, it wants to know. Its attempts to spot pre-salvage opportunities have created a side-line business in information brokering. McKenzie Salvage accrues a lot of intel that it sells on to paying clients. Often corporations will come to it just to see if it has heard anything.

These two businesses would seem to make for strange bedfellows, but McKenzie Salvage has so far been able to maintain a balance. Far and away, its business is about salvage, but the information brokering is creating a powerful intelligence network system wide.

### CORPORATE CULTURE

McKenzie Salvage's ranks are full of hard working, tough, and resourceful men and women. While the business has been brought into the corporate fold, the people contracted to do the actual salvaging are still very much the epitome of the rugged loner. They carry good luck charms and recite superstitious mantras that spacers have used as proof against the dark for centuries. They wear spacesuits painted and festooned with personal mementos and sayings. They work hard and they play hard. Salvagers are a breed all their own.

Recently, a division has appeared between this faction of McKenzie and the intel department. While McKenzie recruited singular individuals for each, intel has begun to think the salvage side of things is a dead end. The spies argue that intelligence is the better commodity in the current environment and advocate a conversion to full-on information brokering. There are other information brokers out there, but they are specialised and small. Much like they did with salvage, the spies in the company want to corporatise the information brokerage game.

### VALERIE TERPSICHORE – JUNKER

Born in space, Terpsichore plans to die in space as well. Her parents were among the first to colonise the abandoned pre-Fall rotational gravity giants left floating alone in the void. These hulks soon became home to all manner of outcasts, pilgrims, and pioneers. Several have even been designated as Cartel Free Zones.

Valerie spent her youth salvaging things she found around the station and reselling them to others, but what she really wanted to do was follow some of the deep salvage crews into the outer planets. When she was barely old enough, she did.

Valerie's a captain now and has her own crew. She's on contract with McKenzie Salvage and even owns shares. She's a business woman, she has come to realise, despite all her efforts not to become one.

It's only recently that she has begun to feel as if she's lost something, that some basic freedom has been stripped from her life. Valerie is thinking about not re-upping her contract when the time comes. What she does after that is anyone's guess, but she likes the freedom of being bound to no one and nothing.

### HEADQUARTERS

McKenzie Salvage bought an out-of-date Imperial Space Station over 75 years ago and has been based there ever since. McKenzie has heavily modified the station, located in high orbit around






always work is dangerous and unforgiving of fools.

## CHAPTER 03





Europa, with extra docking rings and a second-hand industrial garbage processor from a battle cruiser. Ships are generally broken up where found, and then the valuable pieces are towed back. Sometimes, an entire ship will be attached to a tug and towed back, in which case on-site personnel come out and ship-break. Ship-breaking is a hazardous job. Acetylene torches, oxygen tanks, deep space, and whirling bits of detritus make for a crazy dance of destruction. Salvagers are a bold lot, however, and this seems to little bother them.



## RUNNING YOUR OWN CORP

In a world where the corporations control everything and independence is hard to achieve, becoming the director of your own company can seem like a distant dream. It's something that does work out for some people but this requires hard work, skill and a bit of luck—not to mention the occasional bout of ruthlessness.

These companies are in no way comparable to the might of the Big Five, but they can still offer some influence and power to their employees. Ranging in size from small Freelancing security operations to larger haulage firms and everything in between, these mini-corps are the lifeblood of commerce in some regions and work to fill gaps in the market wherever they are needed. They also often work as deniable assets or acceptable losses when taken on by corporation contracts, meaning that risk is minimised, so should anything untoward happen the corporation remains unscathed.

Some players may enjoy the potential to found and run their own business venture in the **Mutant Chronicles** universe, as it can be far from dull. Corporate espionage with assassinations, hostile acquisitions with mercenary strike teams and the lurking threat of the Dark Symmetry influencing the enterprise are all possibilities.

Setting up a business can be a challenge and requires ingenuity—not everything that the players may want to do is going to be covered here, and so we would encourage the GM to use these guidelines but not to be afraid to explore the ideas players may come up with.

### FOUNDING AND REGISTRATION

Founding a new business can seem daunting when the big five corporations seem to control every aspect of service and production. That's not stopped people trying though, with the likes of McKenzie Salvage and Trishula finding key holes in the market to exploit.

To found a business, it's as simple as sticking a sign above the door and letting the governing faction know. In Luna, this means that there's no real accountability beyond some underfunded and over-stretched Cartel administration office, but in most other places there will be a domestic enterprise office unless it's a Free Charter. The domestic enterprise office will govern what can and cannot be done; almost anything is fair game in Capitol whilst a vestment and scripture shop would go down poorly in Cybertronic domains.

Some corporations may require additional details such as an address of business, a registration fee (no more than one asset) and that's enough to keep them happy. Mishima and Bauhaus may also require an inspection of the new business by an appointed official to check everything is legitimate and adhering to regulations.

### AREAS OF EXPERTISE

A new business will have a background in a particular industry, whether personal accounting, spaceship security or luxury garden maintenance. For the purposes of **Mutant Chronicles**, it is assumed that the players will want to establish themselves in a freelancing capacity—'consultants', 'solution architects' or similar corporate terms are used to make these ventures seem more professional.

Freelancing can cover a multitude of sins which often includes, but is not confined to: bodyguard duty, private investigation, corporate espionage, private military contracting, Dark Symmetry expulsion, courier services and prototype-testing.

There are some other industries which are compatible with their work, such as running inter-planetary passenger carriers or opening a small arms and hunting supplies emporium. These could feasibly be incorporated into their other work, and so may be seen as suitable by the GM.

However, there are times when players want to open a bakery, a florist, or a themed restaurant. It is ultimately up to the GM if a particular enterprise is suitable for the game they are running, but they should be aware that if the option is available to them then players will almost certainly investigate these possibilities. Then again, who would suspect a fashionable cafe in an uptown part of Luna of being a front for freelancers who sell on the information that they gather from the secret microphones that are installed at every table?

### CONTRACTS

Securing and fulfilling contracts is the lifeblood of most corporations, whatever the size. Providing quality service, as according to the terms and conditions, will help guarantee future work and therefore see a business thrive. Obtaining contracts in the first place is the tricky part, as it can be difficult, especially for newer ventures, to attract the attention of potential customers.



Larger corporations use lobbyists in these situations, to help persuade decision-makers that the juiciest contracts should be awarded to their corporation. Smaller ventures don't always have the resources to employ a full-time lobbyist and so must rely on previous reputation, networking and making contacts in the field.

Getting the right contract will of course depend a lot on what the enterprise's area of expertise is; it could be that they fulfil a need for a certain service or product that nobody else is currently offering, or they offer a current product or service but with something extra. This is always likely to help push interest in the company—and if all else fails, there's always blackmail or other means of 'persuasion' for the more forthcoming and aggressive of business strategies.

Some of the contracts will be fulfilled by the players during the course of the game. For others, there is an abstract method to make sure that whatever the business is doing is still making money.

Every month, whoever is company director (or a selected representative) should make a profitability check. This is done by taking an Average D1 Intelligence Test (this may be substituted for another relevant characteristic with the GM's approval, such as a Personality Test).

Mitigating factors may be introduced such as lack of demand, faulty stockpiles, etc., adding or removing difficulty from the test. For each success, the business earns the players 2 levels of income as per the earnings rules on p. 247 of the **Mutant Chronicles** core rulebook. Should the test gain Momentum this adds an additional 2 levels of income.

## HIRING/FIRING

Although it is entirely possible to run a business venture with a single person (a 'sole trader'), it is often the case that, in order to perform almost any kind of effective service, there will need to be several people involved. For freelancers, this is often the core of their group, but as they become more successful they may seek additional staff. A secretary and administrative manager is useful to keep on top of their new contracts and paperwork, but other personnel are soon recruited by the better-off freelancer, who are often themselves freelancers.

In this way, if a contract requires a little more firepower (or even just a distraction), it can be virtually guaranteed that there will be some willing bodies out there who are happy to do some dirty work in exchange for a few Cardinals.

Due to the nature of most employment contracts, it can be very easy to get rid of staff as and when required—just don't always expect someone hired for their bad attitude and skill with a slicer to take it that well.

## ALLIES & ASSISTANTS

It's frequently useful to hire people who can do things that you lack the skill or time to perform yourself. In other cases, it's simply useful to be able to hire some additional muscle to help you get the job done. In addition, there are times when money may change hands just to expedite some inconvenient little matter.

### RETAINERS

A retainer is an NPC who, for the purposes of making them quick and easy to use, is trained and employed for one or more skills. Retainers will not engage in risky activity such as combat or travel to dangerous or hostile locales. Depending on the nature of the retainer, this may include certain cities or planets—for Cybertronic employees, Victoria is a hostile locale, and nobody wants to travel to certain parts of San Dorado or Fukido. In all other regards, a retainer is loyal so long as he remains paid, is not placed under unreasonable pressure, and the activities asked of him are within his skills and the contract he was hired to perform (a lawyer is expected to do things that a doctor is not, and vice versa). A retainer who suffers injury or distress as a result of service will charge the character a hazard fee and for any medical bills, and will sue if these are not paid promptly. Retainers must be paid monthly—failure to pay this Maintenance cost will result in the end of their services.

Retainers have a basic Restriction rating of one. A Retainer is considered to have a score of nine in all the Attributes required for the skills he has been hired to use—this can be increased to ten by increasing the Restriction rating by one step, or to eleven by increasing the Restriction rating by two steps. The basic Cost of a Retainer is three, plus one for every rank of Expertise he has in the skill he is being hired to use (Retainers are not considered to possess Focus ranks). If the Retainer has been hired for more than one skill (including those who have been hired to use an Advanced Skill, as they require training in the General Skill that governs it as well), then the Restriction increases by one step and the Cost increases by four for each additional skill. All skills that the Retainer has been hired to use have the same number of Expertise ranks.

Most retainers do not work on exclusive contracts, but rather divide their time between multiple clients. Securing an exclusive contract is more difficult, increasing the Restriction rating by one step and the Cost by a further four. Alternately, a Retainer who is hired only for relatively minor and non-urgent work can be employed more easily, reducing the Restriction by two steps (to a minimum of one), and halving the Cost (rounding up).

The Maintenance value of a Retainer—paid monthly once the initial Cost is paid—is equal to half the Cost, rounding down.

A number of example Retainers are included on the table below, with their costs and capabilities listed already. The Target Number



is the combined total of the Retainer's Attribute score and Expertise ranks. Retainers are subject to corruption as characters, rather than equipment, and thus no Reliability rating is listed.

## SERVICES

There are some things that players may require which they are not able to achieve for themselves. Often they need the services of people who have skills they do not, such as a discrete ballistics surgeon or a venomous reptile handler who is able to attend a corporation executive's property at very short notice.

There are even some experts who are able to attend whatever crisis the players have created at very short notice, although these tend to either be very expensive or charge some other manner of fee which will be of great value (extended use of the players' service, asking them to do a specific dangerous job, asking for an item they have in their possession, etc.).

Services most commonly required include the following:

### SECURITY

Sometimes contractors might sub-contract elements of their job if they feel it may help them achieve the desired results. This can be as simple as picking up some low-life thugs in a bar for some extra muscle to finding talented ex-military personnel through established networks.

### CLEAN-UP

It's a fact of life that sometimes, freelancers make a big mess of things. This could be damage to a priceless portrait in an executive's office, or it could be that the executive's grey matter is now running along the wall next to their portrait. Either way, it helps to know the right kind of people who are involved in R n' R—'restoration and removal'.

### CLERICAL

Paperwork might be dull, but somebody's got to do it. Not every low-life freelancer might need a bookkeeper, but it can certainly help when there are contracts to check through and accounts to declare.

### ENTERTAINMENT

Sometimes, you just need to unwind, or you need to impress. That can involve hiring out the services of a specialist who can entertain in whatever capacity is required. Certainly, some forms of relaxation are more catered for than others, but whether you're after an example of Luna's finest burlesque or a five-piece band, that's all on offer.

### VEHICLES

Although it may seem foolhardy, there are firms that will rent out vehicles to freelancers and people in similar lines of work. Some have strict regulations but others are far less regulated—but then their car pools often reflect this. Still, if ever someone's in need of an automobile they should be able to secure something that roughly equates to their needs.

**SERVICES TABLE**

PROFESSION	SKILLS	TN	RESTRICTION	COST	MAINTENANCE
Chauffeur	Pilot	10	1	4	2
'Cleaner'	Observation, Sciences	12	3	10	4
Entertainer (low brow)	Persuade	10	1	2	1
Entertainer (highbrow)	Lifestyle, Persuade	12	2	4	2
Wilderness guide	Survival	11	1	5	2
Private doctor	Treatment, Medicine	12	2	10	5
Cheap lawyer	Education, Persuade	11	2	9	4
Corporate defence attorney on exclusive contract	Education, Persuade, Command	14	6	18	9
Orbital pilot on minor contract	Pilot, Space	11	1	4	2
Personal assistant on exclusive contract	Lifestyle	10	2	8	4
Personal mechanic	Mechanics	10	1	4	2
Security	As security guard NPC	-	1	2	1



## PROPERTIES AND ACQUISITIONS

Whether top-floor offices with a splendid view over glittering skyscrapers, or nomadic freighter-bound premises that go where the company director says, a lot of companies need somewhere to act as a base for their operations.

### HOUSING & PROPERTY

Ranging from a dry spot under a bridge or a grimy little shanty in the Nines, to a lavish penthouse apartment or a colossal mansion, everyone lives somewhere. The range of available housing varies from world to world, so this section focuses primarily on what is available in Luna City. This section also covers the range of other properties that a character may need to rent during the course of his work.

With all housing and property, the initial Cost listed represents the deposit and first month's rent, as well as any administration fees. The Maintenance value listed covers the ongoing rent and other routine costs: cleaning, utilities, property taxes, and so forth. Failure to pay Maintenance typically results in being evicted from the property.

Property is not subject to the rules for corrupting equipment; instead, it follows the rules for corrupting locations. As such, it has no Reliability rating.

### HOUSING

While there are innumerable homeless and unemployed people across the solar system, player characters are universally assumed to have at least some housing at the start of play. This can vary during play—a character could fall on hard times and be forced on to the streets, could find themselves gaining wealth and status and getting a better place to live, or could even move to another world entirely.

Housing comes in six broad categories:

**Dire** housing in Luna City is typically a single small room in a dilapidated tenement building in a particularly unpleasant part of the Perimeters.

### PROPERTY TABLE

TYPE	RESTRICTION	COST	MAINTENANCE
Housing (dire)	0	1	0
Housing (poor)	0	3	1
Housing (basic)	0	5	2
Housing (comfortable)	1	7	3
Housing (exclusive)	3	9	4
Housing (lavish)	5	12	5
Office (small)	1	5	2
Office (large)	2	9	4
Office suite	3	17	8
Safety deposit box	2	4	1
Storage locker	0	3	1
Garage	0	5	2
Container storage	2	6	2

**Poor** housing is a little better than dire housing, typically consisting of a single room in a crowded employee tenement in a busy part of the city.

**Basic** housing is a simple, small apartment, containing all the essential amenities in their most basic form, in a fairly quiet, if isolated, part of the city.

**Comfortable** housing is similar to basic housing, but in a better part of the city, and better-appointed. A convenient location makes it more expensive, and such housing is highly sought-after.

**Exclusive** housing is a large, well-appointed apartment in a secure tenement building. Such housing normally has enough additional room for a private study or similar workroom in addition to living space.

**Lavish** housing is the best home that money can buy in the city: penthouse and loft apartments so spacious that they can host numerous guests or even some kinds of social event, as well as having plenty of room for work space. The master bedroom alone is likely to dwarf some small apartments, and these apartments are only found in the most exclusive and secure of buildings in the most high-class neighbourhoods.

### BUSINESS PROPERTIES

Homes are not the only property available to rent, and many corporate workers and freelancers find a need to rent some space to do business in, distinct from their homes. They range from dingy storage lockers to tiny office spaces to garage workshops, and even dockyard warehouses.

### OFFICE SPACE

From simple freelancer operations to corporate subsidiaries, a place of business is essential—it is unseemly to conduct matters of business in the home, for the most part—so renting an



office is useful for anyone wishing to sell his skills or services. At the very least, an office will contain a desk and a telephone connection: the bare essentials for conducting business. Beyond that, most people will try and furnish their offices to be reasonably comfortable, in the expectation of spending many long hours there, and needing to attend to clients.

A **small office** is a single room, a desk, a telephone, and a sink. There may be a few other pieces of furniture present—a couple of chairs, maybe a couch, maybe a filing cabinet or two—as well. The space is a decent enough for small businesses and freelancers, but nothing particularly extravagant.

A **large office** consists of two or three rooms: a large waiting room or reception, and one or two meeting rooms. These allow a well-funded business to handle a couple of jobs simultaneously, so long as it has enough staff. It is common for businesses operating from large offices to hire a receptionist or administrative assistant to run the office itself.

An **office suite** may take up several floors of a building, or may even be a small building in its own right. A lobby or reception will lead to several smaller offices and meeting rooms. Few are the private businesses that have enough staff to fill an office suite, let alone afford the rent.

### STORAGE AND GARAGE SPACE

Sometimes, you come across items that you cannot reasonably store in your home or office—often because the items are too large, too bulky, hazardous, or simply only needed for special occasions.

A **safety deposit box** is amongst the most secure form of storage, but only for relatively small items—files, identification papers, valuables, and so forth.

A **storage locker** is the most straightforward of such spaces. A simple space, more akin to a large closet than a room, these lockers are relatively cheap to rent, and are secure and private,

*Have you ever stared straight down the barrel of a gun?*

*I seem to find myself doing it far more than I'd recommend for a long and healthy life.*

*This particular gun is close enough to see the graining of the barrel, to discern the rifling swirling into the interior gloom. It's some weird amalgamation of Capitolian functionality and Symmetry necro-organics; I swear the rifling is writhing before my eyes, like some chaotic descent into a maelstrom.*

*Focus. I need to focus. I'm not some first year student struggling with Combat Meditation Techniques. Mentally, I tense and grimace, physically I show nothing; I keep my face emotionless, my eyes flat. That's the trouble with these Heretics; they will literally shoot you out of spite, so I show him nothing.*

*Focus on him, keep him focused on me. I look up from the barrel and give him a smile that would frost Jupiter's moons. In response, his thin lips pull back from his toothy maw in a rictus grin, the corners of his mouth nearly reaching the ears of his bald, lumpy, and misshapen skull.*

*I had been tracking this cell for weeks. It had all started with a hunch I'd had while watching the crowds listening to Bishop Rolineux preach to the masses down in Freedom Square, in the Capitol district. Citizen*

*Montera had been enjoying the sermon just a bit too much, her actions pushing those closest to her toward a dangerous religious hysteria; a clamour that completely contrasted with the low key speech being delivered by the Bishop. Montera seemed to be mocking his words with her actions.*

*Mystic Reeves would like to test me for Premonition, says I have far too many hunches for it to be coincidence. I'm happy to have the Light show me the way and keep doing the job I'm doing; I don't have any burning need to solve the inner mysteries of the universe. Leave that to the cloaks and hoods of The First Directorate, thanks.*

*Now here I am: deep in a Capitol favela with a trail of corpses at my back. I've stalked this hovel like an angel of death dispensing divine justice, only to ultimately find myself staring along the casing of a semi-organic handgun at a Heretic of Semai who would like to do nothing more than chew on my entrails.*

*Keeping him focused on me had allowed me to slip my Punisher toward his thigh. I drop to my rump as I squeeze the trigger, which means that my first shot only manages to blow out the meat of his hamstring but does throw his shot wild. I bring my left hand up to the pistol grip to improve my accuracy and a more precise second shot takes his pistol hand off at the wrist. Good, he'll live. Inquisitor Semperex will have some fun with this one.*



rented out with no questions asked. They are commonly rented by freelancers; some will fill them with weapons and ammunition that cannot easily be secured at home, while others use them to stash evidence from cases, or to hide away emergency supplies in case of emergencies.

A **garage** provides enough space to store a car or a couple of motorcycles, as well as space for tools and supplies needed to maintain vehicles. Some people use garage space to house workshops or laboratories instead of vehicles, or simply use them as oversized storage lockers.

**Container storage** involves the massive freight containers used for shipping goods. They do not provide much more storage space than a garage, and are not connected to gas, power, or water supplies, but the fact that they can be moved (at some expense—freight is not cheap) makes them potentially useful.

## SITE SECURITY

A stout lock and an old night-watchman are traditional measures to keep properties safe, but alas, in a world of corporate espionage and the insidious creep of the Dark Symmetry, sometimes something stronger is needed.

### TRIPWIRE

A tripwire is a piece of strong material pulled across a space to make an unwary target trip over it. These are sometimes used as triggers for other devices or just to make people fall—the noise of a burglar crashing to the ground can alert nearby guards, for example.

A character needs to make an Awareness Test in order to notice a tripwire in their path. If this fails, they are knocked prone. In some cases, this may also trigger another effect if the tripwire is connected to an additional device.

### DESK SURPRISE

Sometimes a client on the other side of a desk is more than a little hostile, to the point of drawn weapons. It's the place of the desk surprise to make sure this doesn't get too out of hand.

A desk surprise is a holster affixed on the underside of a desk. It can take an encumbrance 3 weapon, and is often pointed directly at the seating in front of the desk. It is concealed from the view of anyone not sat at the desk.


### DOOR FLASH

A bright bulb which is affixed in a location often in full view of an entrance point, or several (such as a door or windows). It is normally triggered by a trip wire, and when triggered emits a blinding flash. It can alternatively be triggered manually by a switch (often installed at a desk or other convenient location) as a free action.

When triggered, an area to the front of the bulb within close range is affected. Any target within that area immediately suffers from the staggered condition unless there should be any reason for them not to be affected by a bright light (protective eyewear, being undead, etc.).

### DOOR BUZZER

Although it seems as though it may be as dangerous for its owner as for potential targets, the door buzzer can be very effective. Consisting of a battery hooked up to one side of the door so its current runs through the handle, as soon as the target grasps the door handle they receive a shocking surprise.

Should someone grasp the handle of a door buzzer, they will take 1+3 damage and suffer both Knockdown and Stun conditions. In some instances, a GM may wish to allow a character a Challenging D2 test to be able to hear the faint buzz of the battery and so investigate prior to being shocked.

## SECURITY OPTIONS

UPGRADE	COST	RESTRICTION	DIFFICULTY TO FIT (MECHANICS)
Tripwire	1	1	Simple D0
Desk surprise	1*	1	Simple D0
Door flash	1	2	Average D1
Door buzzer	2	2	Challenging D2
Reverse knocker	1*	2	Average D1
Trap door	2	2	Challenging D2

\* Weapon not included



## REVERSE KNOCKER

Used by the paranoid and those that know there's someone out to get them, the reverse knocker is technically illegal in most places. The people that uncover it usually are in no fit state to report their findings afterwards.

A reverse knocker is a setup of a cradle that can hold an encumbrance 4 weapon, pointed directly at an entry point—usually a door. A tripwire is placed so that once triggered, it fires the weapon directly at the door. There is no need to roll to hit, as it does so automatically. Like the door flash, it can also sometimes be set up for a manual trigger, which is useful for keeping heads down whilst building occupants make their escape. The reverse knocker is usually very obvious to anyone that sees it, unless efforts are made to disguise it such as with plants, hiding it in a sculpture, etc.

## TRAP DOOR

Thought of as the stuff of drama and fiction, a well-placed trap door in an office can quickly remove a threat or allow for a swift exit.

A trap door is generally big enough for one chair, or one person, to cover it. If activated (generally manually by a button), whoever is standing on it immediately falls through and takes falling damage as per the rules on p. 129 of the *Mutant Chronicles* core rulebook. If they were aware that they were standing on a trap door prior to its activation, they may make a Challenging D2 Agility test to avoid falling through it.

Sometimes trap doors do not just fall to the ground below them, but may evacuate into sewers, garbage chutes, specially-placed bundles of mattresses, or whatever else the GM or players can think of.

## SELLING UP (OR OUT)

Almost inevitably there comes a stage in every successful Microcorps' life cycle where the CEO is approached by a representative of a larger corporation—one of the larger Microcorps looking to expand their portfolios or perhaps an agent for one of the Big Five themselves.

The acquisition could be in a civil and professional manner, with a legitimate interest in whatever the freelancers are offering, but then again commercial politics can be very petty and if the players have annoyed an executive it may be that they just want to buy the company out to shut it down.

Alternatively, sometimes there comes a point where company employees who used to freelance decide that they actually miss their old way of life and the thrill of relying on their wits with limited resources. In situations like this they may seek out a buyer, or find a new potential director to take the helm from them.

The value of the company should be easy enough to work out. Simply add together the value of its contracts over the course of a year, plus any additional resources it may own (property, vehicles, etc.). This should then be used as the base value from which prices can be derived—it would be extremely rare for a small business to receive its full asking price from a larger corporation however.

## NPCS

### STANDARD WORKER

Clerical workers, receptionists, shop assistants and more besides, the basic skillset of a worker can be applied to a number of different roles and they know it. Almost anyone can be replaced so the majority of workers like to make sure they're useful in several capacities, even if several of them have similar requirements. This makes for a panicky workforce, but at least there's always someone available for that job you need doing!

### STANDARD WORKER ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	7	7	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
—	—	—	—	—	—	1	1	1	—	1	—

WOUNDS: 3

SOAK: None

ATTACKS:

◀ Unarmed (melee): 1+T2, 1H

### LABOURER

With demand for physical work, there's always something that requires muscle. This could be a construction job, signing up as a stevedore for incoming shuttles or carrying goods around a warehouse.

### LABOURER ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	7	7	7



FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	-	-	-	-	-	-	1	-

**WOUNDS: 3**

**SOAK:** None

**ATTACKS:**

◀ **Handy tool (melee):** 1+**T**3, 1H

## TECHNICAL EXPERT

Technicians, accountants, archivists, editors and similarly skilled people are often easy enough to locate. Often overworked and underpaid, they don't usually have too many qualms about moving to another company who they feel will better value their skills.

### TECHNICAL EXPERT ▲

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		9		7		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
7		7		7		7	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	-	-	1	1	-	-	2	-

**WOUNDS: 3**

**SOAK:** None

**ATTACKS:**

◀ **Unarmed (melee):** 1+**T**2, 1H

New Personnel — note to self, send a requisition order to fund this

Cleaner — the building services offer this, but I'd prefer our own

PA — somebody has to answer my phone when I'm not there!

Receptionist — we need a professional face for these merc's

3x Admin staff — on top of those we already employ

## SECURITY GUARD

Once a tour of duty is over, some soldiers find employment as security guards. Others end up here as an alternative to law enforcement, but they all have the same general routine which involves long periods of boredom punctuated by the occasional need to look busy. Not a genuine deterrent to professional intruders, they keep petty criminals and malcontents at bay.

### SECURITY GUARD ▲

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
8		8		7		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
7		7		7		7	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	-	-	1	1	-	-	-	-

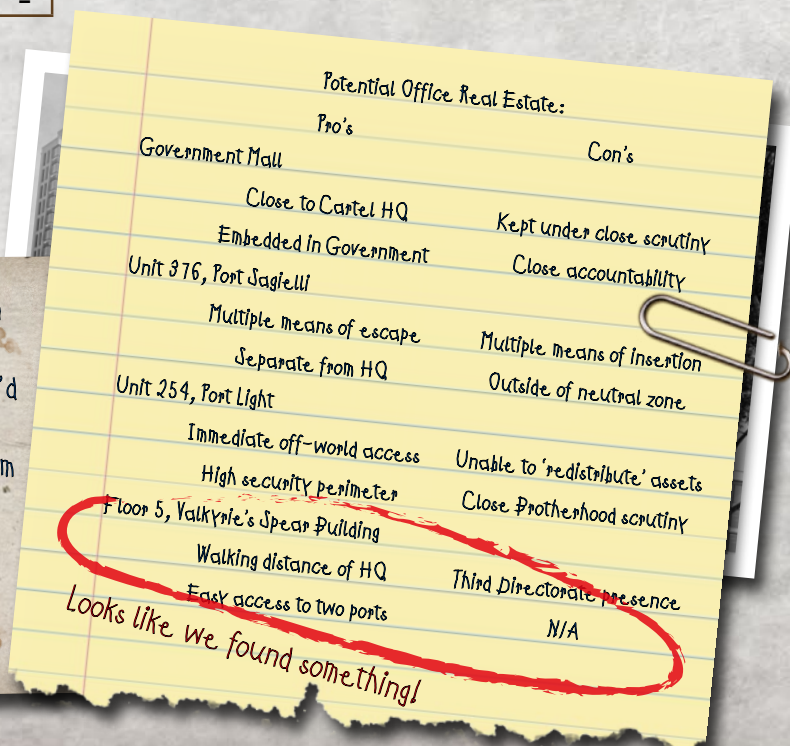
**WOUNDS: 3**

**SOAK:** Heavy civilian shoulder pad: (Arms 2)

**ATTACKS:**

◀ **Baton (melee):** 1+**T**3, H, Stun

◀ **Light pistol (ranged):** Range C, 1+**T**3, Semi-Automatic, 1H, Close Quarters





# THE ROT

## CORRUPTION IS THE WATCHWORD

The sprawling bureaucracy that is The Cartel leaves many gaps in which corruption festers. Secrets, criminal enterprises, bribery, and secret societies have flourished in the dark corners where the High Council cannot peer. The Cartel is simply too big, too unwieldy, and too entrenched in its ways to be free of the grosser vices of human civilisation.

The problem stems primarily from a weak central control structure. While the High Council is mandated with liberal powers by its charter, in reality it is a hollow man. The Security Council wields the power but does not concern itself with the day-to-day management of the Cartel. The real power lies with the delegations.

Unfortunately, the delegations are bloated, over-funded entities. Each of the five corporations has a vast delegation composed of thousands of personnel jockeying for power and influence in the Cartel. So long as the goals of the parent corporation are achieved, the corporations provide little oversight over their representatives. It is an open secret that these delegations are rife with corruption and infiltration. Political and corporate pundits have speculated that the corporations see the Cartel as a kind of spawning ground for asymmetrical intelligence and experimental espionage techniques.

## HOW "THE ROT" MANIFESTS

This wilful ignorance on the part of their corporate masters creates an interzone of crime, conspiracy, and corruption in which individuals and sub-organisations play out their own shadow war inside the Cartel and, by extension, the solar system. "The Rot," as this pervasive problem is colloquially known, manifests in three primary ways.

### CORPORATE CORRUPTION

Bribery is often the easiest way to get something accomplished within a delegation. Operating more remotely than those in corporate enclaves, delegates routinely expect kickbacks and outright bribes to do the jobs they have been tasked with. The corporations have come to accept this. If you don't have to bribe your own people, you'll certainly have to bribe a member of the High Council, their *attaché*, or their assistant. Graft is the lubricant that makes the Cartel machine operate without breaking down. While it was never designed to be such a festering entity of greed, it's worked out that the delegations most comfortably operate under the pursuit of pure, unadulterated greed. It is little wonder, given

that these delegates come from organisations that have seized control of the solar system and the human race in pursuit of money.

