

GW11

For intermediate to advanced players.

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GAMMA WORLD®

SCIENCE FANTASY ROLE-PLAYING ADVENTURE

Omega Project

by Les Braun



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OMEGA PROJECT

By Les Braun

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Thanks to Kim Eastland upon whose previous Gamma World modules this work is based.

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INTRODUCTION

GW 11 Gamma World module Omega Project

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Forward

This work was written (in part) some 15 years ago when I ran a Gamma World campaign using the third edition rules. My players really enjoyed running through GW6 – GW10, but TSR never finished the storyline laid out in those modules. Having been a fan of the game since its first offering in 1978, I picked up the third edition hoping it was a polished version of the classic. Unfortunately, the rules were bit disjointed and combat was based on tables something like those from ‘Marvel Super Heroes’ (what was TSR thinking?!). Nevertheless, after some clean up and house mods, the game ran fine. After releasing five modules to support the game, TSR dropped Gamma World (again) from its product line. In order to finish the campaign, I wrote the following adventure. It, I believe, is a faithful extension and fitting conclusion to the story from the previous modules (with a nod to Metamorphosis Alpha, the game which started it all). Enjoy!

The game

This adventure is designed for 4-8 very experienced characters. If the characters have been through the previous five modules in this series they should be powerful enough to survive this one. This adventure cannot be used as a stand-alone scenario as a number of the locations used and NPCs encountered have their descriptions listed in the previous five modules. The game stats in this unofficial module are based on the third edition rules since modules GW6-10 also used them (they should be easy to convert to whatever system your group uses, if desired). Also included at the end are some notes on various inconsistencies in the previous publications and additional ideas.

The object of modules GW6-10 was to collect parts for a space shuttle which would take the characters to the fabled ‘Cities of Man’. The components listed in GW6 (Hull, Environmental items, Engine, Piloting experts, Dry dock/launch site, Specialized robots, Advanced computer) should have been collected as follows:

GW6 – Info/shopping list on the ‘sky chariot’ including the name of the shuttle.

GW7 – shuttle hull/flight cabin (personal opinion: this module is a near waste of time as it was obviously shoehorned into the ‘Cities of Man’ storyline (see ‘Notes’ at the end of this module) – besides, another hull can be found in GW9)

GW8 – dry dock (assembly)/launching site, environmental items (food)

GW9 – shuttle hull/flight cabin, engine, advanced computer (guidance system - the AHCB listed on page 24 can be found in Dollar (see page 82), it is part of the ‘gyroscope’).

GW10 – flight crew (piloting experts)/specialized androids, more environmental items (space suits)

The climax of this scenario takes place on a Warden-class colony ship. These starships (named after the famed ship lost in space so many years ago...) are gigantic, measuring 50 by 25 by 8.5 miles in size. They have 17 massive decks and are roughly ovaloid in shape. The ‘Cities of Man’ had the original 17 decks replaced with 5 separate deck ‘layers’ (see ‘Cities of Man’ diagram). It carries around 10 million people at this time and has over half a million robots on board. A large percentage of these robots (about 40%) are combat types because of the hostile situation the ‘Cities of Man’ is in. The rest include every other type of robot ever built, performing assigned functions throughout the ship. Oddly most of the ships inhabitants (other than the crew and defense force) don’t know they are on a starship. They believe they are still on Earth (see below for details). Those few curious people who find out the truth are either recruited to become ships personnel or quietly disappear. All humans on the ship are ‘normal’ people – they do not usually have more than 8 hp each. This is because they have not had to survive the ordeals generation after generation that Gamma World natives have and therefore are not as hardy. ‘Experienced’ inhabitants (usually crew or defense force members) however will have 1d10 hit points per experience rank they are.

There are three major parts to this adventure: shuttle launch, moon encounter, and the Cities of Man. The moon encounter was my own way of adding a confrontation with the Shreelon – (the mysterious and heretofore unseen alien enemy). There is little evidence that the original storyline would have had such an encounter. This section can be skipped if the GM desires (or the party is too

weak to survive it). However, I believe it ties together underlying storylines and gives the players a satisfying challenge. If it is skipped, just place the Cities of Man in Earth orbit and have the characters dock with it there (removing any references to the moon encounter). Because of the difficulty level of this module, the GM should award experience points as play progresses and not wait until the end of the game.