If you want to get something done—from the lowest bill renaming a neutral free space orbital to the massive bills that dictate law—corruption is just the cost of doing business. What would be unthinkable inside the tightly controlled corporations is commonplace within the delegations that rule the Cartel.

### CRIMINAL ORGANISATIONS

In any environment like the one outlined above, it is only a matter of time before crime becomes codified. So it is that several criminal organisations have found the Cartel the ideal political and business situation in which to cement their control over illegal activities. From ancient criminal conspiracies going back to Earth to pan-corporate syndicates, organised crime is centralised inside the Cartel.

While there are many independent operators providing illicit goods and services within the solar system, none have the power of organised crime. This is because none of them have the kind of access to the Cartel that these syndicates enjoy. By being inside the central hub of legislation, these groups can bend the Cartel's edicts to their will. While they do not have the power of corporate delegations, they often find those delegations are willing to work with them for the right price. These criminal groups can commit crimes no corporation would willingly commit so openly.

In return for this plausible deniability, the criminal syndicates are allowed free reign over those lesser businesses the corporations see as too petty for their concern. Prostitution, death squads, drugs, and human trafficking all fall under the purview of organised crime. Additionally, because they operate outside the corporate structures, these groups are often the source of unique intelligence for the corporations. The relationship between the two sides, corporate and criminal, is one of convenience, but exists always at the discretion of the corporations. The greatest crimes, it is said, are done under the rule of law and in the name of shareholder profits.

### SECRET SOCIETIES

A strange side effect of this relationship between the corporations and the syndicates is the appearance of what intelligence agencies generally term 'secret societies'. These groups are not motivated by profit nor criminal enterprises; instead, they are driven by ideology. In this way they are potentially more dangerous than any corporate executive. Who can dissuade a man whose entire life is dedicated to an ideal rather than money?





Cartel Enforcement with Extreme Prejudice.

## CHAPTER 04



Some of these secret societies are rumoured to have existed prior to the formation of the corporations. Others exist as a direct response to their power. In the shadow wars waged within the Cartel, these secret societies may be the ultimate operators.

Each secret society has its own agenda. While some may find it convenient to ally at times, their own goals are ultimately their masters. Both the Cartel and all five corporations are extremely concerned about these societies. They represent a threat to everyone by virtue of their allegiance to no more than ideology. Intelligence services are always interested in their activities, but they have buried themselves so deep within the Cartel that it is often impossible to distinguish a member of a secret society from any other bureaucrat. The secret societies represent an unknown quantity, an impossible variable that does not reconcile well with economic forecasts or plans to fight the Dark Symmetry. In point of fact, one of these societies is dedicated to the elevation of the Dark Symmetry over the entire population of humankind.

### WHAT THE BII—BUREAU FOR INTERNAL INVESTIGATION—CAN DO

The BII is the only unaffiliated entity that actively tracks these groups. It is underfunded and understaffed, but its members possess a rare dedication. Often, the plots they uncover are already known to various corporate intelligence departments. The BII often lags behind, yet it is the closest thing to a neutral group, a policing force within the Cartel, which itself is not ruined by graft.

This is not to suggest that no BII agents have been compromised, but they are less prone to becoming so than members of other Cartel organisations. The BII fights the good fight, insofar as it can, against the very ideals that have been perverted by such corruption. Its single advantage is help from the Security Council, which sees these illegal activities as a threat to the war against the Dark Symmetry. An entire campaign might find players taking on the role of these overworked intelligence agents facing conspiracies and crimes larger than they can imagine.

### FOUCAULT'S PENDULUM—SECRET SOCIETIES

A text from ancient Earth, surviving now only in the dustiest libraries, spoke of a myriad of cabals vying for power in what was then the 20th Century. Few have read this book, but it provides a kind of common vernacular for those investigating secret societies within the Cartel. "It's like Foucault's Pendulum" you might hear a conspiracy theorist say quietly to another. It remains unclear if these theorists know exactly what they mean, or if they merely ape an old saying.

Broadly speaking, the term refers to the many groups operating secretly under the eye of the Cartel. There are no accurate lists of

these groups. Some are very real while others are phantoms. When conspiracy enters the human mind, it grows and creates plots where none exist. The following sample of secret groups represents the best knowledge BII and corporate intel has gathered. Nothing below should be considered absolutely true. In the war of shadows, subterfuge and misdirection are weapons equal to the finest assault rifle or planetary bombardment cruiser.

### THE NEW SOLAR ORDER

No one has ever definitively proven the existence of the New Solar Order. Indeed, the very name may be the creation of supposition. What is widely believed—and there is evidence to back this up—is that a large conspiracy has existed for a long time and reaches across all the corporations.

This is a vague place to start, but when dealing with the New Solar Order, vague is often the best you can hope to achieve. The most common elements found in the tales of this conspiracy paint an imposing and frightening picture.

The New Solar order is alleged to be the current iteration of a conspiracy that dates back to before the formation of the corporations. As the legend goes, Old Earth was host to a group of wealthy and powerful individuals who sought to unify the world under a single ruling order. It is even suggested that this group succeeded, leading to the corporate domination of mankind. If so, the current iteration must have had a falling out with the corporations over the millennia.

In any event, the goal of this group is widely agreed to be the unification of the solar system under a single entity. The New Solar Order is weary of corporate infighting and believes mankind's only course lies in a totalitarian system of control over the corporations and those who support them.

Control is the mantra of this secret society. Order is its ideal. The current situation—five corporations fighting for control while the Dark Symmetry makes ever more impressive gains—is untenable. The New Solar Order seeks to infiltrate and ultimately combine all corporations into one that they control.

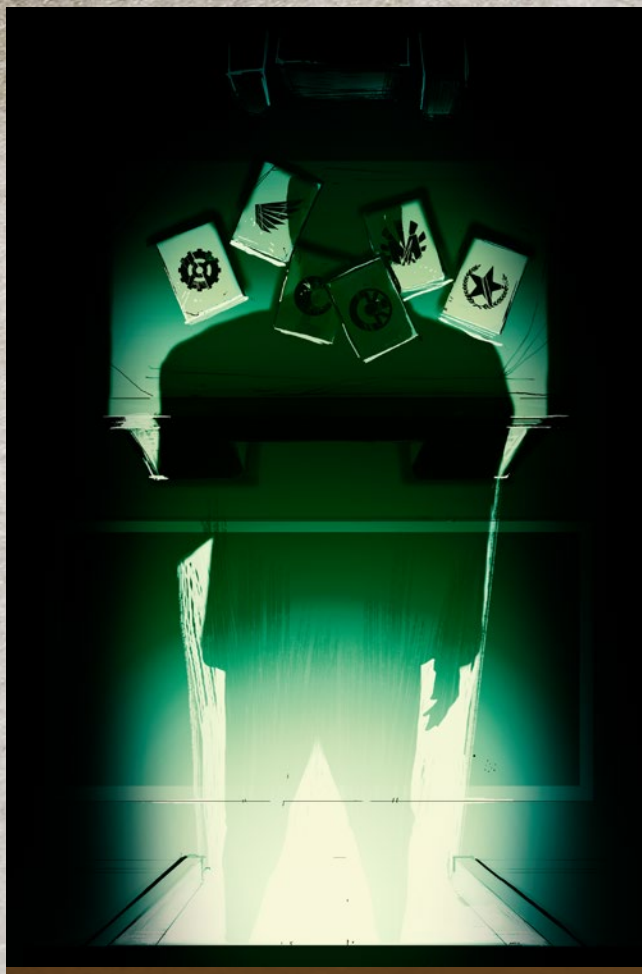
So the rumours go.

### OPERATIONS

Patience seems to be the hallmark of The New Solar Order. It sits back, slowly working its tendrils into the highest ranks of every corporation and faction in the system. While some say it is in league with the Dark Symmetry, most intel officers consider this unlikely. Secrecy is the greatest weapon the NSO has at its disposal.

It moves slowly, playing a game of chess where a turn can last decades. The NSO makes no rash moves. Subtly, it has manipulated





The NSO gets everywhere.

## THE LOCKED ROOM

On Luna, a corpse has been discovered inside a locked room. There appears to be no way a murderer could have got inside, but the victim does not appear to have killed himself or died from natural causes. The only clue is a file inside the room labelled ABULAFIA. The contents of the file are written in a shaky hand and speak of a vast conspiracy to control the solar system. It is up to the GM whether or not any of this turns out to be true, but each clue followed should lead to something mysterious and open to interpretation. Is this conspiracy real? Was the victim killed because he got too close? How did someone get inside the locked room? Possibly, there are simple explanations for all these things. Or perhaps the player characters have just stumbled onto the greatest conspiracy of all time.

the corporations to the point at which they now find themselves. Possibly, the formation of the Cartel was an attempt by the NSO to oversee the corporations. If so, it has ostensibly failed. Or has it? Perhaps the Cartel was designed to fail, to create instability and leak it back to the parent corporations. The NSO moves in strange ways.

Typical operations by the NSO are believed to have the common objective of destabilising the power and credibility of the Big Five in order to make way for the new order. Corporate bungles, boondoggles, and disasters are variously blamed on the NSO. Of course, for an executive who has just made a fatal career error, the NSO provides a convenient scapegoat.

Regardless of the corporation involved, the individual operative does not know the overall scheme into which his or her operation fits. The machinations of the NSO are inscrutable to anyone not at the very highest level of the order. Who can say how far it has come? Perhaps it is already in control of some of the corporations it seeks to dissolve.

## THE INSCRUTABLE MAN [OR WOMAN]

In all likelihood, this person does not exist. More a bogeyman than any sort of confirmed personage, The Inscrutable Man, or Woman, is rumoured to be the head of one of the major corporations. His or her true loyalties lie with the New Solar Order. If true, this would indicate that the NSO has progressed much farther along in its agenda than most realise. If false, it still lends ominous weight to the group.

This individual is said to have reached the pinnacle of infiltration. The NSO, in turn, waits only to have enough other Inscrutable Men and Women in positions of power in the Big Five before making its move. Once they do, the solar system will feel the shock of its insidious planning.

The existence of this person, while unlikely, fuels paranoia within corporations. One never knows whose colleagues might have been turned by a rival corporation, but to think they may work for a secret organisation adds another level to the cut-throat world of climbing the corporate ladder. Within the Cartel, where paranoia already runs rampant, the possible existence of the Inscrutable Man is invoked to scare, corral, and bully one's allies into submission. But what if those allies also belong to the NSO?





## "JUNIPER"

If The New Solar Order seeks to dissolve the corporations in favour of an all-powerful ruling hegemony, Juniper seeks to destroy all corporations in favour of anarchy. At least this is what rumours say.

"Juniper" is likely not even the proper name for this society. One of the few confirmed branches of this conspiracy exists inside Imperial (see *Imperial Sourcebook* for details). First thought to be a sanctioned terrorist group, Imperial agents soon discovered that the Juniper section appeared to answer to no one inside Imperial hierarchy. So who are they?

Anarchists, discordians, terrorists, and liberators—Juniper has been called all these things and more. It operates independently of, but sometimes within, the Big Five. It also works in cells so that no one group, if captured, can give away too much intel. It disrupts corporate operations, bombs corporate facilities and kills members of corporate enclaves. While all of the above incidents are well known, they have never been attributed to a single group. The difference between Juniper and most terrorist organisations is one of branding. Juniper never takes credit for anything it accomplishes.

This would seem to contradict the psychological effectiveness of its acts, but Juniper prefers to wage a seemingly random, chaotic war against the corporations. It has even been alleged that its enemies are not so much the corporations as the existence of order itself. For this reason, it is often saddled with the label of Dark Symmetry sympathiser. This is likely not true, but who can say?

Some have speculated that it arose as a counter to the NSO. Perhaps these two secret societies have been warring for centuries, or even millennia. Perhaps Juniper is nothing more than a loose collection of terrorist cells that seeks to undermine corporate control.

### OPERATIONS

Destabilisation of the corporations is the primary goal of Juniper. However, this is not necessarily accomplished with brute force—though, honestly, it often is. Juniper also hosts counter PR campaigns against the corporations, pirate television and radio stations, as well as rallies. The bulk of its successes come from the deniability it has in linking its anti-corp PR to its terrorism. This division, and the inability to prove the existence of a single entity behind all the terrorist events, creates an environment for the average citizen where corporate control becomes an unclear proposition. If your corporation cannot protect you from a cell of petty terrorists, how can it protect you from the Dark Symmetry? It is this creeping doubt that, when infectious, is able to spread and destabilise corporate control.

Juniper most often finds funding by infiltrating other corporations much the way a cuckoo of Old Earth infiltrates the nests of other

birds. Juniper uses corporate bureaucracy against itself. It hides in the red tape and confusion, getting funding to fight the corporations from the corporations themselves. Juniper operates in strange, mysterious departments and, to date, only Imperial has sussed out one of these penetration activities. Some wonder whether Juniper is very clever, or just very crazy.

### JANE "COYOTE" HEMMINGS

The Coyote, as she is more widely known, did not begin life as a terrorist but as a corporate assassin. Working for Imperial, her family came from one of the prominent clans. She was trained and fielded to great success... until she was transferred to Juniper division.

At first, Hemmings thought she was still working for Imperial, as did many in Juniper at the time. However, it soon became clear she'd wandered into something else entirely. She found the "training" for Juniper was more mental than physical. As the program progressed, the objective seemed to be to break her Imperial conditioning and instil doubt as to her life choices. At this point, Hemmings believed she was either being tested for loyalty, or subjected to a counter-intelligence experiment. It wasn't until she began to consider what was being said about Imperial, and her own culpability in its affairs, that she truly began to doubt her career.

Slowly, she was indoctrinated into Juniper, and soon became an undercover agent for it. After several successful operations within Imperial, Hemmings was "killed in action". This was, of course, a hoax, and Hemmings left Imperial to work with Juniper full time. She now finds herself practicing the same skills, but for other ideals; she kills in the name of another cause. In the dark, at night, she wonders if she made the right choice. She wonders if she made any choice at all.

### JANE HEMMINGS, JUNIPER AGENT ★

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	11	8

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	3	2	4	2	2	2	2	2	3	2

**WOUNDS:** 6

**SOAK:** Ballistic Nylon Trouser Suit: (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

◀ **Unarmed Strike (melee):** 1+↑4, 1H, Knockdown, Stun



- ◀ **Piranha Handgun (ranged):** Range C, 1+↑, Semi-Automatic, 1H, Close Quarters, Hidden 1

#### SPECIAL ABILITIES

- ◀ **Infiltrate and Assassinate:** Hemmings is innovative when adapting techniques in order to gain access to her target. She may re-roll one d20 when making a Stealth test, but must accept the new result. Additionally, she may add four d20 to her Stealth pool when attempting to remain unseen or unnoticed. Further, for each success gained on a Stealth test made to create a disguise, she gains two Momentum instead of one. Finally, she may substitute Stealth for Thievery when attempting to bypass physical security measures.
- ◀ **Killer Palm:** Hemmings has trained her body to become a deadly weapon. She increases her base damage by two ↑ and may re-roll up to four damage dice when attacking unarmed. Additionally, she reduces the Momentum cost by one when disarming an opponent, though she may subsequently spend one more Momentum to gain hold of the item the target dropped. Further, she need not pay a Dark Symmetry point for Dodge or Parry Response Actions, and may attempt a Parry Response action using her Unarmed Combat skill without the need to be holding a close combat weapon. Finally, her successful Unarmed Combat attacks gain the Knockdown and Stun weapon qualities.
- ◀ **Tooled for the Trade:** Not only does Hemmings know how to use her own natural equipment effectively, she is also frequently resupplied by an unknown means. She gains two additional d20 to her Command or Persuade test when lying to an opponent. Further, once per scene, she may spend one Dark Symmetry point to gain two additional d20 to her Persuade test when attempting to seduce an opponent. Finally, she may reduce the Restriction Rating of any item or service by two ranks, to a minimum of one, although the item is considered to be illegally-obtained.

### WHO ARE WE WORKING FOR?

Freelancers are hired by one of the Big Five corporations to conduct an attack on a rival corporation's technical facility. Somewhere along the line, the team learns that the raid wasn't sanctioned by the corporation that hired the player characters. They are confronted by that corporation's agents and offered a deal: find out who inside the corporation hired them for the attack, and why. If the player characters accept, they are going to find a complex web that leads from what may be a one-off departmental snafu to the organisation known as Juniper. Will they help these terrorists and their cause, or turn them over to the corporation's thugs?

### THE FOUNDRY

Nefarious organisations are not the only ones who have realised that the Cartel is an exploitable entity. On this premise the Foundry developed. Dedicated to stopping the Dark Legion at all costs, the Foundry uses its secrecy to accomplish what other agents of light cannot. There is no red tape in a conspiracy, there are no panels to answer to. The Dark Legion has no rules by which it plays; the Foundry has none either.

Its founders—sometimes rumoured to be the Brotherhood, other times those who founded Cybertronic—decided that the only way to fight the Dark Legion was with unfettered hands. As a secret organisation the Foundry theoretically answers to no one. It wages war as it is meant to be waged—without regret and without mercy. Chief among its rivals are the heretics who have infected the Cartel (see *Penumbra* later in this section). However, the Foundry doesn't limit itself to simply rooting out heretics within the Cartel. It operates system wide when possible.

Those who pledge to become members must renounce all fealty to their parent faction in favour of the singular pursuit of defeating the Dark Legion. The Foundry is steeped in religion, though not strictly orthodox practices as approved by the Cardinal. It has taken on a more militant countenance than even the Brotherhood. There are no politics to slow it down, no edicts to stop it.

All this makes the Foundry sound purer than it really is. While not corrupt in the way other conspiracies become, Foundry is prone to fits of ego. It sees itself as the saviour of the solar system, and this arrogance can lead it astray. Any power, after all, will corrupt to some degree.

Foundry members are often given to delusions of grandeur. Their purpose is just, but their methods can be cruel. Power is amassed as a by-product of their success. Without anyone's approval, they have infiltrated all five delegations, criminal organisations, rival conspiracies, and even corporate executive enclaves. Indeed, the true extent of their reach is unknown. Certainly, the Big Five are aware of them, but whether they view them as nuisance or threat is unknown. Perhaps they even secretly fund them.

During the course of their efforts, the Foundry has discovered that The Inquisition is wrong—heretics can come back to the light. In fact, the ranks of the Foundry are flush with former heretics. They use them as double agents and as ruthless killers. Those who are to be redeemed must submit their skills and their moral greyness to the cause of light.





## OPERATIONS

The primary task of most members of the Foundry is gathering intelligence on the Dark Symmetry. They do not believe that the Big Five give up all the intel they possess on this threat, and so go about digging for the full measure of this knowledge. There is no faction that they trust—even the Brotherhood. After discovering that heretics can, in fact, return from infestation to become beings of light again, the Foundry lost all trust for anything they could not personally verify. They are secretive in the extreme. Members are required to undergo complex, and some say frightening, rituals of initiation. In these dark chambers under Luna's streets acolytes become awakened to the Light of the Foundry, the Light that shall banish the darkness from the world.

Practically speaking, the Foundry creates fanatics no less zealous than those infected by the Dark Symmetry. This is its strength and its weakness. While its secret conspiracy has no rules to hold it back, it also has a myopic view of the solar system. One is either on the side of Light or Dark; the grey area between the corporations is not something the Foundry readily sees. This can often cause mistakes and, not unlike the Inquisition, the pursuit of those who harbour no Dark Symmetry and no guilt beyond that of being human.

## ANGUS HALLIWELL—FORMER HERETIC OF SEMAI

Halliwell was a low-level functionary in the administration wing of Bauhaus when his spite for those ascending the corporate ladder quicker than he began to fester in his soul. Soon he found himself a bitter, vengeful man. In a bar, he met a woman with a similar outlook, only she seemed to be at peace with her emotions. Halliwell began an affair with her. The woman was a recruiter for one of the Cults of Semai—a heretic.

In time, Halliwell became a heretic too. He joined the cult and gave himself to the will of The Lord of Spite. Hate and jealousy grew within him, and soon he gave himself totally to Semai. Still, in his deepest soul, he was not at peace. He did not feel whole. Something was missing. One night, during a profane ritual involving a human sacrifice, Halliwell decided he'd had enough.

But leaving a heretic cult is no easy feat. He was pursued. Alone in a sleazy hotel room in Luna, his former cult came after him. Halliwell would have died if not for the intervention of the Foundry. The Foundry had been watching him, waiting for the moment that the heretics would strike. They saved Halliwell's mortal coil, but they also saved his soul.

He was brought into the fold of the Foundry where his past sins were cleansed, and where he found renewed purpose. A former heretic is a valuable commodity. They possess something of the Dark Symmetry within, enough to pass the detection methods cults often use, and thus may become double agents. Halliwell is now tasked with infiltrating the Penumbra—a secret society of Dark Symmetry heretics within the Cartel. He is confident in his mission and his ability. He is about to find out just how far in over his head he has ventured.

## ANGUS HALLIWELL, FOUNDRY DOCUBLE-AGENT ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	8	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	10	11	11

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	3	2	2	1	2	2	4	3	2	—

## WOUNDS: 5

**SOAK: Ballistic Nylon Bauhaus Business Suit:** (Torso 1, Arms 1, Legs 1)

## ATTACKS:

◆ **Ki7 Pistol (ranged):** Range C, 1+↑4, Semi-Automatic, 1H, Hidden 1

## SPECIAL ABILITIES

- ◆ **Dark Teachings:** Halliwell had become a fully indoctrinated member of his former cult, making him privy to the darkest of secrets. He may re-roll one d20 when making a Mysticism test, but must accept the new result. Further, he reduces the difficulty of any Mysticism test to identify a creature or power of Darkness by one step, which may eliminate the need for a test. Finally, as a Standard Action during a combat where there is at least one Heretic or creature of the Dark Soul on the opposing side, he may attempt an Average D1 Mysticism test. If passed, his defensive tactics net a free Response Action against an attack from a Heretic or creature of the Dark Soul. For every Momentum spent, he gains an additional free Response Action. These free Response Actions may be used at any point before the end of combat.
- ◆ **Foundry Indoctrination:** Halliwell has been given the skills he needs to infiltrate his former peers. He may re-roll one d20 when making a Stealth test. Further, he gains two additional d20 to his Command or Persuade test when lying to an opponent.
- ◆ **Renewed Purpose:** Breaking the conditioning of Heretical teachings is a feat of epic willpower and determination, but re-discovering his humanity and being given a new purpose helped Halliwell do just that. He may re-roll on d20 when attempting a Willpower test, but must accept the new result. Additionally, he may reduce the difficulty by two steps when attempting a Willpower test due to exposure to traumatic events, which may eliminate the need for a test. Finally, when attempting to resist supernatural powers that target his mind, any Dark Symmetry points spent to add to his Willpower test add two dice instead of one.



### DARK SYMMETRY SPEND

- ◀ **Defeat Darkness with Darkness:** As a former Heretic and Semai cultist, Halliwell has access to the following Dark gifts: Dark Curse, Obfuscation, Sense Weaves of Power, Snare the Unwilling Mind, and Pluck Mind.

## SIEGE PERILOUS

Rivalled in age only by Penumbra, Siege Perilous is a secret society that dates to the 12th Century AD of Old Earth. Its origin is lost to time, but some scholars say another name related to them that people whisper holds the key: Templars. Only the most esoteric tomes contain any such references, and few care to examine them. What is evident is that the Siege Perilous is unthinkable old and a dangerous rival to the Cardinal.

Siege Perilous is founded on a religion much older than that which exist today. Little is known about this religion save it venerates a single man above all. The essence of that man, and what he represents, is the chief pursuit of Siege Perilous. The conspiracy seeks the Holy Grail.

What this Grail actually is, is anyone's guess. Siege Perilous does not speak of it to outsiders. It has variously been depicted as an actual cup, a stone, a line of DNA, a set of ideals, and a magical artefact not of this dimension. Siege Perilous has sought this object for thousands of years.

This would be of little concern to anyone if it were not for its accompanying beliefs. Siege Perilous believes the Brotherhood and the Cardinals have usurped the true divinity of man. It preaches that the Cardinal is a heresiarch, a false prophet and, ultimately, an agent of the Dark Symmetry. Siege Perilous will settle for nothing but the restoration of what it believes is the proper divinity that man was tricked out of by the Dark Symmetry. It is no wonder the Brotherhood has labelled them heretics.

Officially, the Brotherhood dismisses it as another heretic cult seeking an object that does not exist. Unofficially, Siege Perilous is seen as a threat by some in the Brotherhood who consider the Grail to be potentially real. The ancient documents that might confirm this are sealed away in the deepest archives the Brotherhood keeps. Few will ever know the truth.

### OPERATIONS

Siege Perilous is one of the few conspiracies that does not actively combat another. In time, it plans to challenge the Cardinal for the spiritual heart of mankind, but it will not do this without the Grail. In the meanwhile, the pursuit of this relic is the totality of its purpose. In finding the Grail, Siege Perilous members, called "knights", will find the divinity within themselves and the power to usurp the Church.

Their operations are therefore centred on clues, rumours, and intelligence regarding this artefact. Grail Knights seek this power wherever they think they may find it. From one end of the system to another, Grail Knights quest. Yet their search is not merely external but internal. Their quest is spiritual in nature. The search for the Grail is the search for the best in man, and these conspirators believe it is only through this quest that they can find that which man lost so many millennia ago.

## THE GRAIL

An object, an ideal, a genetic line of kings—who can say what the Grail truly is or whether it even exists? For Siege Perilous, and the Grail Knights who make up its ranks, the answer is one of belief. The society possesses documents going back thousands of years, which speak of this object. It believes its group once possessed the Grail but lost it due to man's failing. Finding this Grail is its sole endeavour at this time.

It is up to the individual GM what the Grail actually is in his or her campaign. Here, one suggestion is given among numerous possibilities.

The Grail that Siege Perilous seeks is indeed an artefact. It is as ancient as the seals that once held back the Dark Apostles. In fact, it was forged by those who first combated them. The Grail appears as a container approximately oval in shape with a simple lid. The object looks like gold, but is constructed of an element unknown to science. This object can directly combat the Dark Symmetry and banish it again. That is its purpose. However, infused with such tremendous power, the Grail inspired legend throughout its tenure on earth. It has variously been known as the Ark, Pandora's Box, the Holy Grail, and other objects of renown. Its presence inspired humans to divine visions, so overwhelmed were they by its power. Religions were based upon such revelations. In truth, the power of the Grail, made to combat the Dark Symmetry, is simply too much for the human mind. Those who crafted the Grail were, perhaps, something more than human... but that is a story for another time.

Whether located in the ruins of Old Earth or in the sub-dimension where Nero sits at the end of the solar system, a campaign centred around the Grail could provide an engaging MacGuffin and doorway into revealing some of the deep secrets behind the world of *Mutant Chronicles*. Such secrets will be uncovered in other sourcebooks. The timeline of this world is varied and vast.



## SIR ROLAND TESSIER—GRAIL KNIGHT

A former student of archaeology, Tessier always considered himself a scientist and academic. But one day, while researching documents from Old Earth for university, he came upon the story of the Grail. Something gripped Tessier then, a purpose he had never known. He became obsessed, and began to seek out any scrap, any fragment of parchment, which might reveal more about this artefact. In the end his searching brought him to the attention of Siege Perilous. This, it said, is the way a seeker finds the group.

Initiated with rituals as bizarre as they were old, Tessier kissed a stone idol with a goat's head. He stripped naked and lay alone in a Martian desert for three days whereupon he had a vision of the Grail. The object, and the creator behind it, spoke to him. It was after this that he was allowed knowledge of the inner mysteries of Siege Perilous, but such secrets are not ours to know.

Tessier currently believes the Grail is located on Old Earth, but information about the planet pre-Fall is very hard to come by. Further, few visit Earth or have current maps of its terrain. Siege Perilous—along with Whitestar—has reliable intel on Earth. Tessier is one of many Knights trying to gather more intelligence before travelling to humanity's home planet.

What Tessier does not know, what almost no one knows, is that Grail Knights are already on Earth. They exist undercover, searching for references to the Grail. The situation on Earth makes this a dangerous pursuit (see the **Whitestar** sourcebook for more information). For Siege Perilous, this is but another test of its faith.

## SIR ROLAND TESSIER, SIEGE PERILOUS QUESTOR ★

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
6	8	7	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	12	11	9

### FIELDS OF EXPERTISE

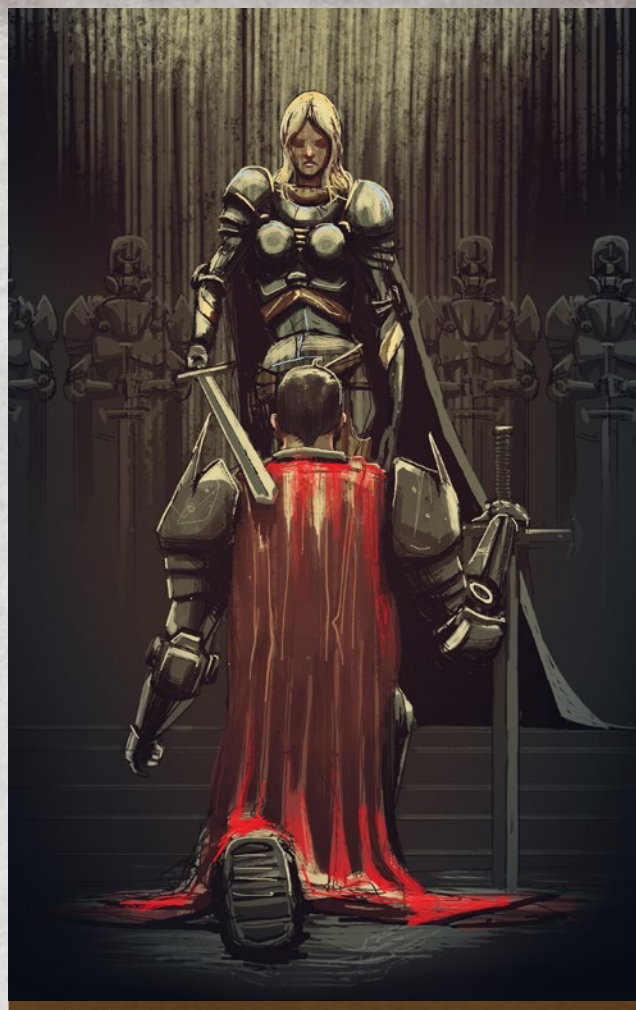
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	2	1	—	4	3	2	2	2	2

**WOUNDS:** 6

**SOAK:** None

### ATTACKS:

- **Grail Knight Poniard (melee):** 1+**T**3, 1H, Armour Piercing 1, Hidden 1
- **Ancient Revolver (ranged):** Range C, 1+**T**4, Semi-Automatic, 1H, Close Quarters



A Grail Knight rises.

### SPECIAL ABILITIES

- **Dedicated to the Grail:** Tessier has subjected himself to many trials and rituals in his pursuit for knowledge of the Grail, all of which have hardened his body and mind. He may re-roll one d20 when attempting a Resistance or Willpower test, but must accept the new result. Additionally, when someone triggers an effect that would require a test to avoid a status condition, the difficulty to resist the negative effects is reduced by two steps, which may eliminate the need for a test. Finally, he may reduce the difficulty by one step when attempting a Willpower test due to exposure to traumatic events, which may also eliminate the need for a test.
- **Extensive Network:** The pursuit of knowledge has brought Tessier into contact with many powerful individuals throughout his lifetime, most of whom have taken a liking to the seemingly genteel scholar. Any time he needs assistance from other individuals, he may reduce the difficulty to find a contact by one step, which may eliminate the need for a test.
- **Student of Archaeology and Old Earth:** Tessier is an expert field archaeologist; a discipline that has made him an authority



on the history of Old Earth. He may re-roll one d20 when making an Education or Observation test, but must accept the new result. Additionally, he gains a bonus d20 to any related skill test when trying to detect, locate, or recognise people, places, and objects of archaeological interest. Further, he is adept at rapidly and thoroughly searching an area for clues, which requires an intrusive search plus an Average D1 Observation test and one minute if made within Reach, or a Challenging D2 Observation test and ten minutes if made within Close range. Finally, when interacting with an opponent, he may attempt an Average D1 Education test as a Restricted Action, with success allowing him to find an element of common ground which can be used to open a discussion. Any Momentum from this Education test may immediately be added to a Command or Persuade test taken as a Standard Action.

## PENUMBRA

The cults of the Dark Apostles find their way into any structure that has cracks. The Cartel has a great many cracks. Penumbra is the overriding conspiracy that governs the activities of these cults. A constant worry for the Brotherhood, Penumbra may prove the key to unravelling the secrets of cults the system over, but to infiltrate Penumbra is to go mad as the Dark Apostles enter your mind.

Algeroth, Ilian, Semai, it does not matter which Dark Apostle a heretic worships, eventually he comes under the sway of the Penumbra. It is that darkest of shadows, the blackness at the heart of the black. Inside the Cartel, Penumbra has found the perfect place to hide and manipulate.

As the Cartel ostensibly oversees the war against the Dark Legion, there is perhaps no better place to gather intelligence on behalf of the Dark Apostles. In addition to intel, Penumbra seeks to infect corporations through the Cartel. The chaotic, corrupt nature of the Cartel is far more permeable than the corporations themselves. By infecting them here, the Dark Symmetry can draw a line back to their very hearts. It is asymmetrical warfare to be sure. The Dark Symmetry has found a weak spot and is going after it with a vengeance. The Cartel, to Penumbra, is like an invitation for the fox to the henhouse. All the corporations in one place, all the minds it wants to infect already infected with corruption and secrets. The Penumbra has run wild.

This fact is not widely known. Were it so, panic might ensue. The fact is that Penumbra has found its way into every delegation, every section of Cartel authority, and every secret society. Only the Brotherhood and the Foundry are aware of the full extent of the infection. Penumbra's goal is twofold—the corruption of minds in order to win the war against humanity. Heretics of all stripes lurk in positions of power, secretly flagellating their backs in high rise offices in fealty to their Dark Apostles. The man next to you in the

delegation assembly may be among them. Soon, you may not be far behind.

## OPERATIONS

Penumbra ops vary based on the apostle to which the given cult has sworn its soul. Semai operations will seek to recruit those possessed of feelings of inadequacy and spite. Servants of Muawijhe will seek to find broken minds who are vulnerable to the dance of the mad. Regardless of how they go about recruiting, growing its influence is Penumbra's central goal. It is a virus looking for any weak host to infect. Unlike a virus though, Penumbra has a hierarchy and a mind directing it.

This makes the group especially dangerous. Its leaders answer directly to the Dark Symmetry. Where Dark Apostles might rival each other elsewhere, in the Penumbra the grand plan is paramount. From this base, the Dark Symmetry begins to infect the world outside the Cartel, moving methodically and inexorably toward total infestation of humanity.

## DEPROGRAMMING

The scion of a powerful delegate has gone missing. The son or daughter has fallen in with a group of religious minded zealots the parents say, and they will pay to get her back. On the surface, it looks like the child has fallen in with a Cult of Algeroth, and not a very competent one. Such cults spring up frequently in high society circles. Disaffected youth, flush with money and entitlement, find heretical cults a taboo diversion. However, this cult is a front for Penumbra recruitment. Penumbra has set several of these up so that they can get to the executives of various corporations via their children.

Once the player characters discover the broader conspiracy, they will have gained Penumbra's attention. This is not a good thing. Penumbra does not like outsiders interfering in its affairs. It likes freelancers less. The players will have to avoid being killed by cultists while tracking the scion back to the actual recruiter, a heretic of Semai positioned high in one of the corporate delegations. What's more, BII has been tracking the case and has been fed disinformation that the player characters are also heretics. They have to convince BII they aren't, save their skins, and hopefully rescue the child they were hired to find from the start. For an added twist, the parents could be behind the entire affair, heretics themselves who laid a trap for a group of freelancers, intent on drawing them in and then corrupting them for another, more secret, mission.



## REIKO IGNAZI—HERESIARCH OF MUAWIJHE

Ignazi was never a normal child. From her earliest years, though bright, there was something off about her. The madness that possessed her crept on slowly until, as a young adult, she attempted suicide. It was during this period that Ignazi, feeling herself a failure with no career or prospects, submitted in totality to The Lord of Madness. Somehow, in her fractured mind, she managed to be of madness while still being able to direct the darker voices in her mind. Ignazi was destined to rise quickly in the ranks of the heretics.

What Ignazi never saw or valued about herself was her looks. She is a beautiful woman. At first, her attractiveness was used as a recruitment tool, but she soon learned she could use it to her own advantage to rise to greater heights in the service of Muawijhe. Before long she found herself recruited to Penumbra where, as an agent, she was tasked with infiltrating Mishima. She did this adroitly and with uncommon speed. After this success she solidified her power and usurped the Heresiarch of Muawijhe by mating with and then killing him. They call her the black widow, but only when she isn't within earshot.

Now, Ignazi is one of the most powerful directors of Penumbra. Her mind is host to all manner of secrets. She is a vessel for Muawijhe who rides her and possesses her at his leisure. She is an avatar, no longer a single persona, and is inextricable from the dark forces she serves. This is the ultimate goal of Penumbra heretics—apotheosis with their Dark Apostle.

Ignazi wields her power from a prominent position as second to the High Ambassador of Mishima inside the Cartel. She is privy to many secrets and few, man or woman alike, can resist her unnatural charms. Her ultimate goal, and that of her apostle, is unknown, but Ignazi is likely in a prime position to make it happen.

## REIKO IGNAZI, VESSEL OF MUAWIJHE ☹

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	11 (+2)	9	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	11	16 (+2)	14 (2)

### FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
2	2	3	3	2	2
2	2	2	2	4	4
3	3	2	2	3	2

### WOUNDS:

- ◆ Head 5
- ◆ Arms 6
- ◆ Serious Wounds 8
- ◆ Mental Wounds 16
- ◆ Torso 10
- ◆ Legs 8
- ◆ Critical Wounds 6





**SOAK: Ballistic Nylon Renault Uniform:** (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ◆ **Dark Blade Tattoo (melee):** 1+**T**5, 1H, Armour Piercing 1, Unforgiving 2
- ◆ **Needle Gun (ranged):** Range C, 1+**T**4, Semi-Automatic, 1H, Hidden 1, Toxic 2

#### SPECIAL ABILITIES

- ◆ **Feed Upon Fear**
- ◆ **Inured to Pain**
- ◆ **Night Vision**
- ◆ **Personal Dark Symmetry (3)**
- ◆ **Slave to Symmetry (1)**
- ◆ **Supernatural Mental Strength (3)**
- ◆ **Supernatural Personality (2)**
- ◆ **Supernatural Physique (2)**
- ◆ **Magnetic Allure:** Gorgeous and gregarious, Ignazi exudes a nigh undeniable attractive magnetism the force of which drives everyone close to her to distraction, no matter their sex. A successful Persuade test yields three additional points of Momentum. Additionally, she gains two additional d20 when lying to an opponent.
- ◆ **Penumbra Agent:** Although she now sits on the board, Ignazi had to survive extensive training and numerous Dark rituals prior to her acceptance in the Penumbra. She may re-roll one d20 when making an Acrobatics Insight, or Stealth test, but must accept the new result. Additionally, she may re-roll up to two damage dice when making a Close Combat attack, but must accept the new results. Further, so long as she has a free hand and a weapon within Reach, she may always attempt a Parry Response Action. Finally, whenever she is in the presence of the supernatural or beings with unusual powers—particularly if not aware of it—she may attempt an Average D1 Insight test. On success, she recognises that the opponent has supernatural abilities, and may spend two Momentum to recognise the type of abilities. This test should be made even if the target does not have any abilities active.
- ◆ **Shadowed Soul:** Indoctrination into the Penumbra also provides access to innermost rituals and techniques that help to mask the taint of Darkness. The difficulty for all Insight or Mysticism tests made to perceive Ignazi as a creature of Darkness are increased by two.
- ◆ **Tattooed Beauty:** Ignazi has received several Dark Inks (p.186 Dark Soul) as blessings for her servitude. She has been inscribed with the Dark Blade, Weave of Protection, Threads of Paralysis, and Edged Storm Dark Ink tattoos. All of her Dark Inks benefit from her Shadowed Soul ability should an attempt be made to discern them as blessings of Darkness.

#### DARK SYMMETRY SPEND

- ◆ **Avatar of Muawijhe:** Ignazi is essentially a conduit for the consciousness of her Apostle, although he rarely feeds the need to intercede; particularly as his presence will increase

their chance of detection by the Brotherhood tenfold. Muawijhe has also strengthened her body and psyche to superhuman levels so that she is able to resist being torn asunder during his possession, an act that requires a Restricted Action for him to perform. The Lord of Visions is bound by her physical form when riding Ignazi; he retains all of her physical attributes, including Wounds, but will gain his own mental attributes, Fields of Expertise, and Mental Wounds as provided on p. 17 of the Dark Soul sourcebook. Excepting Supernatural Agility, Supernatural Physique, and Supernatural Strength, he is also able to utilize all of his attacks and special abilities.

- ◆ **Black Widow's Seduction:** By focussing on an opponent, Ignazi can push her animal magnetism to preternatural levels. Once per scene, when attempting a seduction, she may spend one Dark Symmetry point in order to gain two additional d20 to her Persuade test. Additionally, also once per scene, she may spend three Dark Symmetry points and make an opposed Persuade test as a Standard Action to unleash powerful pheromones that subconsciously enhance her allure even further. Enemies within Close Range who fail to resist this effect are driven to distraction by her presence and increase the Repercussion of all tests by two for the remainder of the scene.
- ◆ **Blessed of Muawijhe:** As a creature of Darkness and one of the Favoured of Muawijhe, Ignazi has access to the following Dark Gifts from the *Mutant Chronicles* rulebook: Corrupt Device, Obfuscation, Sense Weaves of Power, Dark Curse, Symmetry Burst, and all Gifts of Muawijhe. If *Dark Soul* is also available, she may additionally utilise Blood of Insanity, Dark Influence, Haunted, Realm of Fear, and Walk Among You.

## SOCIETY OF INDEPENDENT CORPORATION (SIC)

The only society here that has a public face, the Society of Independent Corporations is also the only secret society with a fractured ideology. It is united in its goal to promote itself against the Big Five, but beyond that, common goals begin to fall apart.

The independent corporations—some of which are outlined in the FLIC section of this book—have a tough time against the Big Five. They have neither the resources, the capital, nor the weight to rival the corporations. One solution is banding together. They have done this under an official banner within FLIC, but beyond the banner is a society committed to uncovering the secrets of the Big Five, and using them as leverage against those very rivals.

Where the other conspiracies outlined here are united, SIC is formed of corporations who are ultimately out for themselves. Each of the independent corporations in SIC wants to become the sixth member of the great corporations. Given that, they work together only to the extent that they trust each other. This does not, as one can imagine, go very far. Some are family owned, others publicly traded, but all are out to get into the big leagues.



SIC is, therefore, more an information sharing network, allies of convenience, and a coalition than a proper secret society. However, given the powers of those groups that surround them, SIC often finds itself working together rather than at cross purposes.

### OPERATIONS

SIC focuses on two primary goals—intelligence collection and defence. The two often go hand-in-hand. Intel is gathered, shared, and leveraged for favours from the Big Five. Likewise, SIC takes any intel it can get from the criminal syndicates and secret societies. Together, they probably represent the best unbiased picture of what's really going on inside the Cartel. Being the underdogs, SIC's view is not as skewed as those with singular ideologies or vast amounts of bureaucratic power.

In terms of defending itself, the corporations of SIC have signed a secret pact to immediately share any intelligence that might reveal danger to one of its members. This is a pact the constituents usually obey. It is in all their best interests to warn each other if one of the larger predators begins to circle. Any time such a threat is identified, SIC members circle the wagons and try to help each other out. An attack against one is, usually, considered an attack against all.

### GAIN AND ABEL

Two rival siblings within the Ashe collective are vying for ascendancy at their upcoming age of maturation. These two siblings both work for their family, but are willing to entertain outside offers to become the elder sibling. To this end, one of the siblings has accepted an offer to eliminate their twin in a way that cannot be tied to them. One of the other independent corporations has arranged the murder in exchange for a piece of intelligence that Ashe has not yet shared with SIC. Exposure of this plot would damage both corporations' integrity.

The player characters are hired by the sibling who is the target. This sibling is aware that their twin is gunning for them and wants help. The twin hires the characters to harass, extort, or even kill their rival. Of course, it cannot be tied back to the twin that hires them. In the course of the adventure the GM may see fit to inject the presence of one of the other secret societies, a criminal syndicate, or even one of the Big Five. In the Cartel, simple, local plots can often blow up far beyond their initial scope in the blink of an eye.

### SYLVAN ASHE

A younger member of the venerable Ashe family, Sylvan sits on the board of directors of SIC as ambassador for her corporation/family. Sylvan hopes to use this position to increase her stature in Ashe. As a younger sibling, she isn't given the respect of her elders. However, as the liaison between SIC and Ashe, she holds a unique position of power.

Sylvan has a twin brother named Thomas. The two are born rivals—quite literally, as Ashe family siblings are raised as rivals. The stronger, at the age of maturation, becomes the elder sibling while the other becomes the subservient sibling.

Sylvan is determined to become the elder sibling and will stop at nothing to thwart her brother. This obsession could even cause her to compromise SIC if she thinks she can get one over on Thomas in doing so.

### GRAND THEFT AUTOMAT

Among the delegations, secret societies, and bureaucrats that make up the Cartel, there is also the ever-present human enterprise known as crime. From extorting local automatons to human trafficking in slaves, the oldest criminal enterprises still make a profit in this bleak future.

Crime is one of man's oldest businesses; wherever the first hunter-gatherer traded meat for a new flint axe, there was someone waiting to steal both. The power of the corporations often leaves little room for a traditionally dishonest businessman to make a living. In the Cartel, though, the field is wide open. It is via their influence in The Cartel that criminal organisations are able to exist inside corporate enclaves system wide.

While there are numerous criminal organisations found in the Cartel, three are detailed here. GMs should feel free to create more of their own. There is little that cannot be bought and sold in the corrupt atmosphere of the Cartel.

### PAN-CORP SYNDICATE

The oldest game in town, the Pan-Corp Syndicate will never admit that it exists. Neither will the corporations. The PCS, or simply "Syndicate", is a group of powerful individuals and bosses who wield influence inside the major corporations. These crime lords exist in many places, but most lair inside Cartel controlled locations. Here, where they hold the most influence, they are somewhat protected from the Big Five. To further ensure their safety, these crime lords keep corporate executives in their pockets. There's always some exec with a vice that needs to be sated that winds up owing the Syndicate money. The Syndicate doesn't have to threaten to kill these people, merely being associated with it will get you sacked and your family banned from the enclave for a generation.



"Things are not looking good." The simple phrase was a massive understatement, but if there was one thing Sergeant Conrad Earl was famous for in the Doomtroopers, it was his laconic understatement. That and his capacity for beer. He and his Doomtrooper partner Brother Antonius—Tony to his friends—were far below the surface of Luna City. Well out of radio range. Out of range of any help. Investigating rumours of a Heretic cell somewhere under the Imperial District of the Ancient Quarters had led them right into a nest of necromutants, razides and the Cardinal knew what else. Behind the door that Conrad was holding shut was the full fury of the Dark Legion. They were outmanned, outgunned, and outmanoeuvred. The inhuman howling from behind the door was almost deafening.

"Could be worse. Could be raining," replied Tony with a massive grin so at odds with the traditional image of the dour Mystic. Tony's intricate robes were torn and covered in mud, blood, and other things best not to mention. He looked a ragged mess, but his grin was infectious and Conrad found himself laughing. Conrad checked his Gehenna Puker. Less than half a fuel canister remained, but he still had a full mag for his Aggressor Heavy Pistol. The familiar blue glow began to form around Tony's hands as he readied the full power of his Art. Tony had no need for other weapons.

"Ready mate?" asked Conrad, even though he knew the answer. Tony gave a simple nod, his face set with determination. In a few moments they would open the door and face the horde. Neither knew if they would survive, but either way it was going to be a damn good battle.



Thanks to Conrad Earl and Anthony "Tony" Simpson



## SERGEANT CONRAD EARL, DOOMTROOPER



### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	9	8

### FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
4	3	2	2	1	1
3	2	1	1	3	2
2	1	1	1	2	2

### WOUNDS:

- Head 4
- Arms 5
- Serious Wounds 7
- Mental Wounds 10
- Torso 8
- Legs 6
- Critical Wounds 4

**SOAK:** Mk VI Doomtrooper armour: (Head 4, Torso 5, Arms 4, Legs 4)

### ATTACKS:

- Punisher Shortsword (melee):** 1+ $\uparrow$ 5, 1H, Duelling, Parry 3, Pious 1
- Gehenna Puker (ranged):** Range C, 2+ $\uparrow$ 7, Munition, Unwieldy, Incendiary 4, Torrent, Vicious 1
- Aggressor Pistol (ranged):** Range C, 1+ $\uparrow$ 5, Burst, Unbalanced, Close Quarters

### SPECIAL ABILITIES

- Iron Gut, Steel Psyche:** Earl's mind is as unrelenting as his stomach, both are easily able to soak up the worst of situations. He may re-roll one d20 when attempting a Resistance or Willpower test, but must accept the new result. Additionally, when required to make a Resistance test against a poison, toxin, or the effects of alcohol or other drugs, he may reduce the difficulty of the test by two steps. Finally, he may also reduce the difficulty by two steps when attempting a Willpower test due to exposure to traumatic events. Both the Resistance and Willpower test step reductions may eliminate the need for a test.
- Seasoned Doomtrooper:** Since his Doomtrooper training, Earl has picked up countless scars from battles that have raged above, on, and below the streets of Luna. He generates two additional successes on any Athletics test that produces at least one success. Additionally, all melee attacks that he makes gain the Knockdown quality. Further,

he may re-roll up to two  $\uparrow$  when making an attack with a heavy weapon. Finally, all attacks count as being braced when firing a Gehenna Puker.

## BROTHER ANTONIUS, DOOMTROOPER MYSTIC



### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	14	9

### FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
2	2	3	3	1	1
3	3	1	1	3	2
2	1	1	1	2	1

### WOUNDS:

- Head 3
- Arms 4
- Serious Wounds 6
- Mental Wounds 15
- Torso 7
- Legs 5
- Critical Wounds 3

**SOAK:** Armoured Vestments (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- None

### SPECIAL ABILITIES

- Mystical Attaché:** Antonius has spent many years honing his Art-borne powers alongside his good friend Conrad. He has Mysticism Expertise 4 and Mysticism Focus 4, and knows the spells Blessing, Succour, Contempt, Deluge, Torrent, Earthshape, Tremor, Lightning, and Inferno spells. Additionally, when wielding a damage-dealing spell from the Aspect of Elements, Antonius may spend X Momentum to add the Spread X quality to the spell, where X is equal to the Momentum spent.
- Dour Determination:** Brother Antonius has brought low many of the worst horrors that have ever been spawned by the Dark Legion. He may re-roll one d20 when attempting a Mysticism or Willpower test, but must accept the new result. Additionally, against any damage-dealing supernatural power (Arts, Dark Gifts, or other supernatural effect), his Soak counts as one higher than normal. Finally, he reduces the difficulty of any Mysticism test to identify a creature or power of Darkness by one.



Influence and power are the primary goals of the Syndicate. This is accomplished with the accumulation of money. It is not so different from the corporations in this way. But the Syndicate is no corporation. It possesses neither the money nor influence that any of the Big Five have at their disposal. In many ways the Syndicate—and the other criminal organisations—are underdogs like the independent corporations. The Syndicate's philosophy is to skim what the corporations won't miss and hopefully still be standing when they kill each other off. That's when it can think about becoming a corporation itself.

## CRIMINAL ACTIVITIES

There isn't any criminal activity the Syndicate is unwilling to exploit. Prostitution, gambling, and drugs are its bread and butter. It also does a good business serving as go-between for various bribes, extortion schemes, and rackets perpetrated between the delegations. They say at least half the delegates have had to borrow money from the Syndicate on their way to the top.

### PROSTITUTION

Prostitution is the Syndicate's most profitable enterprise. All the major corporations look the other way when their executives need a little release in this area. As such, the Syndicate is tacitly allowed to operate this business in many corporate territories. As long as disease isn't being spread, most corporate police have larger issues to worry about.

There are two problems the Syndicate currently faces with this enterprise. The first comes by way of corporate competition, the second from Juniper's PR jammers. Firstly, Cybertronic has recently launched a new product called subreality. It allows a user to wear a helmet that transports them into another world. In that world, they can live out any fantasy they desire. This is a potentially huge threat to the Syndicate's business, though there will always be people who want the real thing. Thus far, the Syndicate has managed to pirate some of this new equipment and give users what they want at a cheaper rate. Cybertronic is gearing up to release a consumer grade version of its rig though, and that would put the pirate subreality parlours out of business.

Secondly, Juniper has undertaken a campaign to expose the hypocrisy of the corporations. As part of this effort, it has focused on the Big Five's unwillingness to prosecute these prostitution rings. Further, Juniper has tied prostitution to Dark Symmetry corruption. An immoral mind is a playground for a Dark Apostle, goes the saying. This two-pronged attack is causing the corporations to take a second look at the largesse they've given the Syndicate in their exploitation of the sex industry.

### SMUGGLING

There is still a good deal of money to be made in smuggling. Illicit cargo has become not that which is banned based on morality, but that which is banned because of a corporate dispute. These products are constantly shifting as delegations push for new bills to

be passed—almost daily—which temporarily outlaw a rival's product in a certain area of influence.

The Syndicate has adapted to this fast-changing topography of corporate economic war by being faster. It bribes delegates to find out what is going to become illegal next, then sends its smugglers out to acquire and move that product. Some cargo may remain illicit only for a month, while others may be illegal for years. Tracking the overlapping sectors and complicated laws is the job of Syndicate lawyers who, along with accountants, maximise profit by moving things to the right place at the right time.

### DRUGS

Wherever humanity finds itself, forms of intoxication and altered states will follow. The Syndicate exploits this tendency by plying various drugs across the solar system. Some are the old drugs humanity has long been familiar with, while others are new, derived from corporate labs and repurposed for addiction and release.

Syndicate drug operations are well organised, ruthless, and extremely profitable. They employ the very poor to work in their underground labs manufacturing these drugs and sell them at a huge mark-up. Below are a few of the many drugs that can be found throughout the system.

## ON THE RUN

A prostitute and her boyfriend are on the run from the Syndicate following a botched drug deal. The hooker happened to be the only survivor of a shootout that took place during the deal, and she ran off with both the drugs and the money. She and her man dreamed of escaping Luna and heading for a new life somewhere else in the system; now they have the resources to do so. Unfortunately, they also have the Syndicate after them. The beau is a low level hood, not a mastermind criminal by any stretch of the imagination. His gal is the brains behind the operation. They plan to hire some freelancer to fence the stolen drugs and get them safely out of the city. Problem is, these aren't just any drugs. The stolen narcotics are a new form of Rage, and both Cybertronic and the Syndicate will stop at nothing to get them back.

The player characters will have to navigate the underside of Luna while avoiding both parties. The two lovers just want to make a new life for themselves. Will the freelancers agree to help, or sell them to the highest bidder? After all, no one is innocent here and things are tough all over for an independent operative.



- ◆ **COMMUNION:** Taken in liquid form as eye drops, Communion allows a user to see 'the mind of God'. No trip compares to the heights of apotheosis Communion offers. Rumours abound that Communion is actually a plot by the Dark Symmetry to infect mankind in a new vector, but this has not been proven. The actual origins of the drug remain a mystery.

Communion appears to act on certain areas of the brain associated with religious fervour. Brain scans of addicts using Communion match those of Church clerics in deep prayer. Users tend to be unable to describe the experiences they have on Communion, but religious iconography, hallucinatory churches, and cathedrals figure prominently.

- ◆ **RIFT:** Rift began life as a drug used to combat the madness that can befall travellers in Rift Space. Developed by one of the Big Five—probably Imperial—the drug's purpose was to inoculate the human mind. If failed, but soon became a street drug. There's a general euphoria felt while on Rift, as the chemical seeps between the brain's synapses and rewires them temporarily. It is highly addictive, and was immediately discontinued by corporate development. However, it is relatively easy to make and soon became a favourite with the Syndicate.

- ◆ **RAGE:** A direct descendent of Cybertronic's weaponised drug enhancement program, Rage was meant for the battlefield. It soon became clear to the streets that an altered, diluted form of the drug gave a great speed high. Ragers can be found all over the system, muscles and reflexes tightened on the drug to, sometimes, the point of psychosis. A normal human who has overdosed on Rage becomes something superhuman, with greatly enhanced speed and strength. Such users go on rampages that must be dealt with by local police and security. Needless to say, the life expectancy of a Rager is very short.

### ANSON METON—ENFORCER

Meton is a feared enforcer on the streets of Luna. He's a killer, an extortionist, and sadist. His origins are unknown to most, but he has been variously attributed as having come from a corporate military, an experimental psychology program, the streets of San Dorado, and the Belt.

Meton has worked for the Syndicate for at least a decade, taking hits on the most difficult targets on its list. Having Meton after you, if you're a normal citizen without corporate security, is a virtual death sentence. He is wanted by Luna PD.

The truth of the matter is Meton is a deep cover agent for Luna PD. He is so deep, in fact, that he doesn't remember he's a cop. Ten years ago Cybertronic agreed to partner with the Cartel to create a number of deep cover agents using their mind wiping and overwriting memory technology. One of the original volunteers was

Meton, who went by a different name then. Deeply imbedded in his psyche are post-hypnotic commands that cause him to relay information back to Luna PD and then forget he has done so. He believes he grew up as a street thug in the Hyeck District of San Dorado, but all of these memories are implants.

The result of having his mind erased and then rewritten has created a true psychopath. Meton is both the answer to, and cause of, the very crime Luna PD created him to fight. Few in the police department know of his existence. He is still valuable, perhaps the most valuable man they have in the Syndicate, but his existence inspires debate at the highest levels. There is a keyword that can be spoken to shut him down. This was implanted as a failsafe, but it is not clear if the word would work anymore, so deep has he gone into the mind of a ruthless killer.

### RIFT PIRATES

They say one has to be crazy to become a pirate in the first place. The combination of dangers found in the void, corporate retribution, and the risk of stumbling on a Dark Legion ship is simply too great for a sound mind to entertain. Rift Pirates take that insanity a step further. These men and women dedicated to piracy—and sometimes privateering—use the Rifts to make quick hit and run attacks. Following them can be dangerous, and their success rate is higher than any other pirates in the system. Of course, the trade off is their sanity. Spending a great deal of time in Rift Space can drive people mad.

For this reason, Rift Pirates are greatly feared. They appear out of Rift Space and attack quickly and without mercy. Many a ship has not only been looted, but its crew and passengers violated and dismembered by Rift Pirates who had finally gone over the brink. Most, however, are merely eccentric on their way to total madness. Once that total madness comes, they are not any more prone to violence than they were previously. Instead, they become fixated on the Rifts, finally taking their last voyage inside never to return. Among the pirates there is a legend of a secret cove within Rift Space where those who have seen the truth finally go. This Arcadia-cum-Port Royale is known as Fiddler's Green.

For all the drawbacks that operating inside Rift Space entails, the Rift Pirates are well organised and effective. They can take corporate ships that were previously thought impervious to the likes of pirates. They have, on occasion, even harassed Dark Legion vessels, though there is no record of them ever having been successful. The Rift Pirate burns out quickly, but before he does he burns as a very bright candle in the void.

Raids usually consist of between one and three fast, highly manoeuvrable vessels fitted with stolen or jury-rigged Vortex Drives. For this reason, talented engineers are highly prized by Rifiers. If



the Vortex Engine doesn't work, the pirates are dead in the void. Guerrilla tactics abound, and the pirate usually takes down a ship and strips it of the most valuable cargo as quickly as possible. Some Rift Pirates will also take slaves who are then sold off to various criminal organisations, most often a subsidiary of Globus. While there is no affiliation between the two groups, Globus has great interest in acquiring human traffic (see below).

The secondary function of the Rift Pirates is privateering. The Cartel arbitrates the awarding of charters by the various corporations that allow these pirates to operate against rival corporations in much the same way nations did when sea power ruled Old Earth. Deals can be negotiated on the side, out of earshot of the Cartel, but having the Cartel as interlocutor is helpful to the corporations. After all, there is little honour among thieves.

These privateers take on a contract for a specific term. They are paid by one corporation to raid the ships of another. This payment is on top of the booty they collect. Further, especially valuable cargo earns extra Crowns. Intelligence, likewise, can be sold for a greater amount. At the contract's end, the privateers are free to sign with any other corporation or simply return to outright piracy. In this way, proxy wars are waged through the intermediary of the Rift Pirates.

## BOOTY

One of the Big Five corporations has suffered a major loss. Rift Pirates swept in and took one of their transport vessels, though it was heavily guarded. Among the booty they made off with was a high cleric of the Church, who was being transported to Mars from Fukido on Venus. Corporations like to score points with the Church where they can and often offer free transportation to clerics and the like.

Unfortunately, this time Rift Pirates intervened. While the corporation in question would like its property and crew back, securing the cleric is the utmost goal. The corporation will lose face with the Church if it cannot rescue the cleric. Given the risk of Rift Space, however, it has decided to hire Freelancers to perform the search and rescue.

Player characters will have to infiltrate the ranks of the Rift Pirates, make themselves believable rogues, and survive Rift Space; all while trying to rescue the cleric who, it turns out, has begun to be infected by the Dark Symmetry after his travels in the Rifts. A dicey proposition to be sure, but that's why corporations hire expendable personnel.

## CAPTAIN GAN NING—RIFT PIRATE

Gan Ning is getting near the end of his functionality as a Rift Pirate. It is, perhaps, only the legend behind his name that keeps him working. More and more his thoughts turn to the Rift and the limitless space that exists there. Gan Ning believes in the reality of Fiddler's Green. His current attacks have less to do with booty and more to do with obtaining any information he can on this mythical location.

Due to his obsession and growing madness, Gan Ning is likely to face a mutiny soon. His first mate, Moira O'Shea, is plotting with the crew to take over the Albatross, Gan Ning's ship. That would be quite the coup for O'Shea, who fancies herself a real comer among the Rift Pirates. Yet some of the crew remain loyal to the captain, even going so far as to join him in his search for Fiddler's Green.

## GLOBUS

Only the highest officers in corporate and cartel intelligence even know of Globus' existence. Whispers flit through Luna PD and the underground bars where scum collect like fungus around the bathtub drain, but no one knows for sure if they are true. Globus is a bogeyman, a name invoked to scare disobedient children, to scare perps into confessing all manner of crimes. What is Globus? A phantom, a ghost, the rumour of a rumour etched in glyphs on a bathroom wall. Globus is the Dark Symmetry. Globus is the conspiracy to use crime to destroy the light that is mankind.

The truth is subtler and more frightening. Unlike the Syndicate or Rift Pirates, Globus has no known hierarchy, no known organisational structure. Instead, Globus is those agents of darkness who lurk inside the cells of other criminal consortiums. Globus is alleged to control some of these consortiums outright, but no one has ever able to verify more than one or two. Once exposed, these branches fall off the rotten tree that is Globus, never leading back to the roots that are its source.

In its constant war against humanity, the Dark Symmetry has learned to employ long ranging plans. Globus is such an effort. The group does not seek to destroy men as the dark legions do, but corrupt them from the inside. Globus wishes to weaken the very soul of mankind by bringing out the worst in the species. Drugs, human trafficking, prostitution, rape, serial killings—all these may be done in the name of Globus. Crime is a disease on which the infection of the Dark Symmetry can ride.

It is not known when, but at some point the Dark Apostles decided that corrupting the pure hearts of the Brotherhood and its ilk was far more difficult than corrupting those who had already corrupted themselves. Globus seeks to make up in numbers what these dregs of society lack in quality. It is but one front of their philosophy of total war.

In addition to the crimes committed by other organisations, Globus controls the bulk of human trafficking in the solar system. Slavery,



degradation, and brainwashing are the hallmarks of this secret, foul business. While sex trafficking and slavery are well known—and illegal—it is the brainwashing that truly speaks to the long term goals of Globus.

Simply put, Globus likes to abduct children. It obtains these innocent lives and corrupts them as early as possible. Years will go by with these poor souls being subjected to the madness of the Dark Apostles before they are reintroduced to society as sleeper agents. No one knows how large this conspiracy is, but Cartel intelligence reports have estimated perhaps as high as 1% of the total human population may already be empty vessels devoid of genuine souls. These “empties” are instead puppets of the Dark Apostles, though they have yet to reveal the grand purpose behind them.

If you are a criminal, you may already be working for Globus without realising it. Unlike normal heretics, Globus agents keep their affiliations secret. They make no prayers to the Dark Apostles, they offer no sacrifices. They look and act like any other criminal in the system. After all, it is very easy for a corrupt mind to hide amongst those minds already bent away from the light.

For this reason, it is nearly impossible to suss out groups infected or controlled by Globus. The leaders of the organisation are unknown. Police hear only strange titles repeated by gibbering madmen who got too close—The Man From Another Room, He of The Fourth Eye, St. John of the Place Before. These names are meaningless cyphers teased in front of humanity's defenders like bait. To date, no one has traced any of these names back to an actual person. Some claim they are but other names for the Dark Apostles.

### ST. JOHN OF THE PLACE BEFORE

St. John has been many men, and women as well. The leaders of Globus are empties, human vessels moved like puppets by aspects of the Dark Apostles. In a way, these leaders are facets of the Dark Apostles' personalities, psychic clones that inhabit humans devoid of a true soul and operate from within that host.

This makes them impossible to track as they can literally switch bodies. This body switching is not without its cost, though. Cloning an aspect of their psyche is very difficult and consuming. If one of its hosts is killed, the Dark Apostle feels the shock. Still, the price is worth the gains it is able to make.

St. John of the Place Before is an aspect of Semai, Lord of Spite. He engenders crimes born of this sin. In filthy hotel rooms where a man drinks alone, in quiet suburban homes where a wife hates her husband for his gambling addiction, in the dark basements where children are locked up until pressed into the sex industry—all these crimes fall under St. John's domain. He is a perversion, an affront to everything that is the light of humanity. Yet his work is terribly, intimately, human. This is the genius of Globus, it exploits the weaknesses of man, his propensity for the darkest of crimes, to turn him away from the light.

St. John is in control of a vast network of prostitution rings, Rift Slavers, drug gangs, and the like. You may have already dealt with his minions. You may, unwittingly, be one yourself.

## THE HYECK PROJECT

Given the open nature of the San Dorado Hyeck District (see the **Orbitals & Free Charters** chapter), Globus has decided to incorporate one of its drug rings. This has a two pronged effect. First, it now operates openly, though still disguised as a common, human-run ring. Secondly, the legalisation of drugs in Hyeck has opened a door in the war against the Brotherhood. The open approval of addiction and drug manufacturing is anathema to the Church. Such blatant disregard for morality is an affront.

Globus sees a potential opening here. If the Hyeck Project is successful, and could be legally expanded, what kind of collective psychic damage would that do to the cause of the Church? If its morals are not upheld by law, what does it have to stand on?

Perhaps the theory Globus operates the project under is wrong. Perhaps there will be no collateral damage in the war for man's soul. Perhaps Globus just imagines this rubber stamped drug ring will damage the light. Still, it is willing to try and observe the results.

The player characters come into the adventure obliquely, being hired by a rival drug manufacturer who wants to know why its customers are shifting to this new upstart. What does it have to offer that's better than Rage, Communion, or opiates? The freelancers will have to find out. What looks like just another capitalist venture into the legal narcotics market actually disguises Globus. The player characters are unlikely to have ever heard of the organisation, but once they venture far enough inside, they will never forget.

Children are being used to harvest this new drug. They are injected with high doses of Communion and then their fluid, flush with the chemical, is harvested. Quite literally, the children's bodies make the drug. It is twice as potent as it has run through the unfiltered, credulous minds of the young. These vessels for manufacture wither, go mad, and die. It is a horrific way to make a drug, but anything goes in the free market that is Hyeck. Once uncovered, it is up to the GM how far to pursue a Globus plot-line, but even the most hardened freelancers are likely to be enraged by the abuse of children they have witnessed.





Brainwashing is as much about torture as interrogation.

## CHAPTER 04



## BRAINWASHING (GLOBUS)

Being able to control people's actions and thoughts is a long sought-after procedure. It is possible but not quite an exact science, and several different methods exist. The megacorps, and other interested parties, all jealously guard their own techniques and are always attempting to learn more about those of their rivals, so as to better enhance their own ability to brainwash people.

Officially, brainwashing is condemned by all the megacorps under a Cartel charter which makes it illegal in almost all circumstances. However, loopholes do exist, wrangled over and endlessly debated by lobbyists, consultants and legal representatives as to what constitutes brainwashing. 'Directional persuasion' or 'thought reform', as it is often termed by those in favour of it, has some supporters in every major organisation in the solar system but even with media support it has been a hard sell to find widespread acceptance for the practice and so it has been confined to an open secret between the major powers.

One of the major drawbacks to wholesale thought reformation by less ethically inclined executives is the practicality and cost. It can take days if not weeks to properly re-format a mind, and even then the procedure may not have fully taken. During this time the target may encounter flashbacks, phantom memories or suffer wholesale personality meltdown as their mind refuses to accept whatever new ideology or persona that has been imprinted on them.

### METHODS

**BREAKING THE MIND:** In order to control the actions of a target, they must be subdued. It generally helps if they are in a hopeless situation with no chance of escape or rescue, but a general sense of despair can be drummed into them via certain methods, whether psychological or physical.

The minimum amount of time that it will take to brainwash someone is equivalent to half their Mental Strength (rounded up) in days, e.g. a Mental Strength 8 freelancer would require at least 4 days before their mind was suitably receptive to brainwashing.

**IMPLANTING THE SEED:** Depending on the level of success in breaking the mind, longer-lasting and more complex ideas can be programmed into the target. Generally, the more intelligent the target, the more intricate the instructions can be that they are brainwashed with. This is done by planting an 'idea'.

Ideas are ultimately defined by the GM, but each should be a defined concept. An idea could be 'you now hate Cybertronic' or 'you want to assassinate that Brotherhood Observer' as this is a single idea. These would however make up two ideas each: 'you hate Cybertronic because they are directly responsible for causing the

death of your family' or 'you want to assassinate that Brotherhood Observer with poison the next time he leaves his plate unattended in public'.

A target can have as many ideas implanted in their head as they have points of Intelligence. They will need to make an Average D1 Willpower test in order to reject each separate idea, which can be made once per day. Although some aspects may be rejected and they may hold out for a while, when subjected to sufficiently vigorous methods it is unlikely a character will be able to reject the brainwashing for a prolonged period.

**NURTURE AND RELEASE:** Once the seed of an idea has been planted within the target they may take some time to acclimatise to this new idea, memory or personality. It is possible to release them before they have fully accepted the changes but this is risky, and can lead to flashbacks and erratic behaviour.

The target will take their Mental Strength in days to fully accept the programming they have been given. During this time, they need to pass a Daunting D3 Willpower Test with its difficulty reduced by 1 if the target is forced to accept more than 4 ideas and reduced by 2 if the target is made to accept more than 7 ideas. Should they pass this test, they are vaguely aware of their prior thoughts and will take another Mental Strength in days before they can be subjected to the test again (continuing until they fail and are completely under the sway of the brainwashing). During the time in which they have passed the test they will be living a curious double-life, unsure of what to believe, and frequently encounter sleepless nights and hallucinations.

**MAINTENANCE:** After release, it is often not possible to closely observe the target. They may be too active and travel a lot or under such close scrutiny or security it would alert their allies to any brainwashing that had occurred.

A Daunting D3 Psychotherapy test can ascertain whether someone has been brainwashed, which is reduced to Challenging D2 if the psychotherapist knows the brainwashed target particularly well.

**BREAKING BRAINWASHING:** It is possible to break the indoctrination of a brainwashed character—sometimes it can happen through a natural process, especially with stronger-willed individuals. Alternatively, using techniques similar to those employed to brainwash them in the first place can allow their mind to be restored. This is not always successful and can result in a state somewhere between the brainwashing and their original selves, or cause permanent mental damage to a character.

When breaking the brainwashing, make a Challenging D2 Willpower test. If this is failed, the character immediately suffers **↑2** mental damage, increasing by an additional **↑** for each Repercussion rolled.



## ARMOURY

The Cartel Government Mall is a bright and modern plaza, with its industrial garbage-turned-art statues showing that things of beauty and purpose can be created from even seemingly unsalvageable waste. It is a place with high aims but dark secrets, and even as the masses go about their business, shadowy plots are hatched and lives are subtly taken, often to dark ends despite the best efforts of the Brotherhood's Observers and the Internal Investigation Bureau.

## ASSASSINS AND ESPIONAGE EQUIPMENT

Sometimes, you need to get rid of people. A variety of ways of killing are covered in the weapons section, but some deaths are more subtle than gunshots and knife wounds.

### GARROTTE

A garrotte is a length of wire, cord, or cloth designed to aid in strangling a victim. They are commonly employed by Special Forces soldiers and other infiltrators for eliminating guards and sentries silently. Military garrottes typically consist of a length of wire between two handles, while improvised versions using piano wire, fishing line, rope, or nylon cord are no less effective. A garrotte is looped around a victim's neck and pulled tight in a single motion, requiring stealth more than strength to use.

Using a garrotte is a Stealth test, opposed by the target's Observation skill. If successful, the target is held in place and the character inflicts 1+**T**4 damage to the target's head immediately. This damage is increased by the wielder's melee damage bonus, and Momentum may be spent to increase the damage as well, adding +1 damage for each Momentum spent. Each round the garrotte is held around the target's neck, the attacker makes a Close Combat test, opposed by the target's Resistance skill; failure means that the damage is inflicted again. If the target succeeds at his Resistance test, he may spend three Momentum to break free.

### POISON

An insidious way to kill, and one used for countless thousands of years, poisoning is an art and a science. Few other ways can kill so suddenly and effectively without the immediate presence of the killer, and a skilled poisoner can conceal his work such that only the most dedicated investigators can find it. Poisons and toxins work in one of two ways. The most dangerous and lingering poisons have effects similar to that of diseases, and use the disease rules presented on page 137 of the *Mutant Chronicles* core rulebook. More short-term poisons are resolved more quickly—the target must attempt a Resistance test at the start of each turn once exposed. If this test is failed, then the target immediately suffers the poison's effects. Any damage inflicted damage ignores soak. Three successful Resistance tests will end the effect.

The difficulty of a poison's Resistance tests is determined by the strength of the poison—mild poisons require a Challenging D2 test, strong poisons require a Daunting D3 test, and potent poisons require a Dire D4 test.

Poisons commonly come in two forms—liquid and gas. Each purchase of gaseous poison is a single canister sufficient to fill a zone with the poison, the poison will disperse in 1d6+1 rounds, and any character in the zone during that time is exposed to the poison. Each purchase of liquid poison contains three doses, which can be administered via autoinjector or by adding it to food or drink.

**Soporifics** are an easy way to render a target unconscious quickly. A character exposed to a soporific must pass a Resistance test or become Dazed for 1d6 rounds. If the character fails a Resistance test while already Dazed, he falls unconscious for 1+**T**3 hours. The character will suffer one Dread for each Dark Symmetry Icon generated; this represents any lingering incoherence the character suffers after waking. Soporifics can be found in gas form, or in liquid form to be introduced into food or injected directly. They are commonly used in medicine as general anaesthetics.

**Paralytics** are similarly non-lethal, but leave the victim aware by rendering them incapable of movement. A character exposed to a paralytic must pass a Resistance test or become Staggered for 1d6 rounds. If the character fails a Resistance test while already Staggered, he is rendered completely unable to move or speak for 1+**T**3 hours. The character will suffer one Fatigue for each Dark Symmetry Icon generated; this represents the lingering effects of the poison after the character recovers. Paralytics are most commonly found in liquid form for injection or ingestion, as paralytic poisons and venoms can be harvested from animals that use them as a defence mechanism.

**Asphyxiants** stop a character from breathing, preventing his body from absorbing oxygen. A character exposed to an asphyxiant must pass a Resistance test or suffer one Serious Wound from suffocation. Each successive failed test increases the difficulty of all following tests to resist this poison. The most common asphyxiants are cyanide-based, and come in gaseous form.

**Necrotoxins** cause cell death, which can lead to intense pain, haemorrhage, and even organ failure. A character exposed to a necrotoxin must pass a Resistance test or suffer 1+**T**3 damage with the Gruesome and Vile qualities. Necrotoxins are typically found in liquid form, and are administered by injection or ingestion.

**Truth Serum** is a different type of poison, in that it is not intended to cause damage to its target but it still has a similar effect in how it is administered and the body reacts to it. Sometimes used in interrogations, it can be of questionable value according to some interrogators as it results in the target spewing nonsense or revealing



non-relevant secrets that they had no interest in hearing about. A target exposed to Truth Serum must pass a Resistance test or become staggered for 20 minus Mental Strength rounds. During this time the character must pass an opposed Mental Strength test with their interrogator, but taking repercussions on 18-20. If they should fail they pass on information to the interrogator (of questionable value), but if they suffer a repercussion what they pass on must be of relevance.

## NEEDLE GUN

**RESTRICTION: 3**    **COST: 4**

Originally derived from a pistol designed to shoot sedative darts at wild animals, evidently someone saw its potential as a nefarious tool for firing darts filled with poison. Reasonably silent and often mistaken for a toy or medical instrument, the needle gun may not be powerful but if it can be brought to bear on target it can deliver a decidedly nasty punch.

### NEEDLE GUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+2	Semi-Automatic	2	1H	5
QUALITIES Hidden 1, Toxic (2)					

## BRIEFCASE GUN

**RESTRICTION: 4**    **COST: 7**

One issue faced by concealed weaponry is that it often doesn't pack the same punch as its non-concealed counterparts. It's easy to see why, as the more potent and useful the weapon, often the more difficult it is to hide—and that's where the briefcase gun was introduced. Produced as an exterior that looks like a standard black leather briefcase, it has an integrated machine pistol which can easily be made ready to fire in an instant.

### BRIEFCASE GUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+3	Burst	3	2H	2
QUALITIES Hidden 3					

## BLOWGUN

**RESTRICTION: 1**    **COST: 1**

Although seemingly primitive, the blowgun can be a surprisingly effective poison-delivery system in the right hands. Easily concealed or disguised, its purpose is often not recognised even when discovered, as the idea that a blowgun might be used seems outlandish to most security forces.

### BLOWGUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+1	Semi-Automatic	—	1H	5
QUALITIES Hidden 2, Unforgiving 1					

**TOXINS:** The blowgun may have its darts filled with various different toxins. See the poison section above for their effects.

## POISON-TIPPED CANE

**RESTRICTION: 4**    **COST: 9**

The arsenal of the assassin is varied and exotic, with some of its more esoteric elements being downright unexpected. Poison-tipped canes, or sometimes umbrellas, are easy to carry in plain sight and all it takes is a brief moment to inject an unsuspecting target...

### CANE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
—	1+1	—	2	1H	4
QUALITIES Hidden 1					

**POISON-TIPPED:** The end of this weapon is usually a hollow chamber for a syringe of poison. If this weapon strikes, then it will automatically deliver a single dose of whatever poison it is loaded with into the target. See the poison section above for their effects.

## KI7 PISTOL

**RESTRICTION: 4**    **COST: 7**

Some weapons are designed to be more easily concealed than others. For some this can extend beyond the ordinary, and the Ki7 is one such example. Fabricated from non-metallic components, it comes in separate pieces which are quick and easy to assemble when required.

### KI7 PISTOL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+3	Semi-automatic	2	1H	3
QUALITIES Hidden 1					

**CONCEALED KIT GUN:** The Ki7 can be broken into several parts and assembled or disassembled within two rounds. Due to its non-metallic composition it will also not set off a metal detector.

## KI7 CARBINE

**RESTRICTION: 4**    **COST: 9**

Like its smaller sibling, the Ki7 carbine has been designed to break apart and be re-assembled in a short space of time. It has been made with a slightly longer range in mind however, and so is more effective at sniping.

### KI7 CARBINE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+3	Semi-automatic	4	2H	3
QUALITIES Hidden 1					



**CONCEALED KIT GUN:** The Ki7 can be broken into several parts and assembled or disassembled within three rounds. Due to its non-metallic composition it will also not set off a metal detector.

## SHOCK PAD – ‘FIBBER’

**RESTRICTION: 5      COST: 12**

Considered difficult to use but highly effective, the ‘fibber’ (its nickname deriving from the term ‘fibrillation’) is an unusual addition to an assassin’s repertoire of tricks. It delivers a powerful electric shock, which, when placed against the chest, can induce cardiac arrest, making the whole incident appear to have been natural and so with nobody to blame.

### FIBBER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+⚡1	-	-	1H	4
QUALITIES	Stun				

**HEART-STOPPER:** The shock pad needs to be correctly positioned against an opponent’s back or chest in order to be fully effective. If used against an opponent who is stunned, asleep or otherwise unaware it can be placed against their chest and will automatically deliver a charge that does 1+⚡5 damage with the Knockdown and Stun qualities.



Always a good idea to bring some “insurance” to a meet.

## DOOMTROOPER ARMAMENTS

### CA-660 “PHOENIX” INCINERATOR CANNON – CARTEL ARMS

**RESTRICTION: 5      COST: 15**

There are some weapons that cause fear even in the black hearts of the Dark Legion—the Phoenix Incinerator is one of these. Gushing superheated death, its ammunition blessed by Brotherhood artificers, it is capable of destroying whole formations of enemy combatants.

### PHOENIX

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	2+⚡6	Munition	20	Unwieldy	4
QUALITIES	Incendiary 3, Torrent, Pious 1, Vicious 1				

### CA-60 “BREACHFINDER” REPEATING GRENADE LAUNCHER – CARTEL ARMS

**RESTRICTION: 5      COST: 20**

After several engagements with Dark Legion forces, it was considered that a stop-gap needed to be found between heavy-calibre battle rifles and full blown rocket launchers. The Breachfinder was put forward as one such solution, with its grenade ammunition packing a punch alongside its higher rate of fire. Within a short space of time it became popular with the Doomtroopers that used it and is a common sight in their armoury.

### BREACHFINDER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	As Grenade	Munition	8	2H	3
QUALITIES	As Grenade, Rapid-Fire 1				

**RAPID-FIRE 1:** When firing a Breachfinder, you may spend one Reload in order to gain d20 on the attack roll and an additional ⚡ of damage. This is in addition to the Reload that must be spent to fire the weapon.

### MK. III “HYDRA” GATLING GRENADE LAUNCHER – BARTHOLOMEW & GRENDL

**RESTRICTION: 5      COST: 30**

Amongst the arsenal of the Doomtroopers can be found numerous potent weapons, but also several of an experimental nature. One such example is the Hydra Gatling Launcher, a multi-barrelled brainchild of an Imperial weaponsmith which almost seems to have been developed as a design challenge rather than as a functional weapon.

### HYDRA

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	As Grenade	Burst	30	Unwieldy	2
QUALITIES	As Grenade, plus Dreadful, Rapid-Fire 2				



**RAPID-FIRE 2:** When firing a Hydra, you may spend up to two Reloads in order to gain d20 on the attack roll and an additional ⚡ of damage for each Reload spent. This is in addition to the Reload that must be spent to fire the weapon.

## BAUFORCE SHG-6 "STORM FURY" SHRAPNEL CANNON

**RESTRICTION: 5**      **COST: 18**

Wasting hordes of necromutants or shambling undead can be a tiresome process, especially when they lie between a Doomtrooper and their objective. This experimental weapon is designed to shred its way through enemy formations, although it suffers when faced with more heavily armoured or tougher opposition.

### STORM FURY

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+⚡6	Semi-Automatic	12	2H	1
QUALITIES	Knockdown, Spread 2, Torrent, Vicious 1				

## CA-210 "STINGER CARTRIDGE" AUXILIARY WEAPON SYSTEM

**RESTRICTION: 3**      **COST: 3**

Auxiliary grenade launchers are a popular addition to weaponry, but some troopers prefer alternative options. The Stinger cartridge is a new development which can fire either corrosive acid or flames, and isn't restricted just to being a mod for firearms—more than one chainsword has benefitted from spraying a foe with acid prior to cleaving them in twain!

### ACID

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+⚡3	Munition	1	1H	3
QUALITIES	Armour Piercing 1, Spread 1, Toxic 3				

### FLAME

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+⚡3	Munition	1	1H	3
QUALITIES	Incendiary 3, Vicious 1				

**ATTACHMENT:** The stinger fires once—each weapon contains a single Reload, and cannot be refilled. Only a single Stinger can be fitted to a weapon at any one time. An empty stinger may be switched out for an alternative stinger pack, but this takes two full Standard Actions. The type of stinger must also be stipulated at purchase.

## TROJAN EXPLOSIVE DEVICE—CYBERTRONIC

**RESTRICTION: 5**      **COST: 20**

When confronting the Dark Legion within the bowels of their citadels it was concluded that a means to remove enemy build-ups without exposing friendly forces to attack would be beneficial.

To that end the Trojan Explosive Device (T.E.D) was developed—a tracked unit that included a camera and a large amount of explosives.

The T.E.D can be driven right up to enemy positions and detonated, or used to blast new entrances into walls. Durable and capable of traversing difficult terrain, it suffers from being slow and unable to defend itself when directly attacked, as well as being a potential burden to use by a fast-moving Doomtrooper assault.

A T.E.D is 20 encumbrance and may be driven a maximum of 100 yards from its operator's position. It has an armour of 4 all over and will explode if it takes any damage. Detonating it is a free action for its operator, and when done it explodes dealing 2+⚡7, Blast (M), Incendiary (3) damage.

## SHREDDER PACK

**RESTRICTION: 4**      **COST: 3**

In close confines, or even in more open areas where surrounded by enemies, it's been noted that some Doomtroopers have resorted to detonating anti-personnel weaponry on top of their own positions, trusting in their armour to protect them from harm. Instead of reprimanding them for employing risky tactics, the Shredder Pack was developed—a directional explosive fitted to a Doomtrooper's armour which could be detonated when swarmed by Dark Legion combatants.

This device detonates as a directional anti-personnel grenade, centred on them. They are considered to be in the 'eye of the storm' and so do not suffer any damage. Detonation is a free action, and once used, the shredder pack may not be used again until it is replaced (a process for an armourer to complete back at base).

## WIRE AREA DENIAL IMPLEMENT

**RESTRICTION: 4**      **COST: 10**

The Wire Area Denial Implement (W.A.D.I) is a useful tool for preventing access in corridors and tunnels. Formed of a metal box containing tightly-coiled high-tensile razor wire, when activated it springs open, blocking the passage, with spikes anchoring it to the environment.

Deploying the W.A.D.I takes a Standard Action, creating a barricade between two zones. This barrier immediately inflicts 1+⚡4 damage with the Vicious 1 quality against any creature that attempts to climb or force their way through the barrier, which also requires a Daunting D3 Athletics test to succeed. The barrier also counts as Heavy Cover (⚡4 Cover Soak), which can be damaged and destroyed as normal. When attacked directly (rather than damaging it while attacking enemies behind it), the barrier has 3 Armour Soak and 8 Wounds. If reduced to 0 wounds, the barrier collapses, useless.



## FOAM WAR

Foam bombs are filled with a fast-hardening foam which is designed to impede movement on their target. It can be delivered through grenade or a sprayer, similar in design to a flamer. There are at least two varieties of foam in common use, although more are undoubtedly being trialled.

### FOAM WEAPONS

**RESTRICTION: 3**      **COST: 2 (GRENADE)**  
**RESTRICTION: 4**      **COST: 12 (SPRAYER)**

#### GRENADE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	-	Munition	1	1H	4
QUALITIES	Blast (M)				

#### SPRAYER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	-	Munition	10	2h	4
QUALITIES	Torrent				

**FOAM:** If hit by a foam weapon, the target must immediately make an Average D1 Strength test. If they fail, they may do nothing. This continues with an additional degree of difficulty every turn until they reach Epic D5, at which point they are stuck fast and may not attempt any physical actions. Whilst trapped in the foam they gain an additional 2 points of Soak to the covered locations. These are the rules for standard foam.

Incendiary foam works in exactly the same manner, but is made of a secret chemical mix which can be ignited into a terrible conflagration. If incendiary foam is used, any flame-based weapon that touches it, or any other source of fire (a lighter, lit cigarette, etc) will immediately cause it to ignite. All characters trapped in it suffer 2+15 incendiary (3) damage. Incendiary foam is restriction 5 and costs 5 per reload.



## SURVEILLANCE

### WIRETAPPING KIT

**RESTRICTION: 3**      **COST: 4**

It is possible, with expertise, to 'tap' into lines of communication. With the right skills and the right tools, no phone line is secure. In addition to compromising phone lines, short wave radios can also be listened in on. More advanced wiretapping kits, usually of Cybertronic origin, can also be used to tap into cellular phones and even to try and decrypt crypto modules, although this is by no means an easy task to achieve—it is more normal that the encrypted information is recorded, to be decoded at a later date.

## SUBDERMAL BUGS—CYBERTRONIC

**RESTRICTION: 5**      **COST: 10 (EACH)**

With their advancements, Cybertronic is capable of many seemingly amazing feats of technology that put them ahead in many key areas—including covert surveillance. Using very small devices that can be implanted, almost entirely without notice, beneath the skin, they can place microphones and even tiny cameras in the bodies of their agents. It has even been rumoured that they have captured operatives from other corps and secretly placed bugs on them without the unwitting pawns every realising that they were in fact feeding information back to Cybertronic executives.

In order to place subdermal bugs, surgery must be carried out, requiring a Challenging D2 surgery test for them to be accurately placed.

## COMMUNICATION

### TELEGRAMS

A staple communication method across the solar system, they can be slow and don't always convey that much information but they are a mass-relay method, available for the everyman and certainly better than nothing. It generally costs very little to send a telegram, but you do usually have to report to the telegram office if you want to receive a response, unless the additional fee is paid for a telegram arrival notification either by telephone or by runner.

## MISCELLANEA

### POLYGRAPH

**RESTRICTION: 3**      **COST: 8**

Knowing precisely when someone is telling the truth can be an important asset in trade negotiations—or interrogations. Polygraphs are an old and tested technology, but not necessarily always accurate. They can be fooled by skilled liars, but still they are often upheld and admissible by law courts and law enforcement agencies.

If a character wishes to deceive a polygraph in a test, they must pass a Challenging D2 Willpower or Resistance test before attempting to lie.

## THE GARAGE

### GARAGE UPGRADES

Although the majority of people will be quite happy with the vehicles they purchase and never try to modify them in any way at all, there are occasions when packing a surprising ability in your car or van might come in useful. Obviously some upgrades are not applicable to some vehicles, and so this is mentioned.



As well as the cost and restriction on the upgrades, the difficulty to fit them to a vehicle is also included and should be addressed using the Mechanics talent.

### ANTI-CARJACKING BLADES

Some vehicles are fitted with slicing blades that can be triggered manually from inside the vehicle. If a character is attempting to open the door on a vehicle with slicing blades and the blades are activated, they need to make an Average D1 Agility test. Failure indicates they have been struck by a blade and take 1↑2 damage. Not applicable to bikes.

### ANTI-CARJACKING FLAMETHROWER

In a similar vein to the anti-carjacking blades, this takes the concept one further by using a flamethrower as the deterrent. This is effectively a one-use light flamer which will spew flames on both the left and right of the vehicle, as well as the rear. Its stats are exactly as shown on p. 229 of the *Mutant Chronicles* core rulebook. Not applicable to bikes.

### BULLET SHIELD

Many vehicles are vulnerable to small arms fire, with their many windows offering assailants a prime view of the occupants within. As a remedy, some corporations have tested out a bullet shield as a means of keeping the occupants safe when pursued, and Luna PD have apparently been looking in to the developments as well. May be activated at any time—a solid sheet of metal rises over the rear window of the vehicle and therefore the rear of the vehicle no longer counts as being exposed. Not applicable to bikes.

### WHEEL SPIKES

Serrated blades can be deployed from the vehicle's wheels to puncture the tyres of other vehicles. This is done by the vehicle's pilot as a free action. When deployed, and the vehicle is manoeuvred alongside another wheeled vehicle, it may make a puncture attack. This does 2↑4 to the other vehicle's motive system.

## VEHICLE UPGRADES TABLE

UPGRADE	COST	RESTRICTION	DIFFICULTY TO FIT
Anti-carjacking blades	5	3	Challenging D2
Anti-carjacking flamer	9	3	Daunting D3
Bullet shield	8	4	Challenging D2
Wheel spikes	8	4	Daunting D3
Caltrops	4	2	Average D1
Concealed machine guns	6	3	Daunting D3
Ejector seats	1 per seat	3	Daunting D3
Arms locker	3	2	Average D1
Smoke launcher	3	3	Average D1
Mini bar	2	2	Average D1

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SALE**

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BOUND TO  
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all Vehicles.**

**Lost a tire due  
to road rage or  
outrunning a  
Heretic? No matter  
the reason, we have  
you covered with  
the latest makes  
and models.**





## CALTROPS

Small multi-pointed metal devices, these are designed so as to always land with one point sticking upwards. These are one-use, and must be reloaded later at a suitable base location. When deployed, they fall from the rear of the vehicle, covering an area of blast (2) and any wheeled vehicles that drive over them take 2<sup>↑</sup>3 damage to their motive system. The vehicle's pilot may deploy them as a free action.

## CONCEALED MACHINE GUN

Often hidden behind engine grilles or dipping headlights, a hail of automatic fire is the perfect way to make an automotive entrance. It is a free action for the pilot to make the concealed machine gun ready for use. The concealed machine gun is ordinarily fitted facing forward so the pilot can see what they are firing at. It has the following stats and comes with 2 ammo loads.

### MACHINE GUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ <sup>↑</sup> 4	Burst	-	-	-
QUALITIES	Spread				

## EJECTOR SEATS

Some vehicles are outfitted with an ejection system for launching its occupants to safety. They can be activated individually with a free action by the vehicle's pilot, and when activated will propel the occupants directly upwards, out of the vehicle's sun roof. They should take an Average D1 Acrobatics test when landing or suffer <sup>↑</sup>1 damage.

## ARMS LOCKER

There is a concealed arms locker with sufficient space for a weapon sized Encumbrance 6 or smaller, and an additional weapon sized Encumbrance 3 or smaller, plus one reload for each weapon. It is protected by a combination lock.

## SMOKE LAUNCHER

Situated at the rear of the vehicle, when activated this produces a trail of smoke that obscures vision. Treat the point at which the vehicle deployed the smoke as the detonation point of a smoke grenade. Treat the smoke launcher as having six 'detonations' worth of smoke inside it.

## MINI BAR

A small refrigeration unit is kept in the passenger side glove compartment, with enough space for a bottle of something bubbly, several IV packs of blood or several test tubes. An encumbrance 3 item may also be stored in the mini bar if necessary.



## NEW VEHICLES

### ARIES MARLON

**RESTRICTION: 5** **COST: 40**

**MAINTENANCE: 4** **RELIABILITY: 1**

For those with extensive means and an interest in playing at espionage (or showing off), the Aries Marlon is the must-have vehicle. Fast and dangerous (it utilises a modified Vinciano-Traffaux engine), it boasts a range of gadgets that appeal to the more eccentric corporate agent or well-to-do freelancer.

QUALITIES	Exposed, Wheeled			
CRUISING SPEED	300 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 pilot	CARRYING CAPACITY	1 passenger 30 encumbrance	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	7	4	2
MOTIVE SYSTEM	2	5	3	2
WEAPON	2	4	3	2
IMPACT DAMAGE	2+ <sup>↑</sup> 3			
ARMAMENTS	<ul style="list-style-type: none"> <li>Concealed internal assault rifle (Range M, 1+<sup>↑</sup>5, Mode B, Spread)</li> </ul>			
NOTES	Passengers and crew have 3 <sup>↑</sup> cover soak. Concealed internal assault rifle has 2 Reloads. In addition, every Aries Marlon has an integrated car phone. Due to its reputation as a toy of the idle rich, daredevil freelancers and big-headed agents of espionage, it also comes fully equipped with any three of the vehicle upgrades listed in the garage upgrades section, for no additional cost.			

### AEGIS CARRIAGE

**RESTRICTION: 4** **COST: 30**

**MAINTENANCE: 4** **RELIABILITY: 2**

A sleek beast of a machine, the Aegis Carriage was designed with both comfort and security in mind. It is often used by executives, delegates and similar VIPs when needing to travel in something that provides luxury comfort behind an inch of bullet-proof glass and armoured panelling.

QUALITIES	Exposed, Wheeled			
CRUISING SPEED	150 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 pilot	CARRYING CAPACITY	5 passengers 100 encumbrance	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	10	5	3
MOTIVE SYSTEM	3	6	4	3
IMPACT DAMAGE	2+ <sup>↑</sup> 4			
ARMAMENTS	None			
NOTES	Passengers and crew have 6 <sup>↑</sup> cover soak			



## COURIER MK 3 HOVERCYCLE

**RESTRICTION: 3**    **COST: 20**

**MAINTENANCE: 3**    **RELIABILITY: 2**

Often known as 'crisis bikes', these bulky but speedy machines often convey lobbyists and diplomats from one business-critical meeting or crisis management session to another. As well as this, they are frequently used to pass on messages of vital importance when other means may be compromised.

QUALITIES	Bike, Hover			
CRUISING SPEED	250 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 pilot	CARRYING CAPACITY	1 passenger 20 encumbrance	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	2	4	3	1
MOTIVE SYSTEM	1	4	3	1
IMPACT DAMAGE	1+⚡4			
ARMAMENTS	None			
NOTES	Always includes inbuilt phone and combination-coded compartment for confidential printed/hand-written communications.			



## FAST RESPONSE VEHICLE

**RESTRICTION: 4**    **COST: 50**

**MAINTENANCE: 4**    **RELIABILITY: 3**

Intended to manoeuvre over rough terrain at high speed, the FRV is light enough that it can be carried by a helicopter gunship but durable enough to withstand shrapnel and small arms fire. It is the ideal vehicle for use by Special Forces and Doomtroopers, who value its ability to bounce around all manner of terrain, ease of maintenance, and the surprising punch it can pack with its mounted machine gun.

QUALITIES	Exposed, Wheeled, Agile, Rugged			
CRUISING SPEED	160 kph	COMBAT MANOEUVRABILITY	2	
CREW	1 pilot 1 gunner	CARRYING CAPACITY	1 passenger 30 encumbrance	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	10	5	3
MOTIVE SYSTEM	3	6	4	3
IMPACT DAMAGE	1+⚡4			
ARMAMENTS	• Mounted machine gun: Range M, 1+⚡6, Automatic, Spread 2			
NOTES	Mounted machine gun has 3 Reloads			

## TITAN GUNSHIP

**RESTRICTION: 5**    **COST: 55**

**MAINTENANCE: 3**    **RELIABILITY: 2**

The Doomtroopers are an elite force that need equipment capable of taking a lot of punishment. The Titan gunship is one such part of their arsenal, capable of delivering units of Doomtroopers from orbit to a planet's surface to battle against the foul influence of the Dark Legions.

QUALITIES	Light Craft, Rugged		
INTERPLANETARY RANGE	18 hours	COMBAT MANOEUVRABILITY	1
CREW	1 pilot 1 gunner	PASSENGERS	10
DAMAGE	SOAK	DAMAGE	
	2	3	
IMPACT DAMAGE	2+⚡2	FUEL LOAD	2
ARMAMENTS	<ul style="list-style-type: none"> <li>• Rotary cannons (Close, Automatic, 1+⚡3, Armour Piercing 1, Close Quarters)</li> <li>• Launcher (Long, Munition, as ammunition)</li> </ul>		
NOTES	Rotary cannon has 4 Reloads. Launcher may have up to 10 reloads		

## DIRIGIBLE

**RESTRICTION: 3**    **COST: 50**

**MAINTENANCE: 4**    **RELIABILITY: 3**

Great behemoths of the sky, dirigibles are used by the corporations and everybody else as a stable workhorse of industry. Able to transport heavy loads as well as large volumes of people, they may be slow but they are reliable machines and less prone to the malign influence of the Dark Symmetry than many of their competitors.

QUALITIES	Aircraft (VTOL), Ponderous, Rugged			
CRUISING SPEED	75 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 pilot	CARRYING CAPACITY	30 passengers 600 encumbrance	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	6	12	6	4
MOTIVE SYSTEM	3	6	4	3
IMPACT DAMAGE	2+⚡7			
ARMAMENTS	None			
NOTES	None			

## SKY GALLEON LUXURY DIRIGIBLE

**RESTRICTION: 4**    **COST: 60**

**MAINTENANCE: 4**    **RELIABILITY: 3**

According to ancient historical sources, the dirigible was once seen to be the height of fashionable travel, comparable to a stately



One thing that detractors of our organisation should take note of: when the chips are down, we do not mess around. You should only have took look at the Doomtroopers to realise that.

And then there's the Zindelburg monstrosity.

I have no idea what eventuality it is designed for, or who commissioned it, but somebody up top decided that our outfit would need a massive airbag that could act as a carrier and HQ during desparate times.

It's currently grounded in a secret hangar somewhere under the old ship graveyard. I couldn't get any imagery out, but I did manage to track down an engineer's report. It's a real Earth blotter!

## ZINDELBERG ZEPPELIN

**Length:** 320 m

**Diameter:** 65 m

**Flight deck:** 300 m x 52 m

**Gas capacity:** 260,000 cubic meters

**Lift:** 1,000,000 lbs

**Cruising Speed:** 125 km/h (76 mph)

**Maximum Speed:** 135 km/h (84 mph)

**Main Powerplant:** 4 Fieldhausen LOF

32 internal prop engines

**Aircraft:** approx 30 fixed wing aircraft and helicopters

**Crew:** 70 flight officers and men; 18-20 stewards and cooks

**Passengers:** 20 sleeping berths

cruise of the sea but borne aloft into the heavens. Now returned to prominence once more, dirigibles (also known as zeppelins and airships) may not be the fastest method of transport but they are able to transport their occupants in style, with many models featuring bars, stages and other means of entertainment inside their incredibly tastefully decorated gondolas.


QUALITIES	Aircraft (VTOL), Ponderous			
CRUISING SPEED	85 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 pilot 1 co-pilot 2 stewards	CARRYING CAPACITY	12 passengers 350 encumbrance	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	6	12	6	4
MOTIVE SYSTEM	3	6	4	3
IMPACT DAMAGE	2+ <sup>T</sup> 5			
ARMAMENTS	None			
NOTES	Due to the sumptuous nature of the vessel, any Lifestyle tests may be re-rolled whilst aboard, but the second result stands.			

## CHAMELEON SHUTTLE

**RESTRICTION:** 4 **COST:** 50

**MAINTENANCE:** 5 **RELIABILITY:** 3

Gliding near-silently to smuggle high value goods, deploy infiltration teams or a variety of other suspect activities, wherever a Chameleon is located, subterfuge and skulduggery are sure to be close at hand.

QUALITIES	Agile, Light Craft			
INTERPLANETARY RANGE	2 days	COMBAT MANOEUVRABILITY		2
CREW	1 pilot		PASSENGERS	4
DAMAGE	SOAK		DAMAGE	
	1		4	
IMPACT DAMAGE	2+  2		FUEL LOAD	2
ARMAMENTS	None			
NOTES	Infiltration tech: The Chameleon shuttle is designed to not be noticed. Any radar or other sensor systems have the difficulty to detect the Chameleon increased by two.			





# ORBITALS & FREE CHARTERS

## NEUTRAL GROUND

One indisputable result of The Cartel's existence has been the awarding of Free Charters. These charters, though rarely granted, have historically designated certain territory as free from corporate or Brotherhood influence. The most famous of these is Luna, covered in its own sourcebook, which is an entire neutral city. Only one section of Luna will be further detailed here. For all other questions on Luna, see the Luna Sourcebook.

The existence of Free Charters creates small gaps in the reach of corporate arms. These places owe no fealty to any faction. They are free and, in so being, tend to develop in ways foreign to most citizens of the system. Each is a miniature social experiment, a human ecology that has evolved parallel to the rest of the system before veering far beyond the norm.

Loners, fugitives, religious zealots, tired soldiers, gangs, and anarchists are to be found among these pockets of independence. For a GM looking to vary the standard corporate-dominated milieu of *Mutant Chronicles*, these spaces offer ideas for locales, adventures, and characters that most players will not have encountered previously. Each is its own mini-setting, a world within the greater world of this dark future.



## UTOPIA—ORBITAL

Located in orbit around Phobos, Utopia is a planned community. More than a millennium ago, settlers fleeing the calamitous Exodus of Earth established Utopia. While their intentions were to create a perfect society, the results are less than ideal.

Founded by Terrance MacMillan, Utopia is part social engineering and part theocracy. Over the intervening 1,000 years since settlers first began building the colony, Utopia has developed into a strange, often times surreal, reflection of where mankind might have gone. Utopia was the first to apply for a Cartel Free Charter after Luna, and its award was pushed through quickly. No one is certain why this charter was granted so easily. Perhaps it was merely because of the lack of red tape in the early Cartel. Perhaps MacMillan's followers had some unknown influence with one or more of the delegations. Regardless, the charter was granted, and Utopia has been a Free Charter since just after the founding of the Cartel.

## UTOPIA SOCIETY

A curious mix of planning and spontaneous growth, Utopia began with a band of 500 settlers occupying a space station that once belonged to one of the great nation states. MacMillan was possessed of a vision he claimed was delivered to him by a divinity known as The One. He led his followers during the Exodus to this place, and there they settled.

MacMillan's intent was to develop a harmonious society dedicated to The One. What began as a religious pilgrimage soon became a scientific endeavour upon the discovery of early genetic engineering equipment aboard the abandoned station. Whatever nation, now lost to time, had built this station, it became clear it intended it as a location to conduct secret experiments in human engineering. MacMillan's followers included many bright scientists who were able to use the old equipment. Soon, not only had their society been planned, but also their genetic code. Violence, as a trait, was weaned out of the species. Jealousy, anger, and other things that most would agree make one human, were likewise dampened through generations of tweaking. The results were designed to achieve a society as harmonious as could be, but tinkering with the nature of man proved harder than the first settlers had anticipated.

Today, Utopians are a divided lot. On one side are those who continue to pursue the divinity of The One, on the other are those who practice a unique form of ancestor worship. Little known to the outside world, the Utopians at some point developed a way to



store human personas, or at least their simulations, in computational machines. Perhaps this technology was also left behind aboard the station. Perhaps they invented it themselves.

The station has grown since the first years of its re-occupation. It is a massive, vaguely cylindrical cluster of expansion about 20 kilometres in diameter. At its heart, in what is considered sanctified territory, is the original station. Visitors are allowed, but only after approval by one of the two factions vying for control of Utopia. Any visitor receives a pass for no more than three days. They are granted limited access to the facilities and must leave when the pass expires. They cannot return for another year. For two generations the Utopians were complete isolationists, but the Cartel arbitrated negotiations that eventually opened the colony up. Most experts feel the reason for this shift was pressure by Cybertronic, which wished to get at the lost technology found on Utopia.

### THE ONE

The One is, at best, a nebulous concept to outsiders. Somewhere between the notion of God and the concept of the universe as a continuing mathematical equation that will end when the formula is solved, The One is the central idea around which Terrence MacMillan based his religion and society. In Oneness, everyone has a place. Each individual is a gear working to solve the universe's equation. As such, each person must fulfil his role. Genetic tinkering pushed the first families into specialisations that continue to this day. There are families who are genetically predisposed to be great artists, craftsman, scientists, and the like. Few youths rebel against this prearranged life, though some have been known to leave Utopia altogether. To be with The One is to fulfil one's role in Utopian society. For those who believe, it is this path alone that leads to enlightenment.

### ANCESTOR WORSHIP

The other faction in control of part of Utopia has rejected the idea of a mathematical universe in favour of an anthropocentric universe. Man, this theology argues, is not a gear in the great cosmic equation, but the end goal of sentient life. The One manifests itself not through the universe but through man, who was created to reflect The One's creation.

This group has rejected the genetic engineering of its kin. It has cast aside most technology and converted vast layers of its side of the satellite to farming fields of grain and vegetables under huge domes spread out beneath the canopy of stars. It is a low-tech society, rejecting advanced pre-Fall technical innovations. It does maintain its ancient machines, but refuses to improve upon them. A man stands by his own merits. There is some debate within the group as to whether it should go even further and shut down all the old machines then leave for a planetoid.

The guidance brought by contemplation of The One on the other side of the station takes the form of ancestor worship here. In secret chambers death, masks taken off their forebears at the time of their

demise are infused with replications of those people's personalities. The leaders of this movement consult these oracles, and receive guidance on how to plan the future by respecting the past.

### CONFLICT

The sides are at odds, but this has almost never resulted in violence. Resources are still shared, and the underlying genetic ties have not yet been broken. Utopia is home to some 5,000 people who live, by and large, in harmony with one another. This isn't going to last, however, as the two opposing ideologies are moving further apart with each generation. No doubt in the future there will be two separate societies instead of one.

### THE GREAT WORLD — ORBITAL

Located in orbit around Venus, The Great World began life 150 years ago as an attraction that offered "Everything in the Solar System and More!" Founded by J.P. Manning, a failed entrepreneur, The Great World had less than auspicious beginnings.

Manning was part huckster, part con man, and all showman. He'd twice tried to build museums of the odd in Luna, but both failed. He attempted to create a travelling space circus between the inner worlds, but his financing collapsed after he grossly underestimated fuel costs. By the time he got the idea for The Great World, Manning was mostly a failure.

But genius strikes even those who seem born to fail, and Manning was no quitter. He first came to the war world of Venus to make his fortune entertaining troops with a paltry side show he had begun to cobble together, but it soon became apparent that life on the surface, near combat, was very dangerous. Manning settled on the idea of making something in orbit, and a recent engagement left just the sort of property he needed. An Imperial battle cruiser called The Hebrides had been badly damaged and left to rot as a hulk in space. Manning did what he had always done best and rallied investors to his mad cause: turn the battleship into a floating entertainment palace for both tourists and the hundreds of thousands of weary troops fighting for territory on the planet below.

Through his charm, and not a little bit of bribe money, Manning secured a Free Charter and Cartel support for his idea. The Great World would be neutral ground for all soldiers fighting below. "Bring you desires, but leave the war below" became a popular advertising slogan.

Oddly enough, the plan worked. Soldiers needed a respite from the steaming surface of Venus and, with some Cartel supplied guards, they mostly got along. Soon, Manning's dream of museum, circus, and sideshow came alive on the decks of The Great World. Tugged to a permanent high orbit, The Great World now offers virtually anything one could imagine.



There are dancers and jugglers, tattoo parlours and fortune tellers, and stalls that sell rare birds and rarer tomes. There are acrobats and licensed, legal prostitution, movie theatres, and plays. There is a museum of Jurassic Oddity, which is a mix of genuine artefacts and clever hoaxes. Magicians roam the decks performing tricks, and bars and night clubs take up entire levels. Hotels both cheap and luxurious can be found.

The entire facility has an air of sleaziness about it, but not in an unwelcome way. Gambling is huge, with mini casinos all over the ship. One has the sense of being inside the delirious dream of child raised on just enough smut to be dangerous. The Great World is a unique experience in the system.

### J.P. MANNING—VENERABLE SHOWMAN

J.P. is over 150 years old now, kept alive by the latest treatments and modifications available from Cybertronic. His wizened face and body appear held together by the exoskeleton that affords him movement. He never leaves his residential suite without his top hat and tails.

Manning hasn't changed much over the last century and a half. He's slowed down some, but his eyes still gleam whenever an unusual idea comes to him. Permanent residents and visitors alike regard him as a kindly uncle. His suite, while nice, is not opulent. In fact, there is little room for the rich fineries some are used to on The Great World. Manning is a populist and an egalitarian. He was never in it for the money but for the fame and entertainment alone.

The Great World reflects his vision, which is one reason it is popular with soldiers. Things are reasonably priced here, and even the lowliest combat vet can afford to stay in one of the nice hotels. The resort doesn't make business sense, as Manning could be earning so much more. Folks say he's being subsidised by the Cartel, which see The Great World as a release valve for the corporate soldiers on Venus. Maybe this is true, maybe not. Manning is happy. His customers are happy, and few leave The Great World without a few memories that make them smile.

### ISS II—ORBITAL

No one remembers what the letters stand for, only that several nation states once cooperated to build a station in orbit over Earth. The original station has long since been lost in the vertiginous tangle and sprawling arms ISS II has become. From the outside the station looks like something grown, or like a wreck of ships overgrown with coral. The facility has been made over hundreds of years out of space debris. It is a patchwork quilt of crazy designs that span man's entire history of space exploration. Getting from one place to another inside this maze is difficult for all but the natives.

Those natives are a different sort altogether. Once a collection of anarchists, the enclave has evolved into a functioning adhocacy.

## ROGUES IN THE HOUSE

A vital piece of intel has been stolen from an Imperial courier who stopped at The Great World before proceeding to his drop off point. This intel could change the course of an Imperial/Cybertronic engagement taking place on Venus. The player characters aren't hired in this adventure, rather they stumble upon the thief who stole the courier's suitcase—complete with blood where he had to saw off the man's arm.

Maybe the rogue runs afoul of them in a bar or one of the many markets as he tries to steal from them. Regardless of how, the players wind up in possession of the intelligence. One of them, with proper experience or luck, may be able to decode the *communiqué*. If so, it reveals plans for a surprise attack on a Cybertronic facility to draw attention away from another engagement currently ongoing.

Now, the player characters have become the target of Imperial and Cybertronic agents. They can choose to sell the information to McKenzie Salvage which has intel operators aboard The Great World, or simply try to flee. Trying the latter is going to be difficult as the few working docks on The Great World are now being monitored by agents from both corporations. There are tales that say J.P. Manning has his own private dock and yacht hidden away on The Great World. Maybe they could get on his good side? Throwing the intel away is also an option, but neither corporation is going to believe they didn't read it first. Looks like the team has to figure a way to neutralise or pacify all sides. Just another day in the life of a freelancer.

Everyone votes on major issues and there are no recognisable leaders. Corporations have a licensed presence on ISS II, but only independent corporations. The Cartel may have granted ISS II a charter precisely because it intended to license space only to independent corporations that strengthen FLIC.

Tourism is also big aboard the station, though there are no traditional hotels to stay at. Accommodation is of the bed and breakfast style with individuals renting space to visitors. For most of the solar system ISS II is a curiosity. For the Brotherhood, it is a concern.

Because it falls under no traditional jurisdiction, ISS II is free from the Brotherhood and the Inquisition. Being a loose coalition of loners and anarchists, it is very difficult to tell what goes on there. While the Brotherhood no doubt has spies aboard, what happens in one

## ORBITALS & FREE CHARTERS



part of the skein of mismatched detritus that forms ISS II can be very different from what's going on elsewhere.

Its independence also calls all manner of fugitives and outcasts to ISS II. If you're a corporate exile, or just someone who needs to lay low, ISS II is a great place to do so. At any given time, the ISS is harbouring fugitives and refugees of every stripe. Many, if fact, have made the station their permanent home.

ISS II survived the Whitestar EMP blast that took out the corporate fleet in orbit (see *Timeline* page 16 of the **Mutant Chronicles** core rulebook) by virtue of being on the other side of the Earth at the time of the blast. Some say this is evidence of a long suspected Whitestar infiltration of the station.

### ISS II SOCIETY

Everywhere you go aboard ISS, you'll see a complicated network of pneumatic tubes threaded along the walls. These are the ancient way the residents vote on topics. While they have radio inside the station, the votes are still counted by hand and received via the tubes.

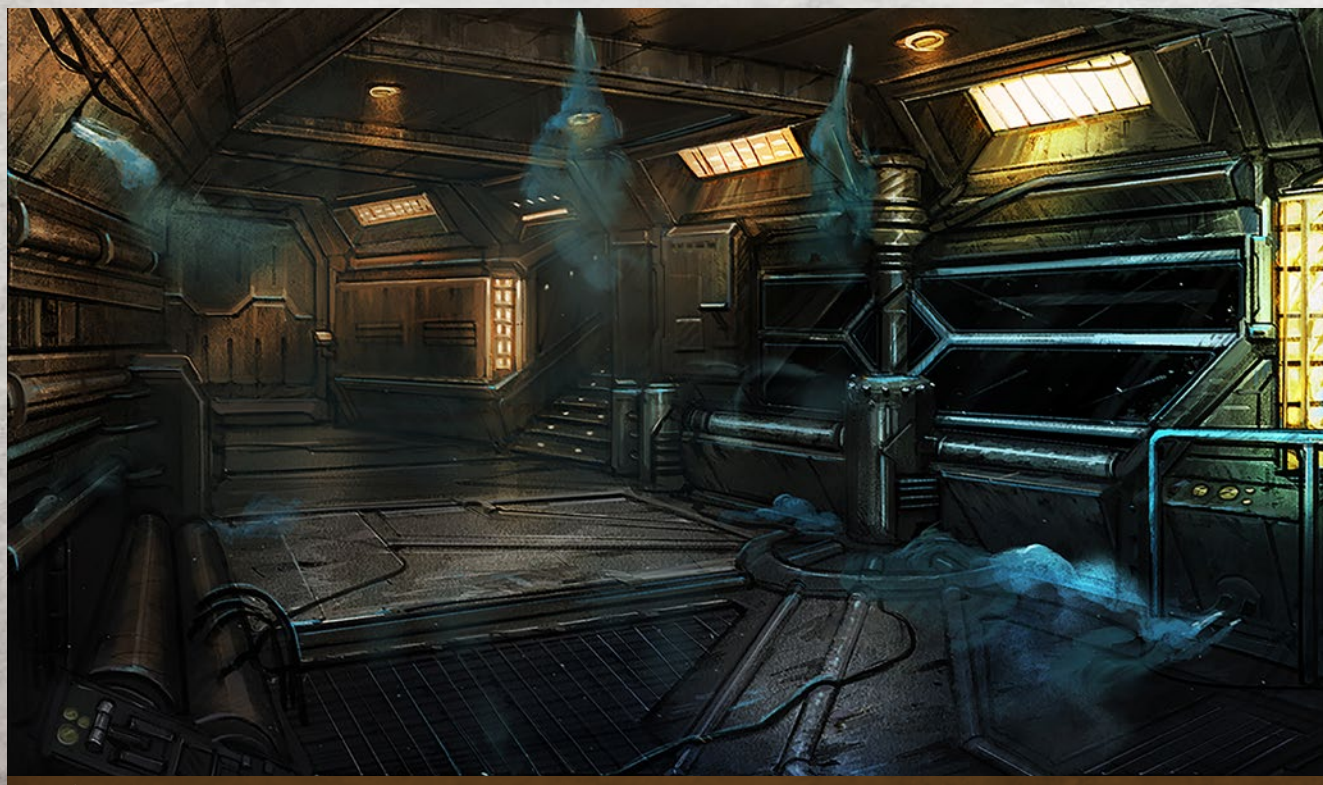
Gravity aboard the station is jokingly referred to as a suggestion rather than a physical law. There are sections that have rotational and other forms of artificial gravity, while whole stretches make do without. Some of the eldest residents are thin and atrophied from decades in Zero G.

While you will find people devoted to the cardinal and the Church aboard, you will also encounter any number of other, almost extinct, religions. Corner temples tucked away in nooks and crannies are devoted to gods and pantheons long thought dead on Earth. Superstitions and logic run side by side here. The only thing on which all residents seem to agree is independence. They'd fight for that if it came to it. Practically speaking, no organisation in the system would know what to do with the station if it owned it.

### THE INDEPENDENT CORPORATION

Given the limited space aboard ISS, corporate shops and posts are the smallest you are ever likely to see. Indies can lease space from residents, but property ownership is mostly a matter of squatting. How long a resident has been situated in a particular branch of the station defines how much he or she owns it. When one dies without passing on their space, it's taken on a first come first serve basis.

Further, corporate logos have to compete with a riot of graffiti, TVs epoxied to the walls, a hundred different strains of music, and the omnipresent scent of tobacco and drugs. Residents rarely buy from the corporation, but tourists almost always do. Most indies have presence here to maintain ties with this strange enclave and what goes on there, rather than to turn a profit. Recent political gossip suggests an alliance between many of the indies and ISS to form a new government system wide. Such ideas are unlikely and doomed to fail in the face of overwhelming odds.



ISS II: The interior.



### EZEKIEL "ZEKE" JACBOVICI

Zeke has been on the station for most of his adult life. After being injured in the Imperial army, he became disillusioned with the way the system worked and travelled around as a space vagrant. Zeke tried new religions, became a cobbler, and lived with the Belters for a time, until he finally washed up on the ISS at the age of twenty. Ever since, he's lived in a Zero G region of the station smoking an ancient Earth drug and dispensing the wisdom he's collected over the years. Zeke is also an artist working in scrap metal.

His sculptures actually fetch a high price from galleries on Luna and Mars, but Zeke has no desire for money. Everything he earns is funnelled back into a communal ISS pool. "It's not about owning things, man," Zeke says, "it's about taking ownership of your soul."

Now age sixty-three, Zeke's body has been ravaged by Zero G. His atrophied limbs look pale and scrawny, but he can get around just fine without the weight of gravity keeping him down. "Gravity's just a state of mind," he'll tell you.

### THE VENUSIAN FALCON

The player characters are down on their luck; a profitable job hasn't come through in some while. While in any dive bar across the system, they see a woman enter who appears as nervous as she is beautiful. If they take the bait, they find out that Jean Pryce knows a legend, a legend about a falcon made of pure gold with diamonds for eyes.

Allegedly commissioned by an eccentric millionaire on Venus during the First Dark Legion War, the Venusian Falcon is every treasure hunter's favourite "one that got away". No one has ever actually seen it, but everyone claims to know someone who has. According to Ms. Pryce, the statue found its way aboard ISS II. She is willing to split the earnings with the characters if they guard her while securing the item. You see, she's double-crossed a gangster named Horus Redblock while going after the statue on her own. There's a bounty hunter after Ms. Pryce too, for crimes ranging from confidence schemes to counterfeiting.

Of course, Ms. Pryce is something of the femme fatale and not to be trusted. Who has the Venusian Falcon, or if it even exists, is up to the GM. The player characters will have to hire a local guide to help manoeuvre through the riot of corridors that is the ISS II. Navigating the greed of Redblock, Ms. Pryce, the bounty hunter, and anyone else the GM wants to throw in will require much more than a local fixer

A favourite among residents and tourists alike, Zeke is plugged into the latest gossip aboard the station. If anyone were to ever hurt or threaten him, they'd have to deal with a lot of angry friends who'd be looking to exact revenge.



### WALLED CITY—LUNA

Named for a fort in the Ancient section of Luna, Walled City was once bordered by actual walls. Today, it is a tight cluster of buildings with the highest population density in the entire city.

Walled City does not actually have a Free Charter. Being in a neutral city, it shouldn't need one, but Walled City is something other than the normal Free Charter. While the Cartel did not give the area a charter it did create it—accidentally. Walled City exists in a limbo formed from the overlapping treaty areas of the ancient city. When the Cartel was formed, this limbo zone was accidentally cemented into permanence while the maps were being redrawn.

Walled City doesn't, therefore, fall under the Cartel, Luna PD, or any other conceivable authority. Crime rings hold the only real power here, and a collection of gangs constantly vie for power.

The roofs of Walled City are a chaotic scrabble of chicken wire dishes and trash. There is no official sanitation here, no trash pickups. A network of cables ferry waste throughout the buildings and eventually tap into the Luna sewer system. Trash is either dropped in the narrow alleys formed by the haphazard construction of these buildings or put on the roof.

For all that, Walled City is an interesting place to visit. If you're looking for anything illegal or unregulated, you come here. Can't afford a regular doctor or dentist? There's no licenses needed in Walled City. You need a barrister and you don't mind one who has been disbarred? Come to Walled City. Everything is for sale.

### WALLED CITY SOCIETY

The people who live here are fairly ordinary citizens who couldn't scratch out a living for themselves in Luna. They live as they want, running businesses with strange fusions such as an ice cream parlour and hair salon. This place is about as far as you can get from corporate influence. The actual area is very small, and the buildings rise constantly skyward due to lack of space. Sometimes, portions of them collapse under their own weight. There are no codes to follow when building in Walled City. The place has been around forever, but the Cartel is now considering negotiating with residents to buy them



## KREMLIN K.O.A. CARTEL BII SPECIAL AGENT



The operative known as Kremlin K.O.A. – or ‘Krem’ to his colleagues – is a Cybertronic SWI TIFF operative seconded to the Cartel’s Bureau of Internal Investigation (BII), and is a specialist in Anti-Dark Legion operations. He acquired his moniker of ‘K.O.A.’ from being listed as Killed on Arrival after he became a TIFF. Rather than have his memories returned to him, he instead had them compiled onto a Subreal movie for later analysis, to avoid potential human weakness. His fellow agents have dubbed him a “Kreepy, Overbearing, Arsehole” – something he finds great amusement in.

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	9	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	11	6

### FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	2	2

### WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious Wounds 6
- ◀ Mental Wounds 12
- ◀ Torso 8
- ◀ Legs 6
- ◀ Critical Wounds 4

**SOAK: Titanium Plate Implants:** (Head 2, Torso 2, Arms 2, Legs 2)

### ATTACKS:

- ◀ **CSA404 Heatsword (melee):** 1+7, 1H, Incendiary 2, Parry 1

- ◀ **AR3000 (ranged):** Range M, 1+6, Burst, Unbalanced
- ◀ **GL3000 Grenade Launcher (ranged):** Range M, As Grenade, Munition, 2H

### SPECIAL ABILITIES

- ◀ **Counter-Legion Warfare:** Kremlin has spent countless hours inside Subreality learning various techniques to recognise and combat the forces of the Dark Legion. He has Mysticism Expertise 3, Mysticism Focus 2, and may re-roll one d20 when making a Mysticism test, but must accept the new result. Additionally, he reduces the difficulty of any Mysticism test to identify a creature or power of Darkness by two, which may eliminate the need for a test. Further, as a Standard Action during a combat where there is at least one Heretic or creature of Darkness on the opposing side, he may attempt an Average D1 Mysticism test. If this test is passed, his defensive training provides a free Response Action against a Heretic or creature of Darkness. For every Momentum point spent, he gains an additional free Response Action. These Response Actions may be used at any point before the end of combat.
- ◀ **Cybertronic Embellishment:** Kremlin received extensive cybernetic upgrades prior to his Cartel secondment. He is fitted with an EYE-Tronic telescopic and night vision capable system, Artificial Lungs, Tronic-Reflexes, and a Weapon Cyber-Link. He is immune to all harmful gases, and need only take a Resistance test to avoid drowning, suffocation, or vacuum once every hour, rather than every round. Further, he gains an additional Response Action every round, though this still requires a Dark Symmetry point expenditure. Finally, when using a Cybertronic weapon, he may take the Exploit Weakness action as a Restricted Action by paying one Dark Symmetry point. Daily use of XLR8 Mk II provides him with a Corruption Soak of 5, and reduces the difficulty of Willpower tests due to mental assault by one, which may eliminate the need for a test.

I know you wanted a comprehensive list of the gang factions operating inside Walled City, but the blurred lines between them, plus other factors such as unclear turf divisions, unique cloth colourings, and funky tattoo inscriptions make it an extremely difficult task. Asking too many questions also draws the ire of every rat that calls the den home. They murder each other daily, but pull together when outsiders come knocking. In short, get your own answers!



out. Space is at a premium everywhere on Luna, and it's probably just a matter of time before this area is gentrified and cast off for the history books to remember.

### **GANGS IN WALLED CITY**

Loosely organised in different buildings, the gangs of Walled City are the only real authority; businesses pay protection fees to them and come to them for help. Occasionally, there's an all-out war and citizens of Luna living around the perimeter of Walled City can hear the popping of small arms fire late into the night. A favourite method of execution is to take someone atop one of the trash-loamed roofs and toss them off. Eventually, someone drags the body over the borderline for the city to deal with. Because there's no Luna PD out here, no one ever investigates.

The Green Gang and The Hung League are currently the two most powerful gangs in the city. They run prostitution, extortion, drugs, illegal subreality parlours, and even a mail system for residents. Walled city is, if nothing else, one crazy place.

### **BELTER CLAVES—THE ASTEROID BELT**

Not a single location but a catch-all term for the small pockets of independent belters living under the noses of corporate influence. Each has its own history and way of life. The existence of these private claims dates back to a bill passed long ago in the Cartel that allowed a homesteading provision for unclaimed asteroids. In practice, the corporations had already bought or forcibly moved people out of most claims, but pockets still existed where the corps had not done either.

The resulting migration over 200 years ago created a flood of new arrivals; any rock that wasn't already stamped with a corporate logo was claimed by someone. Some are miners, some are hydroponics farmers, and some are just barely surviving on these desolate rocks by salvaging old junk and selling it for food.

It's a hard life, akin to the pioneers of the legendary Ancient West. The sort who become Belters are not weak of body or spirit. These hardy folk have carved out an existence on the fringes of civilisation.

They have their own patois, their own way of doing things. Clave feuds are common, some stretching back to the signing of the Homestead Bill. Outsiders are generally regarded with suspicion. Some of the more prominent Belter Claves are shown below.

### **THE ULSTERS & THE STEWARTS**

The Ulsters are a mining family on a rock that once only had a number. They mine Helium 3 from this lone asteroid and make a good business doing so. The family has been in a feud with the Stewarts for 100 years over who actually owns the rock. The Cartel has declined to consider the matter.

The rock, known as Stewart-Ulster, was thought devoid of anything of value and so passed up by the corporations. But Helium 3 was found by, depending on who you believe, Anse Ulster or Jeb Stewart. The two Claves have been fighting over it ever since. Fourteen people have been killed in this local feud, and it's achieved something of folk legend status throughout the belt.

### **HERMIONE**

There is no Clave on Hermione. There is no civilisation. There is just one man, stranded and alone. No one visits Hermione because it was irradiated during the First Dark Legion War. Technically, it falls under the Homestead Bill, but no one would want to settle there.

Louis Omar has no choice. Five years ago this independent navigator was headed for Victoria when malfunctions on his craft left him stranded on this asteroid.

Omar was one of a rare breed of navigators who find and map Rifts. This is a dangerous business, and only the foolhardy or the mad take such a job. Omar has spent a good deal of time in the Rifts, and the experience has driven him mad.

While Omar is the only person living on the planet, he is not the only entity. A dark force lurks in his mind, appearing to Omar in the form of a man he calls Friday after a character in the ancient novel that was the only book he'd brought with him on his trip. Friday is a minion of the Dark Legion, a demon who attached itself to Omar's psyche somewhere in the Rift. The two are now seemingly inextricable.

### **LOUIS OMAR & FRIDAY**

Omar was a daring navigator who picked up an alien entity in Rift space. While the entity is from the Dark Symmetry it is, like Omar, a castaway. Friday was lost in the Rift for what might have been years or centuries—time is difficult to distinguish there as it converges and shifts inside these areas. Friday has long ago abandoned any loyalty he had to the Dark Legion.

That is not to say he isn't nefarious, only that he has no agenda relating to the current war. Omar and he both want off this miserable rock, but escape has thus far evaded them.

The asteroid is isolated from most of the belt. They haven't seen a ship in over a year, and that was too far away to signal by fire. The ship's radio is damaged beyond repair. However, there is one way they might escape; Friday can reach out, though not terribly far, and contact human minds. Should a ship pass close enough, Friday may be able to contact it and ask for help. He may even be able to exert a limited portion of his will to force the pilot to land. To date, no ship has come close enough.

The two castaways wait, for it is all they can do. One day, perhaps soon, a vulnerable mind will pass by. Then they will be free once again.

## **ORBITALS & FREE CHARTERS**





New Hope is a shanty town of criminals.

## NEMESIS

Not intentionally homesteaded, Nemesis was occupied by the survivors of a crashed penal transport fifteen years ago. Normally, the prisoners would simply have been retrieved, but the legalese of the Homestead Bill actually granted them Free Charter status. No one can now legally claim them but, if they venture outside the belt, they will be arrested.

They are led by a disgraced cleric who was imprisoned for shameful crimes that he has spent the last fifteen years trying to cleanse from his soul. The group is mostly a religious lot, given to invoking the Cardinal's name and the holy books as guiding lights for their lives. Others in the colony refuse to go along with what they consider "redemption claptrap" and have struck out on their own.

Life is harsh on Nemesis, Cleric Anger says more so to cleanse their souls. The penal transport has been dismantled to make a shanty town of shelters; everything that could be cannibalised from the ship was. The prisoners would not likely have survived at all had they not found a secret series of small, ruined bases from

the First Dark Legion War. These bases were stocked not only with imperishable rations—enough for far more than the 121 prisoners who survived—but also equipment they've been able to sell to individual junkers who occasionally stop by.

As one might imagine, only the brave or stupid are willing to set down on a rock full of convicted criminals. Some are mere thieves, but other are brutal murderers and madmen. The ruined bases have been largely taken over by the anti-religious cons. The shantytown, called New Hope, is run by Cleric Anger.

## SOL BRANDT—DISGRACED SOLDIER

Brandt served as a soldier for Bauhaus before being dishonourably discharged for cowardice. He was set to be shot by firing squad when the transport crashed into Nemesis. Sol has some theories about how such a strange event happened, but he isn't sharing them.

The truth is Brandt was pressed into service. A big, powerful man, he survived several engagements by not being brave. He isn't a coward as such, but he has no interest in dying for someone else's profit.



Ironically, the longer Brandt survived, the more he was promoted until he received a battlefield commission as lieutenant. He wanted none of these promotions. He wanted no part of the corporate wars.

Brandt considers himself largely the victim of circumstance. He's bitter, dangerous, and determined to kill the captain who court-martialled him. Of course, he can do nothing about this while stuck on Nemesis. He's spent years roaming the asteroid looking for something that might provide a way off—he's even killed two visitors and tried to steal their ships, but both attempts failed.

Just this year, Brandt found a tunnel leading deep into Nemesis. The entrance is largely collapsed, but he has begun to excavate so he may proceed. He has no idea what lies below.

## WHAT LIES BELOW

One of the Big Five has just recovered very old intelligence suggesting that Capitol excavated secret tunnels on Nemesis during the First Dark Legion War. The purpose of the tunnels hint at a secret weapons project.

The corporations are bound by the Homestead Bill not to interfere with Free Charter asteroids. The corporation could no doubt send a kick murder squad to kill the prisoners and seize nemesis, but it might be exposed while doing so. This could cause unwanted problems in the Cartel.

The corporation has therefore decided to go with freelancers. Their mission is to land on Nemesis, find an entrance to the tunnels—the intel suggests three, and retrieve any secret weapon found inside.

Of course, the player characters will have to contend with the prisoners, religious and otherwise, as well as any automated defences that might be left over from the war. For an additional kink, a second corporation may have hired its own team for the very same mission. Additionally, Sol Brandt might have got inside the tunnels by now, and could be an ally or an enemy depending on how the team reacts. It's very likely he isn't trustworthy; selling a secret weapon would go a long way toward his plans for revenge.

## THE ACHILLES GRAVEYARD—L5, JUPITER

A collection of derelicts caught in a Lagrange point off Jupiter, The Achilles Graveyard is the remains of a massive battle between the Dark Legion and mankind during the First Dark Legion War. This was one of the largest naval engagements in the war; hundreds of thousands died.

This space junkyard was declared a Free Charter years after the Fall. The reason for this was pressure from the corporations to mine the area for lost technology, both Dark Symmetry and otherwise. If no one corporation could claim the debris field, all corporations had equal chance to salvage this tech. For years, the Brotherhood banned any visitation to the Graveyard, but recent advances using pre-Fall tech by Cybertronic have caused the Brotherhood, via the Cartel, to assign special permits to the corporations allowing access to the Graveyard.

Of course, over the centuries, people did venture inside. Those who did either came back mad or not at all. The Graveyard is reputed to be haunted by the ghosts of those who died in the Battle of Achilles. Space legends have been passed down through the generations of the wondrous treasures that can be found inside the graveyard. These legends also speak of the Dark Symmetry that still befouls the place, and the unnatural way that, even for a Lagrange point, the field still maintains integrity.

Indeed, the field should have spread out by now, but it has not. Something stronger than mere gravity roots it to this place in space. Current theories predict a tremendous Rift may even be present there.

Little remains of actual history from the battle as there were no survivors. What is believed is that the corporations had worked together to build a massive weapon they felt could at last defeat the Dark Legion. Whether the weapon existed or was employed is a mystery. If it was, it might have torn some sort of hole in Rift space that causes the derelict ships to remain tethered there. It might also explain the haunted nature of these floating hulks.

## ACHILLES GRAVEYARD SOCIETY

Since no one has come out sane, no one really knows if anything living remains. Dark Symmetry may still be present. At least a few deep spacers claim the whole place is a haven for Void Pirates. Some think the place is actually an experimental ground being used by the Dark Legion. They say that the dead are not dead but were sucked into Rift space by the Dark Apostles and now exist out of time.

No one can say with any authority what is true. The corporations are not content to let it lie, nor are the Church and Brotherhood. There is too much potential intelligence to be gained, too many basic patents that might be found for the corporations not to be intrigued. Each of the Big Five is at least in the planning stage of travelling back to Achilles. Imperial claims Cybertronic has already been there, and that much of its success is due to the technology it found.

## ORBITALS & FREE CHARTERS



## GHOSTS

This can be a corporate sponsored mission using freelancers or corporate employees. Really, any faction could be behind a mission to find the truth behind the mysteries of the Achilles Graveyard.

Regardless of where the player characters hail from, it will be up to the GM to fill in the details of this adventure. It will largely depend on the sort of campaign you wish to run. The ghosts could be real, or merely time-space echoes of a Rift opened by a terrible weapon. The field might be haunted only by Dark Symmetry, and any who venture inside are subject to corruption.

Another way to go is to have the whole thing be a hoax. Perhaps the void pirates really do use this spot as a haven. They'd have an interest keeping people out; killing any who enter, feigning ghost-like apparitions, and torturing a few survivors until they go mad are all possibilities.

The Achilles Graveyard exists as a blank spot on the **Mutant Chronicles** map that individual GMs will populate. Many such open-ended mysteries are found in these sourcebooks. Roleplaying is a collective affair; we merely supply the GM and players with a set of tools they can use to tell whatever stories they like.



There are things in the Achilles Graveyard.

## TECHNOLOGY

The technology of the Achilles Graveyard is rumoured to be behind the technological dominance of Cybertronic. This may have a kernel of truth in it, or it could simply be a ploy by the youngest of the corporations to sow false intelligence amongst its rivals, but, either way, it is a distinct possibility there could be some valuable old technology in the Achilles Graveyard. That the Brotherhood were so adamant that it be left alone could alternately indicate a Dark Symmetry presence, which must also be investigated lest the Dark Legions find another avenue from which to assault humanity, or it could be that whatever advanced machines were left in the Achilles Graveyard have now been corrupted by the forces of the Dark Symmetry and do its bidding—a truly horrifying prospect!

## AMPLIFIER CRADLE

A baroque fusion of pipes and tubes ominously bearing similarity to a tumorous coffin, the Amplifier Cradle was an eccentric attempt at boosting the powers of practitioners of the Art. It backfired horrendously and instead allowed for the user's mind to be invaded by servants of the Dark Legion who would devour it from within. The cradle is encumbrance 20.

Anyone who uses an Amplifier Cradle may re-roll a failed dice on any Mysticism test made to cast a spell. However, should they roll a repercussion they suffer an immediate Daunting D3 Mental Assault.

## OBSIDIAN ARMOUR

A black, glossy suit of armour left floating in the shattered armoury of an unidentified corporation's frigate, this armour is clearly of superior manufacture and appears to incorporate all manner of advanced technological features. Donning the armour gives the wearer a sense of invulnerability, which is lucky for them as apparently anyone they come near to begins to suffer unpleasant accidents or is struck down as though the armour is sucking all of the luck from any it comes across.

The armour has the following profile: Head 4, Torso 5, Arms 4, Legs 4 and is fully atmospherically sealed with an oxygen tank (3 oxygen loads), air filtration system, radio, ample pockets and a still functional torch plus anything else the GM feels is appropriate. However, any of the other players within close range of the character wearing the suit will trigger repercussions on a 19-20.

## ANGELFIRE LANCE

Huge and sleek, this silvery laser was discovered affixed to the prow of an unknown class of combat vessel. From a brief analysis it seems as though it is capable of inflicting terrible damage with its potent, purple-black beam. Wherever the weapon goes, death and destruction is sure to follow—or so whoever affixes the destructive weapon to their ship should hope!

It requires a Dire D4 Mechanics test to affix the Angelfire to another vessel, and even then will take at least a week.



### ANGELFIRE


RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+  7	Burst	-	-	-
QUALITIES	Spread, Vicious 2				

**FOLLOWED BY DARKNESS:** Every time the Angelfire causes damage to another ship, add a dice to the Dark Symmetry pool.

### SNIFFERGUN

Intelligent targeting combined with hunter-seeker ammunition loads that could 'sniff out' enemies behind cover were a great achievement of pre-Fall technology. Being such complex systems, they fell relatively quickly to the influence of the Dark Symmetry and would grasp any opportunity to turn on their users with bullets returning to strike their firers, but, should anyone be able to resolve this issue, they would make formidable weapons.

### SNIFFERGUN


RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+  4	Burst	6	2H	1
QUALITIES	Sniffer Ammo				

**SNIFFER AMMO:** The Sniffergun may be fired at wholly concealed targets as long as the firer is aware of their presence and they are within range. There is no additional penalty to this.

### SOUL CANNON

A weapon that appears similar to some models of autocannon produced by the Cartel, this heavy weapon is charged by an energy source that still emits a pale blue light. When fired, bright blue flashes of energy burst forth from its barrel and wash over its target, seemingly leaving it unscathed—although when used on living things this is far from the case.

### SOUL CANNON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+  8	Automatic	12	Unwieldy	1
QUALITIES	Armour Piercing 1, Spread 2, Blast (Close)				

**SOUL SHOTS:** Every time the Soul Cannon causes damage to a target (not cumulatively, if any damage is caused at all), the user takes a mental wound.

### ARMAGEDDON DEVICE

Clutched tightly in the grip of a space-suited corpse bearing the rank of captain, this looks to be a small metal box with engraved glyphs on its side. Similar to the symbols of the Brotherhood but not quite the same, they vary in appearance but cover the whole thing. The box itself is sealed with an ancient lock—thankfully the captain's corpse appears to be grasping an odd-looking old key in its other hand.

If opened, this small device houses a tiny tactical nuclear device—a Daunting D3 Mechanics or Challenging D2 Sciences test will

determine this. Should a repercussion be rolled, the device will begin its countdown (five minutes), in which time the players need to evacuate to a position at least five miles from the device or suffer radioactive oblivion.

### BLACKSUITS

Found in a sealed compartment, serried ranks of these spacesuits were stored together. They were packaged as though never used, although there were hundreds of them and they seemed to be designed with combat in mind as they had integral webbing features and built-in armour. Every suit fits well and is comfortable when worn, but as soon as it is sealed it cannot be removed—zips refuse to budge and hooks tighten, stubbornly refusing to be undone. Tendrils emerge from the headpieces of the suits and begin to caress the crown and face of the wearer before seeking entry in any orifice they can find, such as eyes, ears, nose and mouth, causing agony as they burrow into the wearer's head.

Once donned, the Blacksuits provide Soak 3 to all locations and function as very comfortable space suits. After ten minutes or so of wearing them, the wearer suffers a Challenging D2 Mental Assault. If failed the suit begins to control their actions, although every time it wishes them to do something it may be opposed on a Mental Strength value of 10. It is a Challenging D2 test to remove a blacksuit.

Actions blacksuits try to compel their wearers to do include attacking their allies and daubing strange runes on any surface they can find.

### TRUE HAIL COMMUNICATION UNITS

Bearing a superficial resemblance to a plastic radio with more dials and several wireless headsets (although with facilities for wired models), the True Hail was at one time the most reliable and advanced personal communication unit available. Supposedly it was only in the prototype stage, but it was still produced en-masse for military units and occasionally old examples show up in the collections of antiquarians. Among the wrecks of the Achilles Graveyard are multiple old True Hail units that seem to still function perfectly well without any sign of corruption by Dark Symmetry. They will function exceptionally well, far above the capacity of almost anything even elite military units can acquire, at least for a short while. Soon enough, things will begin to play through the True Hails which have not yet come to pass or which have never happened—requests for aid from long-dead colleagues or reports of colossal assaults by the Dark Legion on Luna for example. These should impart sanity penalties on the users, but the True Hail will still function most of the time as an exceptionally reliable and long-ranged piece of equipment... apart from the messages of insanity and death.

True Hails have an exceptionally long range and a fantastic sound clarity, but anyone that uses them for more than a week needs will be subject to an Average D1 mental assault. The week after it will increase by one difficulty, and so on until it reaches Epic D5.

## ORBITALS & FREE CHARTERS



## FOE SEEKER

A sword uncovered driven halfway up its five-foot blade into a control console, pinning the remains of a crewman to their post. It is finely balanced and clearly the product of a master swordsmith, its edge still keen and its cross guard shaped into the faces of snarling wolves. It seems to be able to cut through near anything, but, once it has taken life, it instils in its wielder a thirst for more killing.

### FOE SEEKER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+5	-	3	1H	4
QUALITIES	Parry 1, Armour Piercing 1				

**SEEKING MORE DEATH:** When a character kills their target with Foe Seeker, before they perform any other actions on their following round they must pass an Average D1 Willpower test or attack the nearest person within Close range, regardless of whether they are friendly or hostile. If there is nobody within close range the sword is brought under control and the user may act as normal.

## EXPERT SYSTEMS AND THINKING MACHINES

Amidst the ruined shells of damaged vessels, ancient examples of Expert Systems and Thinking Machines dwell in the darkness. Some have remained active since the battle ended and their new habitat became a tomb, and in this time they have not been idle. Some have learnt, somehow developing what might almost be seen as personality traits. They have compelled themselves to survive and to learn, and even in some cases—to reproduce. When the Thinking Machines concluded they were alone amongst the stars they began to create means of defending themselves from the threat of the Dark Symmetry whilst clinging to what their human masters had valued so highly, which in this instance was continued existence.

In many instances, the Thinking Machines concluded that the best way in which to survive was to remain hidden whilst creating defensive measures to guarantee continued concealment from the rest of the solar system. Upon occasion they may capture and interrogate those that venture into the Achilles Graveyard, their probing methods breaking the minds of those they wish to gain intelligence from. It could be that they are simple biding their time, gathering strength and knowledge before they let humanity know of their existence.

## GRAVEYARD AUTOMATA

Fused together from derelict ship components and old equipment, the Graveyard Automata vary wildly in appearance but many fulfil the same purpose—to maintain the functional integrity of the Achilles Graveyard's Thinking Machines. This is most often achieved through deadly efficient combat protocols and weaponised utility limbs which have spelled the end of many a bold explorer in the bowels of an ancient wreck.

## GRAVEYARD TECHNOLOGY

Depending on how the GM would like to run the wreck-strewn battlefield there may be no possibility of uncovering lost technologies at all. However, should the GM feel it appropriate, here are several items that could potentially be uncovered amidst the silent hulks of the Achilles Graveyard—some are pre-Fall tech and some are clearly tainted by the force of the Dark Symmetry (and in some cases they may be both). None of these items have a restriction or price as they are all one of a kind, and almost certainly priceless to the right person and almost certainly worthy of purging to the wrong one.

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	6	4	4

### FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
-	-	2	-	2	-
-	-	2	-	-	-
-	-	2	-	-	-
-	-	2	-	-	-
-	-	2	-	-	-
-	-	2	-	-	-
-	-	2	-	-	-
-	-	2	-	-	-

**WOUNDS: 5**

**SOAK: Eclectic armour plating:** (All 3)

### ATTACKS:

◆ **Serrated manipulators (melee):** 1+3, 1H, Vicious 1

### SPECIAL ABILITIES

◆ **Braindead**  
◆ **Unliving**

## ACHILLES GRAVEYARD PIRATE

Spreading rumours of the supernatural to ward off potential scavengers, these pirates are very much flesh and bone. They are a motley assortment of cruel villains, and every one of them is prepared to kill to keep the illusion of the haunted Achilles Graveyard alive.

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	6



FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	1	1	-	-	-	-	1	-

**WOUNDS:** 3

**SOAK:** Patchwork space suit: (Head 2, Arms 1, Torso 2, Legs 1)

#### ATTACKS:

- ◆ **Assortment of gaffs and axes (melee):** 1+ $\uparrow$ 3, Unbalanced, Vicious 1
- ◆ **CAR-24 knockoff version (ranged):** Range C, 1+ $\uparrow$ 4, Burst, 2H
- ◆ **GL-240 grenade launcher knockoff version (ranged):** Range M, 2+ $\uparrow$ 4, Munition, 1H, Blast (Close)

#### SPECIAL ABILITIES

- ◆ **Boarding action!** Pirates gain an additional d20 to personal combat-related tests in space or related to boarding another vessel.

#### ACHILLES GRAVEYARD GHOST

The Battle of Achilles was an apocalyptic engagement in which weapons of a type never before seen were unleashed. Utilising experimental technology these machines wrought terrible deaths upon friend and foe alike. Beyond just killing, the weapons seem to have trapped aspects of their victims in the Achilles Graveyard as vengeful spectres, spiteful to all life that has not known the horrors they have.

In appearance the ghosts bear wounds which were surely the cause of their demise, with terrible scars, joints bent at unnatural angles and great sucking wounds across their spectral bodies. Their faces (where recognisable) are often twisted into looks somewhere between hatred and pain, and their movements are sharp and aggressive. They died in agony and wish to extend that privilege to any they come across.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	8	8	12
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	8	9	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	2	-	2	-	-	-	-	-

**WOUNDS:** 4

**SOAK:** None

#### ATTACKS:

- ◆ **Chilling touch (melee):** 1+ $\uparrow$ 3, 1H, Mind Breaker

#### SPECIAL ABILITIES

- ◆ **Drawn to hopelessness:** When choosing targets to engage, ghosts will always attack the target who has the least mental wounds remaining.
- ◆ **Fear (2)**
- ◆ **Feed Upon Fear**
- ◆ **Incorporeal (3)**
- ◆ **Night Vision**
- ◆ **Supernatural:** Though not necessarily servants of Dark Symmetry, there is something about ghosts which allows practitioners of the Art to affect them. Ghosts are affected by all spells which affect users of Dark Symmetry, Dark Legions, etc.
- ◆ **Unliving**

#### DARK SYMMETRY SPEND:

- ◆ **Spectrokinesis:** Ghosts are able to command some strange powers, not wholly dissimilar to the abilities that can be manifested by the Art or Dark Gifts. Whilst they do not technically use the spells of either, their affects are similar enough to use the same rules. Ghosts can use equivalent abilities to the Impel and Strike spells.

## PIRATE RAIDER

Swift vessels intended for hit-and-run attacks, with some ships they may just blast chunks out of them and salvage the debris but others will be boarded for more precise acquisition of booty or taking of hostages/new recruits/entertainment (delete as appropriate). The pirate's raiders are often a mix of salvage and surreptitiously traded parts, and whilst they do prize them above all else they have a tendency to work the vessels hard which means they're often on the verge of being worn out.

QUALITIES	Light Craft, Agile		
INTERPLANETARY RANGE	1 day	COMBAT MANOEUVRABILITY	1
CREW	1 pilot 1 gunner	PASSENGERS	6
DAMAGE	SOAK		DAMAGE
	2		5
IMPACT DAMAGE	2+ $\uparrow$ 2	FUEL LOAD	2
ARMAMENTS	<ul style="list-style-type: none"> <li>Pirate rockets: Range M, 2+<math>\uparrow</math>4, Munition, Armour Piercing 1</li> </ul>		
NOTES	Four reloads for pirate rockets Hard working, hard worn: Repercussions occur to this vessel on a 19-20.		



## NEW RULES: BOARDING ACTIONS

Dangerous even under reasonably controlled circumstances, boarding actions are not regular occurrences in space combat but they do happen—customs inspections, storming of damaged ships and assaults on Dark Legion vessels are all reasons that armed combatants may wish to forcefully enter another spaceship.

In some cases, a vessel may broadcast their intent to board prior to the action taking place—this could take the form of flaring a semaphore warning display with ship lights, or a direct radio transmission. This can be enough to make a ship surrender upon occasion, as leniency is often granted to the target should they acquiesce without resistance. In fact, it's said that some unscrupulous merchants even take on goods and passengers specifically because of their interest to pirates, with the merchant and pirates dividing the spoils between themselves afterwards!

A boarding action consists of three (but sometimes only two) elements:

1. **CATCHING:** This requires the boarders to arrive at a suitable position alongside the vessel they intend to board. Even ponderous ships can make boarding actions problematic if they have a skilled pilot at the helm. If a vessel is stationary for whatever reason (surprised in its berth, its engines have been damaged, it's an orbital without means of propulsion, etc.) then this stage is far easier.

In order to catch target vessel, the boarding ship needs to be travelling at the same speed (if pursuing) and needs to make an opposed Pilot test.

2. **SECURING:** Once a ship has been caught, it can be secured. If a vessel is stationary this stage may be omitted, but many captains prefer to secure their targets as a precautionary measure. Securing often involves magnetic clamps, penetrator grapnels, securing high-tensile void tethers, and similar methods of attaching one ship to another.

Securing vessels together requires a Daunting D3 Pilot test. This is improved if the boarding vessel has access to any additional means of holding the target in place, such as void grapnels or mag clamps (listed below, which can potentially remove one difficulty dice from the test).

3. **BOARDING:** This is the culmination of the whole procedure, and is often over in a very short space of time—it's usually

obvious early in to an action whether an attacker has the capacity to overwhelm the defenders or not.

Penetration of the ship or station is run as a standard combat and often involves a lot of grenades, shotguns and very close quarter combat.

Whilst boarding actions are often thought of in terms of taking possession of a vessel, they are occasionally initiated as a heist, kidnapping, or for similar reasons. Once the boarding element of the action has been successful, it is sometimes necessary for the boarders to extricate themselves from their target in a swift manner. For whatever reason the action takes place, they are never dull affairs and are the stuff that old crewmen's tales are made of!

## SECURING METHODS

**RESTRICTION: 4**      **COST: 20**

Magnetic clamps and void harpoons with high-tensile cables are two of the most popular methods with which to secure a ship which you are planning to board. When within close range of another vessel the pilot (or an appointed gunner) should make an Average D1 Gunnery test. If successful they have struck home and they can remove one level of difficulty from the Securing test.

## RADIATION GRENADES

**RESTRICTION: 4**      **COST: 6**

Often deployed in boarding actions where people need to be taken out of action but ship components need to be preserved, these grenades emit an immediate high dose of radiation which can cause havoc to living tissue.

### RAD GRENADES

RANGE	DAMAGE	MODE	ENG	SIZE	RELIABILITY
C	2+4	Munition	1	1H	1
QUALITIES	Armour Piercing 2, Blast (Close), Toxic 4, Vile				

**RADIATION:** Due to the damage from the grenade coming mostly from the flare of radiation and not from kinetic force, these grenades will not ordinarily cause damage to their surroundings. In addition, it is possible to acquire radiation-proof linings and undersuits for most types of armour, they are just not widely distributed—GMs should be aware of this should players make such enquiries, although they are ordinarily only available from military stockpiles.



# MORITURI

***This section of the book is for GMs only, and the usual warning applies: if you are a player stop reading here, you will only spoil your fun.***

**TIMELINE:** 1 Y.C. at the founding of the Doomtroopers.

*Morituri* reveals the origins of the first Doomtrooper unit ever assembled. The adventure chronicles the recruitment of three outcasts, loners, and otherwise unsavoury types. The Cartel has need of soldiers answerable only to it and who are, plainly, expendable. There is a dangerous mission this team will undertake, if they can keep from killing each other first.

The adventure is structured in a unique way. Since the objective is to recruit the Doomtroopers, only one player will start out playing a character they will have throughout the adventure. The three remaining players will take on the role of corporate opposition, working against the Cartel to find out what this recruiting is all about. Once each member of the Doomtroopers is successfully recruited, players will take on those roles.

Before running the adventure as a Gamemaster you should read through it a couple of times and familiarise yourself with the plot, so that you can improvise relevant additional scenes for when your group of players inevitably deviates from the scenes presented here!

## INVESTIGATOR REQUIREMENTS

Unlike other adventures, this mission provides pre-generated characters designed to give the feel of early Doomtroopers as well as to cause conflict between them, which causes part of the mission's drama. When recruiting from the pariahs of society, one cannot expect them to get along.

## BACKGROUND

This adventure focuses on the recruitment of three Doomtroopers. At the end of the adventure, the Doomtroopers will have only just begun to understand the depth of the mission that lays before them. That mission, in its entirety, will be provided as a forthcoming stand alone adventure. Of course, should the GM wish, he or she is free to continue the adventure based on the ideas presented later.

Each of the three Doomtroopers wants something in return for his assistance on what is likely to be a suicide mission. Thus, merely contacting these warriors is not enough. As each is brought on

board, Johnson, BEI agent, will have to figure out how to make good on their requests. These individual missions will be hampered by Imperial, which wants to know what's going on.

Johnson alone knows the importance of the mission, but he has yet to receive the total intel. He knows ruins found on Mars dating back five million years included debris from an Imperial ship lost some while ago. Johnson is on a need to know basis. As GM, you are not.

The origin of this adventure is either years in the past or more than a thousand years in the future, depending on one's point of view. In the year 1 Y.C.—the year the adventure takes place—the Cartel discovers five million year-old ruins on Mars. Among these ruins they recover several pieces from two ships. (Note: Johnson only knows about one ship). One ship is identified as the *Tempus Fugit*, an Imperial ship that disappeared five years before. The fragments



A Cartel Doomtrooper has an error of judgment.



of the second ship are unfamiliar, possessing circuitry that has never been seen before. The only clue to the origin of this vessel is a cryptic logo on the inside of one panel: Cybertronic.

The founding of Cybertronic is centuries in the future. No one in the Cartel has ever heard of it. Mystics from the Brotherhood have examined the pieces and have determined that both contain a very powerful aura of Dark Symmetry. Two of these mystics have been institutionalised since using their psychometric powers on the debris. It is a mystery how a ship only five years missing could have appeared in ruins five million years old.

All the pieces of the two ships are curiously well preserved, but were found in strata so old that a hoax is nearly impossible. Carbon-14 testing has dated both pieces as five million years old, like the ruins.

## WHY THESE CHARACTERS?

Marginalised outcasts would not seem to be the stuff of an elite team, nor would they seem worth the trouble The Cartel is going to to recruit them. This is logical but misses the point.

The Cartel has spent a good deal of analysis on these individuals, and on Mr. Johnson. They all possess characteristics the Cartel feels will be essential in going up against the Dark Symmetry and the unknown dangers of Rift Space.

Each character is a loner, an individual. They do not cave to the constraints of society. They are intelligent, strong willed, and very dangerous. Each of them broke with their former life. Each of them is a soul in need of redemption. During the Dark Legion War secret studies showed that certain minds were more resistant to its influence. Those whose pain was turned toward redemption, or those who cared for nothing other than themselves—read: sociopaths—were actually better able to handle exposure to the madness that is Dark Symmetry.

Analysts have theorised that it is the egocentric nature of these personality types that inures them to the Dark Symmetry. After careful study and reviews of dossiers, these individuals were selected for their abilities as well as their personality profiles. None is likely to pass a psych eval save Mr. Johnson, but normal sanity doesn't protect against corruption. Only will, drive, and ego seem to do that, though they too may be perverted by these outside intelligences. The success or failure of these individuals will shape the training and selection of Doomtroopers for centuries to come.

The Doomtroopers will slowly unravel the mystery, eventually arriving in a strange area of Rift Space where the space-time continuum is governed by forces other than physics. This all happens in the second part of the adventure, which is not included here. The above details, along with the accompanying sidebar, give a preview of what is to come.

This mission is about the origins of that storied force known as The Doomtroopers. They began as expendable outcasts, but the Cartel sees the wisdom in having an elite force under its control that brings the fight directly to the Dark Legion. The results of this mission, for good or ill, convinces it of this necessity.



## FOR THE GM

### ADVENTURE STRUCTURE

As previously noted, the adventure breaks down into four sections. The first three entail recruiting the Doomtroopers, and may be played in any order. The final section must come at the end when all three have been recruited. Three of the four players will begin by taking on the role of Imperial agents tasked with finding out what the Cartel is doing. At this point in history, the Cartel is newly formed and has yet to fall under the thumb of the corporations, as will happen in the future.

The Cartel is committed to keeping the information about the ruins secret. It does not want any corporation getting to the missing Imperial Vessel, the *Tempus Fugit*, before it does. This could unbalance the delicate truce the four corporations have established.

In the coming years the Cartel will not have this autonomy. For now, it is confident and ready to enforce the peace.

### SETTING

This adventure will take the player characters to an asteroid prison, a combat zone in San Dorado, a remote monastery, and, finally, to Luna. The year is 1 Y.C.

### THE INVESTIGATION

The first three scenes are played in the order that the player running Johnson wishes. He or she will choose who to recruit first and where to go from there.





## SCENE ONE: RECRUITING JOHN MACK

Mack is a soldier doing time in a corporate prison for war crimes. Please see the Dramatis Personae section for details on Mack. It is actually due to Mack that Imperial has found out about the formation of this proto-Doomtroopers team. Enquiries made into Mack's current whereabouts have prompted Imperial to send a team to find out why the Cartel is interested in a former war criminal.

Johnson will have to infiltrate the prison and break Mack out. This is clearly easier if he has recruited Dominguez and Hughes already. Should Johnson decide to go it alone, he will need to find some way to smuggle himself inside, and back out of, the prison. Because Imperial intelligence is wise to the Cartel's interest in Mack, the agents may be waiting for him. At this point, Imperial has not alerted the prison, as it wishes to see how things play out.

### REGEL 114

Regel 114 is located on an asteroid in the belt. It is a supermax, and it is said no one has ever escaped. That's about to change. Frontal assault is likely a bad idea; defensive weapons are littered around the asteroid waiting to blast any unidentified ship back into the void. The players may opt to pose as prisoners and arrange some sort of escape prior to entering. They may likewise decide sneaking aboard, or hijacking, a prison transport is the way to go.

While Regel is a supermax, the Corporate Wars and the Dark Legions have diverted much of Imperial's attention. All of the corporations have had to put non-essential projects on the back burner. Johnson may suspect this. If his player does not, the GM may wish to drop a hint.

The prison is one of many scattered throughout Imperial's dispersed empire. It is relatively small since it makes more financial sense to transport convicts as short a distance as possible. Imperial is not given to spending its money on those who have betrayed it.

The primary security feature of Regel 114 is the fact that it's on a lone asteroid. Traffic does not often pass this way, and the facility has no ships of its own. Getting on and off the asteroid is actually more difficult than getting in and out of the prison, especially since resources have recently been diverted. A sample cell block map is provided for the GM, but he should feel free to populate it with whatever else he wishes.

There are four guards per cell block level and five cell block totals. Guards work in two month shifts and have their own barracks attached to the prison. These guards are mostly military wash-outs and others who could not get a better position within the company. They are definitely NOT highly motivated. They are, however, very afraid of what will happen to them if one of the cons was to escape.

Warden Michaels is better. He was stationed here after mustering out of the army under less than auspicious circumstances. He is

still a soldier at heart though, and will sincerely attempt to prevent Mack's escape.

### WARDEN MICHAELS ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		10		9		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		8		9		8	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	2	-	1	1	1	-	1	1

### WOUNDS: 7

**SOAK: Full Combat Armour:** (Head 3, Arms 3, Torso 2, Legs 2)

### ATTACKS:

- ◀ **Cudgel (melee):** 1+↑3, 1H, Stun
- ◀ **PSA MK. XIV 'Aggressor' (ranged):** Range C, 1+↑4, Burst, Unbalanced, Close Quarters

### SPECIAL ABILITIES

- ◀ **Stiffen up, Wilkins!** Whenever a Regel 114 Guard needs to take a test within hearing of Warden Michaels (over a radio or equivalent device also counts) they may re-roll their dice. The new roll must be accepted.

### REGEL 114 GUARDS ▲

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
8		8		8		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		7		6		6	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	2	-	1	1	1	-	1	1

### WOUNDS: 3

**SOAK: Full Combat Armour:** (Head 3, Arms 3, Torso 2, Legs 2)

### ATTACKS:

- ◀ **Cudgel (melee):** 1+↑3, 1H, Stun
- ◀ **PSA MK. XIV 'Aggressor' (ranged):** Range C, 1+↑4, Burst, Unbalanced, Close Quarters



### MEETING MACK

Mack has just come out of solitary confinement for putting two other prisoners in the infirmary. He is surly when he returns to his cell. One of the prisoners he hurt was his cellmate, so he is currently residing by himself.

If Mack is approached directly, he will first try to suss out any plot Imperial might have cooked up to trap him. Once assured that there is no plot, he will agree to being freed in return for taking on the mission. At this point, one of the players can take over running Mack.



John Mack awaits rescue.

### THE IMPERIAL TEAM

It is up to the players running the Imperial team how they proceed. These professional operatives will not regard the prison guards, or even Warden Michaels, as up to the task of stopping whatever the Cartel is planning. The players may decide to inform Michaels of the situation, or they may decide to wait until Mack escapes. If they are very clever, they may have a tracking device planted in Mack while he is in the infirmary for the same fight he started.

Whichever route they take, they need to be able to follow Johnson, Mack, and whomever else is with them once they leave Regal 114.

### BREAKING OUT

Any reasonable plan the players come up with should meet with success. The goal is to recruit the team, not get them killed before the Doomtroopers can form. There is a sewage system that can be utilised, though the air ducts are too small. The player characters may decide to take the control room and release the other inmates. The control room is always guarded by another four guards. There are as many guards on the asteroid as the GM feels there needs to be. A total of 24 are on duty at any given time.

However the team gets out of the prison, they will need transport off the asteroid. Johnson does not have his own ship. He may have hired one prior to getting to Regal 114, or he may plan the escape to coincide with a prison transport ship delivering a convict and supplies. These ships are each manned with two guards and appropriate crew. The crew is not likely to offer any resistance. The prisoners have a fearsome reputation.

### SCENE TWO: RECRUITING INQUISITOR HUGHES

Ostensibly, this is the most straightforward part of the mission. Inquisitor Hughes is in an old abbey on a Martian mountain renamed The Peak of the Redeemer. Wherever the GM decides to locate the mountain is of little importance so long as it is isolated.



The abbey is something that would fit as comfortably in the 13th Century as it does the 27th. It is old, heated and lit by fire, and self sustaining. The monks have a small garden and occasionally trade for food. They receive few visitors. Johnson, and anyone he has with him, need to get near the top of the mountain by transport. Once there, the weather will be such that the transport cannot continue. Through rugged terrain, they must make their way to the abbey by foot.

While this is a challenge physically, it may simply be narrated in a brief way to set the scene. The mountain is cold; snow has begun to fall and a stiff wind bites at one's cheeks.

The real challenge lies ahead. The abbey has become infected by the Dark Symmetry. One of the monks, a mystic, was contacted by Muawijhe and has sworn fealty to him. He has brought three other brothers with him into darkness. These heretics now stalk the halls of the abbey, and kill their former brothers where they hide.

Muawijhe has not yet escaped. However, as detailed in the section on the two vessels, he has an opportunity to circumvent the seals and wards that keep him place. While still trapped he was able to reach out to the mind of this monk because the monk enacted an ancient meditation that astrally projected him into the nearby Rift.

The three monks have gone mad, their minds infected by slivers of Muawijhe. The infection is not the normal corruption that slowly turns a man to the side of the Dark Apostle. It came in fragments, like a broken code, which made each man believe his fellow brothers were monsters that must be destroyed.

All this might easily be dealt with by a well armed team, but the abbey holds a piece of technology that hampers their efforts. Because this is a place of retreat that rejects modern ways, the monks long ago used an ancient generator that renders all modern technology neutral. No radios or powered weapons work. Only melee weapons will work as intended, unless they too are powered in some way.

The player characters will find themselves trapped in this remote abbey while the storm rages outside. Three killers stalk any and all inside. The team needs to find and retrieve Hughes and then get out alive.

They may opt to shut down the machine, which they first must locate. No plans or maps exist for the abbey since it is so old. A map is provided for the GM.

Fear and tension are the moods the GM should invoke here. The team is being stalked. The initial attack should come as a surprise, preferably if the team is split up. Otherwise, it's left to the individual GM to decide when and where the monks attack, and whether any monks save the Inquisitor survive.

## RIFT SPACE

Rift Space facilitates faster travel than conventional spacecraft allow—or rather, it will. It's not known about yet save by a scant few. Inside Rift Space men can go mad, and the corruption of the Dark Symmetry is heightened. More than 1,000 years from now Cybertronic will test an experimental Vortex Drive that will accidentally tear open an uncontrolled hole into Rift Space.

The tear in space-time sucked the H.M.M.S. Tempus Fugit into the Rift where she was, presumably, lost forever. So too was the Cybertronic ship, the Covenant, brought into the rift over 1,000 years in the future.

Rift Space exists in a pocket outside normal temporality. The two ships, along with legions of other objects both natural and otherwise, exist concurrently in this Rift. Damage from the maelstroms that plague Rift Space have torn bits off each vessel. These bits floated for some time until they were shuttled out via other occasional Rift openings, which deposited them in the five million-year-old ruins. It is no accident the debris wound up there. An experiment not unlike that on The Covenant caused the destruction of the ruins and those pre-human scientists who conducted it.

This strange series of events sets in motion the formation of the Doomtroopers and the eventual escape of Muawijhe, Lord of Darkness. While this portion of the adventure is not concerned directly with these events until the very end, this information is provided so that the GM may flesh out the rest of the mission should they wish.

Inquisitor Hughes has actually killed one of the monks. It is the first time he has hurt another living being in years. This has left him shaken, and the GM should play him this way until he is recruited. He is currently in the church, prostrate before the altar seeking forgiveness.

The machine generating the anti-technology field is at the top of the tower connected to the church, but the stairs are ruined. There's no ready way up. Rope, if they did not bring any, can be found in the storeroom.

## MAD MONKS ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	8	5



### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	1	1	1	1	1	-	-	-	-

**WOUNDS: 3**

**SOAK: Armoured vestments:** (Arms 1, Torso 1, Legs 1)

### ATTACKS:

◀ **Dagger (melee):** 1+**T**3, 1H, Armour-piercing 1, Hidden 1

### SPECIAL ABILITIES

- ◀ **Muawijhe Must Be Obeyed!** Under no circumstances will the monks be intimidated or scared into submission.
- ◀ **Slave to Symmetry (1)**

### THE IMPERIAL TEAM

Presuming the team is tracking Johnson, they may decide this remote monastery is the perfect place to nab him. If they do, they are in for the same surprise as the Doomtroopers.

Like the Doomtroopers, they will have to walk into the storm and decide what to do once they reach the abbey. If the Imperial team is completely GM controlled by now, for whatever reason, it is up to his or her discretion how to proceed.

## SCENE THREE: RECRUITING DOMINGUEZ

Dominguez may be the most difficult to recruit, depending how the player characters approach the mission. Dominguez is currently located in what will become the Hyeck District of San Dorado centuries later.

Now, the area is a ravaged ruin like those of Berlin or Stalingrad in the Second World War. The Corporate Wars were not kind to this area. In fact, it is still a battlefield. Imperial and Bauhaus are still at war. Some incident or another has provoked another skirmish that has lead to a battle in Hyeck Heights, as they are known in 1 Y.C. Urban war is a dangerous affair, and the player characters will have to navigate through both corporations' lines to retrieve Dominguez. She's taken a contract to kill a specific Bauhaus soldier named Lieutenant Ganz. The grudge is personal for her client, and not related to the battle.

Anyone who isn't on one side or another is going to be shot. This is a tense situation that's been going on for months. The troops are hardened, weary, and have itchy trigger fingers.

The area that concerns the adventure is a ten klick square wasteland of broken tenements, bombed out buildings, and sewers running with a war under the streets. Getting into Hyeck Heights is easy, but

getting past patrols from either side is not, and that's to say nothing of the snipers.

Dominguez is, naturally, right in the thick of it. Her target is located with a unit just beyond the no man's land that divides the ever-shifting front lines of the war. Players can choose to go through one territory or another, but either way they'll hit five-trooper strong patrols.

The GM may decide if stealth works. If not, there's going to be a firefight. There are also any number of mines and improvised booby traps on the streets.

### BAUHAUS PATROL SOLDIER ▲

#### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		10		7		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		6		8		5	

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	-	-	-	-	1	-

**WOUNDS: 4**

**SOAK: Hussar Mk IV:** (Head 3, Torso 3, Arms 2, Legs 2)

### ATTACKS:

- ◀ **Bayonet (melee):** 1+**T**3, 1H, Armour Piercing 1, Reach
- ◀ **AG-17 Panzerknacker (ranged):** Range M, 1+**T**5, Burst, 2H, Armour Piercing 1, Spread 1
- ◀ **GW-170 Grenade Launcher (ranged):** Range M, 2+**T**4, Munition, 2H, Blast (Close)

### IMPERIAL PATROL SOLDIER ▲

#### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		10		7		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		6		8		5	

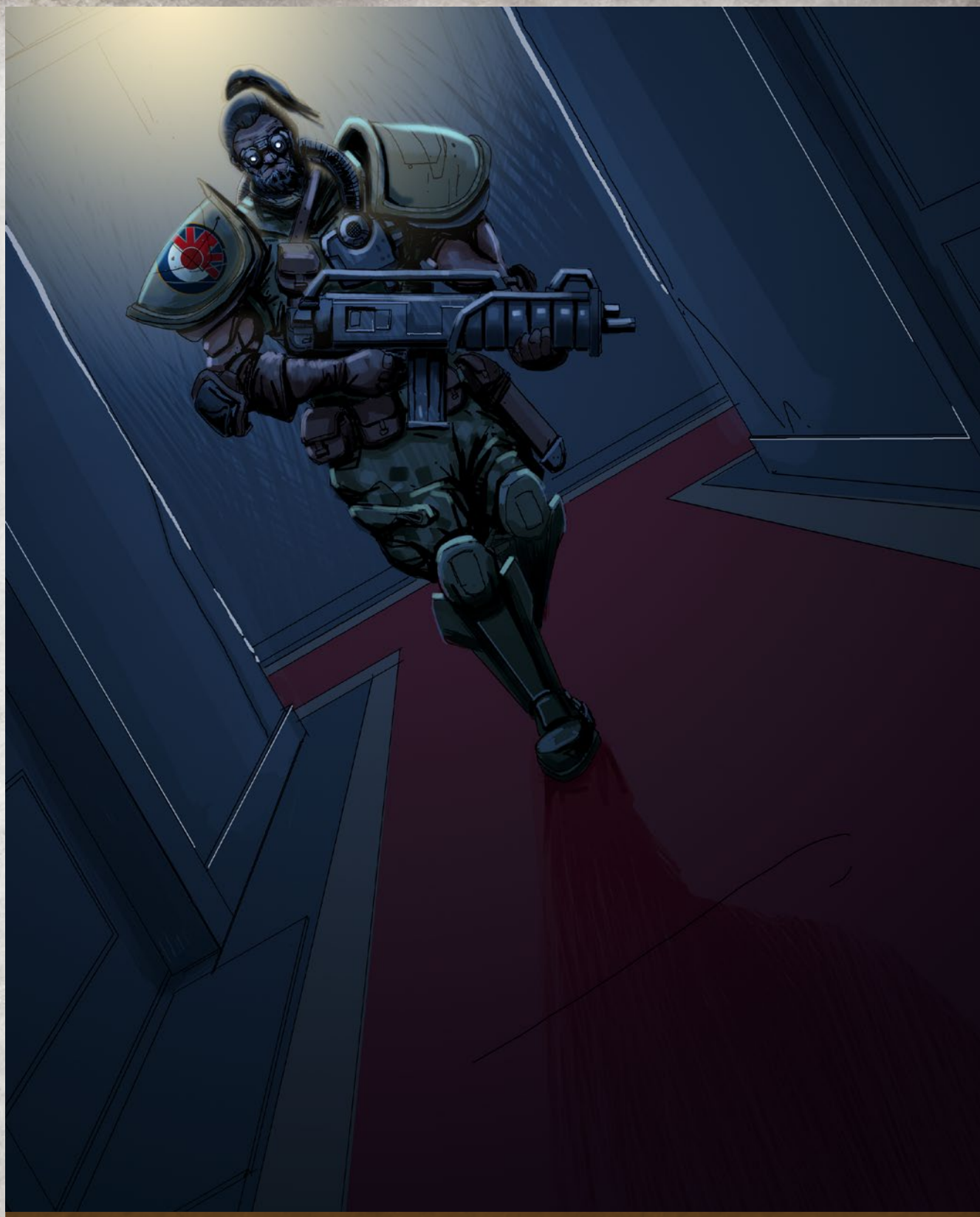
#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	-	-	-	-	1	-

**WOUNDS: 4**

**SOAK: Mk. I Light Personal Suit:** (Head 3, Torso 3, Arms 2, Legs 2)





Lieutenant Ganz: hunter of, and hunted, by Dominguez.



#### ATTACKS:

- ◀ **Bayonet (melee):** 1+**T**3, 1H, Armour Piercing 1, Reach
- ◀ **MK. Xlb 'Invader' Battle Rifle (ranged):** Range M, 1+**T**5, Burst, 2H, Armour Piercing 1, Spread 1
- ◀ **Grenade Launcher (ranged):** Range M, 2+**T**4, Munition, 2H, Blast (Close)

Once the player characters have reached their target—a yellow, bullet and blast marked hotel—they have to decide on a course of action. The target is located near the top of the building. The top itself was blown off some while ago.

Inside the main lobby the team will find an unexpected sight, people getting drunk at tables lit with candles—power is spotty at best. These are embedded journalists who follow war wherever it goes. One, Philo, will greet the player characters. He is drunk but affable. He knows who the Lieutenant is—someone who allegedly trafficked children during the Corporate Wars. He can tell them the exact floor he's on.

As it is related by Philo, this soldier is AWOL. Lieutenant Ganz stayed behind after the war and set up a little fiefdom for himself in San Dorado. Recent events drove him into hiding here. He thought he'd be safe in the Hyeck Heights, then the war landed right on top of him.

Bauhaus doesn't know he's here, but they do know who he is. If the team could capture him alive, they might be able to trade the fugitive and deserter for passage through Bauhaus lines. First, they have to get to him.

Ganz didn't come alone; his most loyal henchman fled with him. They hoped to set up here and re-establish their criminal empire. They guard all the stair wells in two man teams. One man also stands outside the elevator doors on each level, though the elevator no longer works. Dominguez climbed up the shaft after sneaking inside. She was not seen by any of the journalists.

She came out on the floor right below the one on which Ganz is staying. If the team happens to choose that floor, they'll find the guard dead. Dominguez then climbed out a window, scaled the remaining distance, and is just about to go over Ganz's balcony as the player characters arrive.

Ganz has five men with him in the suite. The suite has seen better days.

#### LIEUTENANT GANZ ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	8	8

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	2	1	1	1	—	—

#### WOUNDS: 7

**SOAK: Ragged Hussar Mk IV:** (Head 3, Torso 2, Arms 2, Legs 1)

#### ATTACKS:

- ◀ **Bayonet (melee):** 1+**T**3, 1H, Armour Piercing 1, Reach
- ◀ **MP-105 (ranged):** Range C, 1+**T**3, Burst, 1H, Spread 1, Close Quarters

#### GANZ'S HENCHMEN ▲

##### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	7	5

##### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	—	—	—	—	1	—

#### WOUNDS: 4

**SOAK: Ragged Hussar Mk IV:** (Head 3, Torso 2, Arms 2, Legs 1)

#### ATTACKS:

- ◀ **Bayonet (melee):** 1+**T**3, 1H, Armour Piercing 1, Reach
- ◀ **AG-17 Panzerknacker (ranged):** Range M, 1+**T**5, Burst, 2H, Armour Piercing 1, Spread 1

**NOTE:** They have long since run out of grenades so the auxiliary launcher attachment for their rifles have no ammunition

#### SPECIAL ABILITIES

- ◀ **Lack of discipline:** Due to their AWOL status, Ganz's henchmen have become lazy and undisciplined. They will suffer a Repercussion on any roll of 19-20, rather than only a 20.

The player characters will have but a few moments to decide to speak to Ganz if they rush inside. If not, they can wait and see what Dominguez does. If she gets in though, she's going to kill Ganz and the other men. This makes it easier on the team now, but without Ganz alive, they can't trade for passage through Bauhaus lines. That means they'll encounter patrols again—possibly more given the sound of the likely firefight, which will attract attention.



Dominguez will agree to the mission for the reasons outlined in her character profile. Once she does, a player will take over her role.

### THE IMPERIAL TEAM

The Imperial operatives decide what to do here. They can obviously get through Imperial lines, but won't have the same intel on who Dominguez's target is. Imperial soldiers may direct the team to the hotel anyway, as the journalists there know things that the soldier on the ground does not.

If the Imperial team decides to intervene at the hotel, the classic Mexican standoff will occur. This could lead to a very exciting, and bloody, firefight.



### SCENE FOUR: THE BRIEFING

In a Cartel facility in San Dorado, the team meets the Cartel officers who are in charge of this mission. Johnson will recognise them as high up Security Council spooks. He'll be concerned. When these two appear, nothing good comes of it. Give the player characters some time to interact as they wait to be summoned to the briefing that follows. Hopefully, they will ease into their characters and develop the rivalry that each will feel for each other.

The briefing is conducted by Dr. William Dietrich and Colonel Dance. The two will explain the information outlined in "What You Know" and then answer questions. Neither man is being purposely evasive, though Dance's arrogance may make it seem so. Once questions have been answered by these two, Dr. Dietrich introduces the team to Kestrel Pak, a mystic who was one among the team that used their powers of psychometry to read the artefacts.

Kestrel explains that one of the objects came from the future, while the other came from the recent past. He will also tell the team that he was able to read the history of the objects and knows that another mystic, a Grail Knight named Igraine, found the artefacts first. This individual absorbed some of the psychometric knowledge inside the objects, and Kestrel believes she knows where the rift opening is located. The team is to find her, bring her back, and then enter the Rift using mystical power. Kestrel will warn them that the presence of the Dark Symmetry may have infected Igraine since it drove two of his colleagues mad.

After the initial briefing the team will be outfitted with period equipment and put on a small shuttle to Luna, where Igraine is now, according to Kestrel.



Sancha Dominguez—Killer for Hire.

### SCENE FIVE: IGRAINE

Igraine arrived on Luna three months ago. She'd intended to relate the location of the Rift to her sect to assist in its search for The Grail. Instead, the Dark Symmetry began to corrupt her mind. She recruited some other members of her order and then founded a cult.

The cultists are not quite the heretics known in the age of the Second Dark Legion War. Grail Knights have their own beliefs and the Dark Symmetry has twisted those. It is Igraine's belief that the Grail has a dark twin, and that said twin lies within Rift Space. She is gathering money and testing her followers before she embarks on that fell quest.

The player characters will need to find exactly where Igraine is located. Kestrel can be no more specific than saying she is in the Ancient City, but that's a large area to cover. In fact, she is in the interstitial zone called Walled City (see the **Free Charters and Orbitals** chapter). She has set up in Walled City because it is away from the influence of Luna PD as well as the corporations. Going in, the player characters will have no backup.



It will be relatively easy to ask around and find out that a strange new religion calling itself The Dark Grail has popped up in Walled City. The folk there are dispossessed and looking for any hint at a better life, even if it isn't in this world. Of course, because the community is so packed together, outsiders stand out. If the player characters go in asking for Igraine or The Dark Grail, word will get to her rather fast.

In that case she will set up an ambush for the team in one of the tight, twisting alleys that make up the hallways and thoroughfares of Walled City. Five cultists will appear and cut off the alley. The battle will be fast and furious with little cover available.

Igraine is located on one of the mid levels of building six. She's gutted the entire floor, and the cult lives and works in an open loft space. She has been testing her followers for mental solidity, because she intends to take the strongest among them into the Rift. Several hardened gang members have come to her cause. Igraine possess some small measure of what Cardinal Durand calls The Art. She will use this against the team if she can. Ten to fifteen cultists are with her in the cult lair at any time.

## IGRAINE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	10	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	1	1	1	1	2	2	-	-

**WOUNDS: 6**

**SOAK: Nondescript Ballistic Nylon Clothing:** (All 1)

### ATTACKS:

- ◀ **Slicer (melee):** 1+**T**3, 1H, Hidden 2
- ◀ **Piranha (ranged):** Range C, 1+**T**3, Semi-Automatic, 1H, Close Quarters, Armour Piercing 1, Hidden 1

### SPECIAL ABILITIES

- ◀ **Apostate Mystic:** Igraine can wield the powers of the Art, and has a Mysticism Expertise of 2 and a Mysticism Focus of 1. She knows the following spells: Blessing, Contempt, Succour, and Impel.
- ◀ **Slave to Symmetry (2)**

### DARK SYMMETRY SPEND

- ◀ **Pawn of Symmetry:** Igraine is able to call upon a Dark Gift as an (unknowing) pawn of Muawijhe. She is able to employ the

following Dark Gift: Waking Nightmare

## IGRAINE'S CULTISTS ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	6	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	-	1	-	1	1	-	-	-	-

**WOUNDS: 3**

**SOAK: Ballistic Nylon Clothing:** (All 1)

### ATTACKS:

- ◀ **Length of pipe (melee):** 1+**T**3, 1H, Stun
- ◀ **Scrounged light pistol (ranged):** Range C, 1+**T**3, Semi-Automatic, 1H, Close Quarters

If the cultists do deploy an ambush against the players, the ambushing cultists will also be equipped with:

- ◀ **Crude bombs (ranged):** Range C, 1+**T**4, 1H, Blast (Close), Incendiary 1

### SPECIAL ABILITIES

- ◀ **Protect the Prophet!:** If a cultist is within Reach of Igraine when she is hit by an attack, a Dark Symmetry point may be spent to inflict the injury on the cultist instead.

Igraine needs to be taken alive so the Cartel can find the entrance to the Rift. Given the unique nature of this Rift, and the Cartel's possession of the artefacts from the two ships, it believes they can open it using The Art. (Note to GMs, this does not usually apply to Rift travel. This entrance is a hole created in the fabric of the universe and is, therefore, special.)

Once they have got her—however they decide to achieve this—they will find her wilful, arrogant, and obsessed with the Dark Grail. Muawihje has also begun to infect her mind via contact with the debris from the ships. If the player characters explain what the Cartel wants from her, she will go willingly. Igraine's entire intent in forming the cult was to gather enough strong minds to help defend her inside The Rift. With the resources of the Cartel, and the minds of the player characters, she has more help than she could need. Needless to say, she is not to be trusted. In the second part of this adventure, she will betray those who have used her to find The Rift.



## SCENE SIX: THE RIFT

Taking Igraine out of Walled City, the team brings her to the newly formed Cartel Enclave inside the Brotherhood's enclave. This will serve as the Cartel's headquarters up until the present timeline. Huge, classical style governmental buildings are beginning to be constructed. In the future, monuments and statues will accompany these (see **Luna** Sourcebook for more details).

With the first leg of their mission complete, the player characters will have a short downtime to receive medical treatment and resupply. They will then be briefed on the second part of their mission. Much of this is simply a reiteration of what was said earlier only now, because Igraine has been debriefed, the Cartel knows the totality of the backstory save for Muawijhe's impending escape. They do know he is the Dark Apostle whose aura attached itself to the debris.

Their mission is to find the Rift. Mystics will accompany them to open it. The team is given a device that Kestrel explains will allow him to receive messages from them, though he will be unable to respond. This is likely to be a one-way trip. They are then given a shuttle and sent on their way toward a point between Mars and Earth, directed by Igraine.

There isn't a lot to do until the ship arrives at the location and the Rift opens, when the mystics close their eyes and channel the auras of the two objects they are holding. In point of fact, this only works because Muawijhe detects his own aura so close to the rift as amplified by the mystics. This method is not otherwise reliable nor advisable. It does not replace vortex drives unless one wants to be sucked into a realm populated by a Dark Apostle.

Once the rift opens, the shuttle will release a small pod that the team occupies. It's been built to withstand forces the Cartel suspects might be present. It can be piloted by Mack or Dominguez.

The Rift's entrance is a vortex of purple energy, spinning toward the centre like a whirlpool. The pod doesn't have to be piloted inside; it's sucked in the vortex. When the pod crosses the vortex's event horizon, the team will experience a psychedelic trip akin to *2001*. Light and sound overwhelm them. Soon, they begin to experience synaesthesia. They feel the light, they hear touch. The music of the spheres is the smell of the oil drum fires in the slums of San Dorado that Mack remembers as a boy. The light is the taste of mangoes, juicy and fresh, Dominguez was fed by her nanny. The skin prickles with the sight of a burning heretic found out by Inquisitor Hughes.

This is the first hint that strange things are afoot. As the synesthetic events subside, the team begins to have visions of themselves on the two ships. Some of the visions are them as children, some as they are today. In any case, a catastrophe is underway. Someone is shouting abandon ship, but the voice is garbled enough not to be

recognised. Just as the ships are torn apart in the Rift, the pod eases past the event horizon and into Rift Space itself.

The first thing they see is a large planetoid they are about to collide with. There is something almost translucent about it. They cannot avoid hitting it, though the GM may call for appropriate rolls to add drama. It is no matter. The pod passes through the planetoid. It is a ghost echo, the remains of a world that was sucked into Rift Space long, long ago.

Once clear of the ghost planet, the team will see a multitude of ghost ships, space stations, and even bodies. All are echoes. None are located wholly in the Rift or outside. They are in a kind of limbo.

Due to the nature of the experimental vortex drive, The Covenant and The Tempus Fugit are still physically present in the Rift. They are not the only two objects that have remained this way, but they are the only two that relate to the adventure.

The device given to the player characters by the mystic is also able to act as a kind of divining rod attuned to the two ships. Right now, The Covenant has not yet entered Rift space. It waits in the future, not about to activate its drive until act three.

Creatures can also be found in the Rift. They swoop and dive toward the pod but ultimately leave it alone. If the GM wishes to make this an action encounter, piloting rolls may be called for as these creatures attempt to attack the pod. Otherwise, they exist for the sake of atmosphere.

The Rift has a faint purple hue, as do the ghosts that inhabit this strange space. Occasionally, a small object may collide with the pod, indicating that not all here is inchoate.

Once the atmosphere has been set, the mystics and Igraine direct the shuttle to the location of The Tempus Fugit. The massive hull rises out of the primordial ylem surrounding them. Damaged and leaking fuel in a cloud, the ship appears as a mechanical monstrosity that the mystics immediately react to by holding their heads and screaming. A moment after that, the rest of the team hears the shrieking as well. It's coming from the ship. Whatever has happened to it, the ship seems to be alive and in torment.

As the mystics claw at their eyes and pray, the ship turns toward the small shuttle. It gets closer and closer until we fade to black...





## ENDING THE ADVENTURE

This concludes the first part of this adventure. The GM may continue the adventure now, or wait for the second part, which is forthcoming. They have seen the origin of the Doomtroopers, but not the greatest part of their first mission. Two ships ripped from space-time lay ahead of them. Somewhere, in the Rift, Muawijhe has begun to wake. It is by standing against that Dark Apostle that they will ensure the name Doomtrooper will echo down the centuries.

## REWARDS AND CONSEQUENCES

The only reward here is a fun adventure and a peek into the history of The Doomtroopers. In part two, the only reward will be their lives.

## VILLAINS AND OPPONENTS

### THE IMPERIAL TEAM

Players who do not start as Johnson at the beginning of the adventure will take on the role of the Imperial team. Like the Doomtroopers, there are three agents on this team. They have


access to Imperial's massive structure for intel, but are on their own as far as the mission goes. As each Doomtrooper is recruited, the GM takes over running that player's Imperial agent.

The team has been tasked with discovering why the Cartel is putting together a team of outsiders. They are certain it has something to do with making an autonomous unit for something the Cartel does not want the corporations knowing about. This, of course, only encourages Imperial to find out what it is trying to hide.

Company resources in the 1 Y.C. are spread pretty thin. Imperial cannot allocate more than three agents to what may be a wild goose chase. The team is provided with a small transport ship if it wishes, or with dispensation to travel on any Imperial vessel. Because Imperial ships are fast—and the Cartel is just getting on its feet—the team will be able to beat Johnson and the Doomtroopers to any location. Once the GM controls the Imperial team, it is up to him whether this remains the case. If your players are having a rough time of it, you may wish give them a break.

The team has wide latitude with how it approaches this mission. If it wishes, it can simply try to nab Johnson and torture the information

### RIFT MANIFESTATION TABLE

D20 ROLL	RESULT
1-2	The character ages and within seconds appears decades older! All physical attributes will be at -2 to rolls as their aged body fails them. This lasts until the character spends Momentum.
3-4	One of the character's weapons reverts to their constituent elements prior to being refined and manufactured. Randomly determine which weapon they possess is affected—it falls apart and can no longer be used.
5-6	The character has a brief vision of future events and how they might be changed. The character gains one Momentum.
7-8	Voices from the past and future flood the character's mind with whispers of what has been and what may come to pass—much of it is violent and disturbing. The character must immediately take a Challenging D2 Traumatic Event Test.
9-10	The character's armour reverts to its constituent elements prior to being refined and manufactured. Randomly determine one armoured location on the character to be affected—the armour there falls apart and can no longer be used.
11-12	The character has a brief vision of the future and knows that it heralds something bad for them. The next time the character takes damage, the attack also gains the Vicious quality. If the attack already possesses this quality, add an additional 1 to it.
13-14	An item of equipment the character is carrying reverts to its constituent elements prior to being refined and manufactured. Randomly determine one piece of equipment which is not a weapon or armour—it falls apart and can no longer be used.
15-16	The character is suckered into a time vortex with a 'pop'! They will re-appear 1d6 rounds later in the same spot.
17-18	The character slips out of the normal time stream and seems to move in a blur. They may act as if they had an additional round of combat or equivalent in narrative time, and none of their attack actions may be dodged.
19-20	A burst of rift-energy courses through the character, sizzling with barely-contained power! The character takes 1+  3, Incendiary 2 damage. If there is another target within close range when the burst hits them, they may direct the energy towards them instead and they will suffer the ill effects (this may not be passed on again).



from him. Alas, he doesn't know what's really going on yet. The GM may suggest this is the case if the players are too intent on this course of action. The best situation would be that the team follows Johnson and collects intelligence. It is authorised to kill anyone it needs to if it looks like the intel is not obtainable. Imperial would rather stymie the Cartel's efforts as a "Plan B."

The strange chronological energies of the Rift mean that all manner of unusual effects have been observed and could potentially strike the characters at any time. Every time a player causes a Repercussion whilst in the Rift, instead of adding a Dark Symmetry point roll on Rift Manifestation Table (on the following page) and apply the result.

## RIFT CREATURES

A translucent purplish-grey and pulsating with sickly inner light, the Rift Creatures almost seem to frolic with a playful tone to their movements. This quickly turns to behaviour more reminiscent of a predator as they realise they have company, and many-fanged maws manifest in mouths all across their amorphous bodies. When attacking they seem to try to envelop their target whole, taking great gouges from it with their terrible jaws.

### RIFT CREATURES ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	5	10	–

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	2	2	–	–	–	–	–	–

**WOUNDS:** 6

**SOAK:** Incorporeal: (All 1)

### ATTACKS:

► **Many fanged mouths (melee):** 2+↑4, 1H, Dreadful, Gruesome

### SPECIAL ABILITIES

- **Braindead**
- **Fast Healing (1)**
- **Fear (1)**
- **Incorporeal (1)**
- **Inured to vacuum**
- **Grasping**
- **Night Vision**

## ALLIES

### MR. JOHNSON

Mr. Johnson never tells anyone his first name; it is left for the player to imagine what it might be. A former corporate spook, Johnson was recruited by the Cartel recently for his reputation and level headed approach to dicey situations.

For years, Johnson had been happy being a corporate intelligence agent, but the Corporate Wars and the appearance of the Dark Symmetry convinced him that the corporations were doing as much bad as they were good. When the Cartel came calling, he saw an opportunity to not only get ahead, but to fight the Dark Legion directly.

Johnson is a true professional. He never lets anything personal get in the way of the mission. This is not to say that he does not carry baggage, some of which may emerge during this mission. The Dark Symmetry was, in Johnson's mind, partially assisted by his actions. He thought he was working for his corporation, but he was actually working for agents of the Dark Legions. This has torn up what is otherwise a cold and calculating soul. In some way, joining the Cartel is an act of penance on his part, though he has yet to admit this even to himself.

### WHAT JOHNSON KNOWS

The Cartel operates on a need to know basis when it comes to the Bureau of External Investigations. Johnson, therefore, knows only what his superiors deem he must. He knows ruins were found on Mars and artefacts recovered from those ruins were infected with Dark Symmetry. He also knows—through applying his own talents, not from his superiors—that these artefacts appear to be temporal anomalies. He is intrigued and respectful of what the totality of this could mean.

### PLAYING JOHNSON

You are the consummate professional intelligence officer. Emotions merely get in the way of clarity. Morality is something to be debated later, not in the field. You know how to read others and press their buttons. You have always maintained that intelligence is largely a matter of manipulating people. Yes, you are trained in infiltration, combat, and assassination, but the real work comes down to people.

You take who they are and what they want and bend it to your mission's purposes. Oddly, this isn't what keeps you up at night. You were tricked, beaten at your own game. You thought you were following the orders of your corporation, but found out you were working for the will of the Dark Apostles instead. Who knows how much a role you played in what has since transpired.

Civilians think the Dark Apostles are defeated, but you know better. You have interacted with those alien intelligences and know that their war is not over, it is merely on hold. Maybe a mind like yours, cunning and cold, is exactly what is required to fight them. Maybe



you simply wish to know all you can. An intel man is an insatiable maw for secrets. Sometimes, very occasionally, you think you might pay for all the things you have done. Such thoughts are quickly pushed out of your mind.

**TRAITS:** Bahaus, Commoner, Heimbürg, Military Academy, Intelligence Operative, Cartel Bureau of External Investigations (equivalent to Luna PD Detective)

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	11	10

### SKILLS

- ◀ **Acrobatics** Expertise 1, Focus –
- ◀ **Athletics** Expertise 1, Focus –
- ◀ **Close Combat** Expertise 1, Focus –
- ◀ **Education** Expertise 2, Focus –
- ◀ **Insight** Expertise 1, Focus –
- ◀ **Lifestyle** Expertise 2, Focus –
- ◀ **Mysticism** Expertise 1, Focus –
- ◀ **Mechanics\*** Expertise 1, Focus –
- ◀ **Observation** Expertise 2, Focus 1
- ◀ **Persuade\*** Expertise 1, Focus 1
- ◀ **Ranged Weapons\*** Expertise 1, Focus 1
- ◀ **Stealth** Expertise 2, Focus –
- ◀ **Thievery** Expertise 2, Focus –
- ◀ **Survival** Expertise 1, Focus –
- ◀ **Willpower** Expertise 1, Focus –

**DAMAGE BONUSES:** Close Combat (+↑1), Ranged (+↑2)

### WOUNDS

- ◀ **Head 3**                      ▶ **Torso 3**
- ◀ **Arms 4**                      ▶ **Legs 6**
- ◀ **Serious Wounds 6**      ▶ **Critical Wounds 4**
- ◀ **Mental Wounds 8**

**SOAK: Armoured Vestments:** (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ◀ **Piranha Handgun (ranged):** Range C, 1+↑5, Semi-Automatic, 1H, Close Quarters, Hidden 1
- ◀ **Ki7 Pistol (ranged):** Range C, 1+↑5, Semi-Automatic, 1H, Close Quarters, Hidden 1

### TALENTS

- ◀ **Citizen/Subject of Bauhaus**
- ◀ **Charismatic:** Increase the character's Influence bonus rating by one ↑.

- ◀ **Sniper:** The character may re-roll one damage dice following a successful Ranged Weapons attack, but must accept the new result.
- ◀ **Scout:** The character may re-roll one d20 when making a Stealth test, but must accept the new result.
- ◀ **Life of Crime:** The character may immediately roll one additional d20 when at least one success is generated for a Persuade or Education test that relates to, or concerns interacting with, the criminal element.
- ◀ **Know the Risks:** The character may re-roll one d20 when making a Thievery test, but must accept the new result.

### EQUIPMENT (EARNINGS 3, INFLUENCE +↑2)

Third place sports trophy, basic, well-worn clothing, some of which is new, a small apartment in a commoner's tenement, a military issue wristwatch, pair of light military shoulder pads, one set of corporate quality dress military uniform, Ki7 Pistol (+2 Reloads), fake ID (Imperial Ship Crew), Piranha Handgun (+2 Reloads), ballistic nylon corporate suit, cell phone, armoured trench coat, disguise kit, 15 assets.

### TRAITS

- ◀ **Extraordinary Chemical Tolerance:** All Resistance tests against artificial substances have their difficulty reduced by one, which may eliminate the need for a test.
- ◀ **Vengeful Vipers:** You foiled a Heretic plot recently, which has gained you a bitter, relentless, and vengeful enemy.

## PRE-GENERATED DOOMTROOPERS

### JOHN MACK – DISGRACED BLOOD BERET

Mack was a sergeant in the Blood Berets who was blamed for the Edo massacre on Venus. His culpability in the incident is without question, but it wasn't conclusively proven that he instigated the slaughter. During a war with Mishima, the small village of Edo was razed to the ground by a band of Blood Berets. Every man, woman, and child was slaughtered. The incident eventually led to the cessation of hostilities, but not before all of the team responsible were court-martialled. Mack was the only one among them who showed no remorse, and prosecutors pinned the act on him. He showed no remorse because Mack is a sociopath. He will do whatever he feels is in his interests, regardless of the consequences for others.

A hard man with a harder father, Mack grew up in the slums of San Dorado with not two Cardinal Crowns to rub together. He became a killer at twelve, taking on larger kids in the gangs. Eventually, he rose to prominence as a local thug before deciding he was better than his surroundings. His penchant for violence and ruthlessness led him to the Blood Berets, where he served for more than fifteen years,



collecting decorations and medals like sports cards. But always, he was an outsider. He is not the sort of sociopath who can put on a friendly face. He can manipulate others, but mostly through fear and pressure.

Mack is currently serving a life sentence on a penal colony located in the asteroid belt. This is where the Cartel representative finds him.

### PLAYING MACK

You care nothing for those around you save how they can be a benefit to you. The weak are naturally trod upon by the strong; this is the way of things, and only a fool cannot see that. Killing is in your blood. It feels good. It demonstrated power, but you are not a sadist—much. The village was harbouring enemy guerrillas, they got what they had coming.

Now, you're stuck in this dungeon on this isolated rock. You're not planning to stay. You busted out of one prison already, but were caught in a brothel on Luna. That's how you wound up in this supermax. Still, there's no cage yet built that can hold the wild heart, and your heart is so very wild.

**TRAITS:** Imperial, Unemployed Underclass, San Dorado, Grew Up on the Streets, Military (Basic), Blood Beret ×2

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	7	10	6

### SKILLS:

- ◀ **Acrobatics** Expertise 1, Focus –
- ◀ **Athletics** Expertise 2, Focus 1
- ◀ **Close Combat\*** Expertise 2, Focus 2
- ◀ **Mechanics** Expertise 1, Focus –
- ◀ **Ranged Weapons\*** Expertise 2, Focus 1
- ◀ **Resistance** Expertise 1, Focus 1
- ◀ **Stealth\*** Expertise 1, Focus 1
- ◀ **Survival** Expertise 1, Focus 1
- ◀ **Willpower** Expertise 1, Focus 1

**DAMAGE BONUSES:** Close Combat (+T3), Ranged (+T1)

### WOUNDS

- ◀ **Head 4**
- ◀ **Arms 6**
- ◀ **Serious Wounds 8**
- ◀ **Mental Wounds 10**
- ◀ **Torso 9**
- ◀ **Legs 7**
- ◀ **Critical Wounds 5**

**SOAK:** Mk III Heavy Assault Combat Armour: (Head 4, Torso 5, Arms 3, Legs 3)

### ATTACKS:

- ◀ **Dagger (melee):** 1+T6, 1H, Armour Piercing 1, Hidden 1
- ◀ **Mk XLIII Plasma Carbine (ranged):** Range M, 1+T7, Burst, 2H, Ammo (Blast [Close], Vicious 1)
- ◀ **Mk XIV Aggressor (ranged):** Range C, 1+T5, Burst, Unbalanced, Close Quarters

### TALENTS

- ◀ **Citizen/Kinsman of Imperial**
- ◀ **No Mercy:** The character may re-roll up to two damage dice when making a Close Combat attack, but must accept the new results.
- ◀ **Deflection:** The character does not need to pay a Dark Symmetry point in order to take a Parry Response action.
- ◀ **Sniper:** The character may re-roll up to two damage dice when making a Ranged Weapons attack, but must accept the new results.
- ◀ **Double Tap:** If the character succeeds at a Ranged Weapon attack and spends Momentum to perform a Swift Strike, there is no increase in difficulty for the attack made with Swift Strike.
- ◀ **Scout:** The character may re-roll one d20 when making a Stealth test, but must accept the new result.

### EQUIPMENT (EARNINGS 3, INFLUENCE 0)

Owed a favour by a connection within Imperial (chosen before play begins), battered hipflask, basic, threadbare, and dirty clothing, a single room with no view in a dilapidated tenement in the slums, mini-torch, ballistic nylon military uniform, pair of medium military shoulder pads, Mk XLIII Plasma Carbine (+2 Reloads), Mk XIV Aggressor Handgun (+2 Reloads), dagger, Medkit, 6 assets.

### TRAITS

- ◀ **Unsympathetic to the weak:** Your hard knocks have also toughened you physically. Take your Wounds from the next column down.
- ◀ **Criminal Record**

## SANCHA DOMINGUEZ—KILLER FOR HIRE

Dominguez works for whoever pays. She's been a corporate sponsored merc, a killer for hire, and an enforcer for several drug rings. While she doesn't much care who she works for, she does care about who she kills. Children are not on the menu. There is a warrior's code and she adheres to it.

Dominguez also grew up in San Dorado, but in a life of corporate privilege. Her father was an executive, her mother from a wealthy and aristocratic family. Dominguez wanted for nothing. As she grew up and saw the way most people lived, she realised her life had been handed to her. One night she simply left home, never to be seen again.

Travelling around Mars, she picked up odd jobs until she found herself cornered by thugs in a local bar. She had gotten in over her head and would have been assaulted, possibly killed, if not for a man



called Snake. Snake intervened and killed the toughs. The wounded, traumatised Dominguez was brought back to his simple apartment. There, as she healed, he taught her how to defend herself and how to kill. There were many in the solar system, he said, who did not deserve to live. There was money to be made in killing them.

From then on, Dominguez had found her calling. There was an evenness, an egalitarian karma, in killing those who were elite and powerful. For a while, she only took contracts on such people, but the more she killed, the less difference she could see. Dominguez has hit a personal crisis. She no longer wants to be a killer, at least not without purpose. Everything she's done seems meaningless compared to the Dark Legion War fought by her grandfather. Killing for a cause is one thing, killing for money makes her no better than her targets. This, at least, is what she tells herself to sleep at night.

### PLAYING DOMINGUEZ

You've had enough of killing for money. At first you had an ideal—to even the playing field of the world by killing those who lied, cheated, or were born into privilege. You briefly had a therapist who told you this was actually your way of fighting against your parents and your own guilt. After that, you didn't go back. But you do still know where she lives.

You aren't a bad person, but you know you certainly aren't a good one. You think you want to change that, but you aren't sure how. It's been so long since you did anything you'd want to tell anyone about. You had a man once, a couple of years ago. He fled when he found out what you did for a living. There was a time, when you were a little girl, when you would have been afraid of you, too. Maybe you still are.

**TRAITS:** Capitol, Upper Class, San Dorado, Managerial Education, Criminal, Special Agent (**Capitol** sourcebook)

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	8	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	9	11

### SKILLS

- ◀ **Close Combat** Expertise 1, Focus –
- ◀ **Command** Expertise 1, Focus –
- ◀ **Education\*** Expertise 1, Focus 1
- ◀ **Insight** Expertise 1, Focus –
- ◀ **Lifestyle** Expertise 1, Focus 1
- ◀ **Observation\*** Expertise 2, Focus 1
- ◀ **Persuade** Expertise 2, Focus 1
- ◀ **Ranged Weapons\*** Expertise 2, Focus 1
- ◀ **Stealth** Expertise 1, Focus 1
- ◀ **Thievery\*** Expertise 1, Focus 1
- ◀ **Willpower** Expertise 1, Focus –

**DAMAGE BONUSES:** Ranged (+↑2)

### WOUNDS

- ◀ **Head** 3
- ◀ **Arms** 3
- ◀ **Serious Wounds** 5
- ◀ **Mental Wounds** 8
- ◀ **Torso** 7
- ◀ **Legs** 5
- ◀ **Critical Wounds** 3

**SOAK:** Ballistic nylon formal suit: (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ◀ **M8 Slingshot (ranged):** Range C, 1+↑5, Semi-Automatic, 1H, Close Quarters, Hidden 1

### TALENTS

- ◀ **Citizen/Shareholder of Capitol**
- ◀ **Sharp Senses:** The character may re-roll one d20 when making an Observation test, but must accept the new result.
- ◀ **Scout:** The character may re-roll one d20 when making a Thievery test, but must accept the new result.
- ◀ **Living Shadow:** When attempting to remain unseen or unnoticed, the character may add two d20 to her Stealth pool.
- ◀ **Life of Crime:** The character may roll one additional d20 when at least one success is generated for a Persuade or Education test that relates to, or concerns interacting with, the criminal element.
- ◀ **Stubborn:** The character may re-roll one d20 when making a Willpower test, but must accept the new result.

**EQUIPMENT** (EARNINGS 4, INFLUENCE +↑2)

Capitol Sword of Honour (heirloom), a favour owed by a connection within Capitol (chosen before play begins), large wardrobe of stylish, fashionable clothing, a large apartment in an exclusive tenement in the centre of the city, one suit of corporate quality business attire, one suit of fashionable clothing, B&E kit, M8 Slingshot (+2 Reloads), cell phone, 19 assets.

### TRAIT

- ◀ **Bad Company:** You have become comfortable around low-lifers and know how to communicate with them. Gain a free Momentum point on successful social test with criminals, gang members, or people in Social Status 0 or 1.

## ELLISON HUGHES—FORMER INQUISITOR

Hughes is a Luna native. Born in the Ancient City, he was raised in the Brotherhood enclave. The Church and the Brotherhood were his life for as long as he can remember. There is nothing better than to serve the Brotherhood. From seminary to the Inquisition, Hughes worked his way up and his name became feared. Heretics were a plague to be rooted out. He understood this in his very DNA. And root out heretics he did. Inquisitor Hughes had one of the greatest success rates of anyone, until he saw a secret report.



He wasn't meant to see it, only the highest members of the Inquisition were. Hughes read the report and was shaken. According to the Inquisition's own investigations, innocent people were being imprisoned and killed along with actual heretics. The percentage was small and deemed acceptable given the darkness they faced. Hughes changed his mind that day. Everything he'd been doing was perverted by this new information. How many innocents had burned in his fervour to ferret out any hint of Dark Symmetry? How much blood was on his hands? He immediately resigned and disappeared. He wandered for several years before finding a small monastery practicing an ancient form of religion that preached forgiveness and redemption. He lives there still.

### PLAYING INQUISITOR HUGHES

You were certain of every breath you took, every action you made for most of your life. In all things, the light of man drove you. In all things the hand of the divine guided you. Then you realised much of it was a lie.

That was two years ago. You have not harmed another individual since. You live in a small, isolated monastery with monks devoted to an ancient figure of redemption. This is what you need. Nights are spent in quiet prayer and contemplation. Mostly, they are peaceful, but two weeks ago you had a vision such that you have been unable to describe. You were in a swirling maelstrom of pure energy, the very face of god... or was it a vision from the Dark Symmetry? Two ships burning in the void. Men gone mad with terror. You were there, on the bridge of a ship plummeting into a chaos of warped space.

You will be there. This is your redemption. A man will arrive, and he will offer you this chance. The universe has plans for you. May the violence and cruelty of your past not be in vain.

**TRAITS:** Imperial, Working Middle, Luna, Brotherhood Apprenticeship, Qualifier (*Brotherhood* sourcebook), Inquisitor, Disciple (*Brotherhood* sourcebook)

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	12	8

### SKILLS:

- ◀ **Close Combat** Expertise 1, Focus –
- ◀ **Education** Expertise 1, Focus –
- ◀ **Insight** Expertise 2, Focus 1
- ◀ **Mysticism\*** Expertise 3, Focus 1
- ◀ **Observation** Expertise 3, Focus 1
- ◀ **Persuade\*** Expertise 1, Focus 1
- ◀ **Pilot** Expertise 2, Focus –
- ◀ **Ranged Weapons\*** Expertise 3, Focus 1

- ◀ **Resistance** Expertise 1, Focus –
- ◀ **Willpower** Expertise 1, Focus –

**DAMAGE BONUSES:** Close Combat (+↑1, Ranged (+↑2)

### WOUNDS

- ◀ **Head** 3
- ◀ **Arms** 4
- ◀ **Serious Wounds** 6
- ◀ **Mental Wounds** 12
- ◀ **Torso** 8
- ◀ **Legs** 6
- ◀ **Critical Wounds** 4

**SOAK: Armoured Vestments:** (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ◀ **Punisher Sword (melee):** 1+↑6, 1H, Parry 1, Vicious 1
- ◀ **P60 Punisher (ranged):** Range C, 1+↑5, Burst, Unbalanced, Close Quarters, Knockdown

### TALENTS

- ◀ **Book of Law/Brother**
- ◀ **Mystic:** The character has learned the three basic spells of the Light: Blessing, Succour, and Contempt.
- ◀ **Aureum Minoris:** The character gains use of the Missive spell from the Aspect of Manipulation.
- ◀ **Aureum Mediatoris:** The character gains use of the Hypnosis and Discern Truth spells from the Aspect of Manipulation.
- ◀ **Sharp Senses:** The character may re-roll one d20 when making an Observation test, but must accept the new result.
- ◀ **Sniper:** The character may re-roll one damage dice following a successful Ranged Weapons attack, but must accept the new result.

### EQUIPMENT (EARNINGS 3, INFLUENCE 0)

Mini torch, a modest wardrobe of respectable clothing, a small apartment in the centre of the city, a basic urban survival kit, Brotherhood symbol pendant, Brotherhood robes, Book of the Law, armoured vestments, light civilian shoulder pads, dagger, P60 Punisher (+2 Reloads), Punisher Sword.

### TRAITS

- ◀ **Sympathetic Advisor:** A former friend, a Mystic from within the First Directorate, continues to remain a valuable contact within your former organisation (for now).
- ◀ **Migraines and Monstrous Visions:** You may choose to suffer ↑4 Mental Wounds as a Free Action in order to gain a Chronicle point.





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## FOR WE ARE MANY

It is a world of discord, where man fights man despite the looming darkness. Corporations zealously usurp each other and leave humanity an easy target of the Dark Legion. But one group stands up and waves the flag of unity among men. It is the last bastion capable of uniting the forces of mankind in full. These powerful men and women call themselves The Cartel.

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