Shuttle launch

Our heroes return to Haven after GW10 to begin the assembly of the space shuttle. They are greeted with a warm welcome and a minor celebration along with news that Timon has attacked more settlements in the Flower Lands and is continuing to increase his strength. They are also told that Ermin Coot along with an odd fox person calling himself Professor Foss (see New NPCs) have already taken the collected shuttle parts to the Pit of Despair (aka Gamma Base, see GW8) under the protection of a well armed escort and would like the PCs to follow after they are rested. Gene will, of course, stay at Haven. When ready, the characters can travel to the Pit from Haven with the androids they acquired in GW10 – about one days journey. The GM should use the encounter tables from GW6 and 8 during their trip. Timon’s spies watch them along the way and have been keeping an eye on the Pit as well. Timon believes the Restorationists are building some kind of flying attack vehicle and would very much like to have it as his own. At the Pit, Ermin is progressing with the repair/reconstruction/programming of the shuttle with the help of Professor Foss. They have been working on it for some time – since a little after the characters left for GW10. The shuttle can be completed one week after characters arrive with the androids. While at the base, the characters will have essentially three things to accomplish. Each is described below.

First obstacle - The evening the PCs show up, the shuttle construction will be amateurishly sabotaged by a pair of Timon’s agents – two Arks named Mut and Jef. The pair will cut wires and pull out components on the unguarded shuttle trying to delay the completion until Timon can arrive (he is leading a very strong force to the Pit and will show up soon). Fortunately Mut and Jef are incompetent and the damage they cause can be easily fixed, though they believe they have done a good job ‘cunningly disabling the big

metal bird'. Mut and Jef are a couple of misfit Arks (a Bulldog and Chihuahua) with average Ark stats who are none too bright. Their leader was more than happy to volunteer them when Timon was looking for recruits for this mission just to be rid of them. They are at the Pit of Despair under the pretence of being another couple of adventurers who are here to go through the 'trials'. The following morning, the Professor will spot the damage right off and calls the attempts crude and child-like. Unknown to Mut and Jef, they were caught on security monitors committing the act, so they will be very easy to track down. How they are handled is up to the players and GM. Will the players leave them alone, using them as patsies to feed false information to Timon? Or will they take more drastic measures? Mut and Jef should be played as a kind of comic relief - a couple of bumbler who are no real threat.

Second obstacle - Timon has also dispatched an assassin to kill as many of the PCs as possible before he arrives. This assassin is a Serf with 81 hp. He is a member of Timon's new mercenary 'brigade' (see below). He will arrive two days after the characters do and will sneak into the base using his Light Manipulation mutation. This assassin is very intelligent and patient. He will not endanger himself needlessly (staying hidden most of the time), always choosing the right time to strike. He will always wear a mask when attacking a victim, so if one survives he cannot tell who or what his attacker was. If this happens, the assassin will attempt to implicate one of the other 'adventurers' at the base (by leaving clues pointing to them) as the culprit, spreading confusion and mistrust as well. He should be played as very dangerous and cunning by the GM. His preferred method is to try to pick off the characters one by one when they are alone, but if time runs out (i.e. the characters are about to board the shuttle) he will use more direct measures. He will not however target Ermin or Professor Foss - Timon needs them to operate the shuttle. If cornered by a large group, he will use Death field generation. He carries only standard equipment and weapons for a Serf. (One or more of his attempts on the characters could be spoiled by Mut and Jef stumbling into the wrong place at the right time if the GM so desires.) Once the androids are put to work on the shuttle, the Professor is freed up to begin expertly modifying the space suits carried by the PCs to fit any non-human characters. He will also

teach the PCs all he knows about space travel while they are being fitted. The space suits have 72 hours of oxygen, AC 2, built in communication gear, and during combat are self sealing (except vs. disintegration attacks). Some PCs may use powered armor or similar equipment they own (which must provide full environmental protection) instead of the space suits if they wish. The Professor will fully charge the environmental equipment of these items before liftoff. After the suits are fitted he will give a crash 'astronaut training' course, involving hanging the characters from ropes while in their space suits to simulate weightlessness, and so on. This will give the PCs enough knowledge about the use of the space suits, zero-G conditions, etc. that they will be able to act normally in space. This is all necessary as, unfortunately, artificial gravity units and cabin pressurization equipment could not be found and installed on the shuttle. The characters must figure out how to divide their time between fitting sessions and training while looking for and protecting themselves from the assassin.

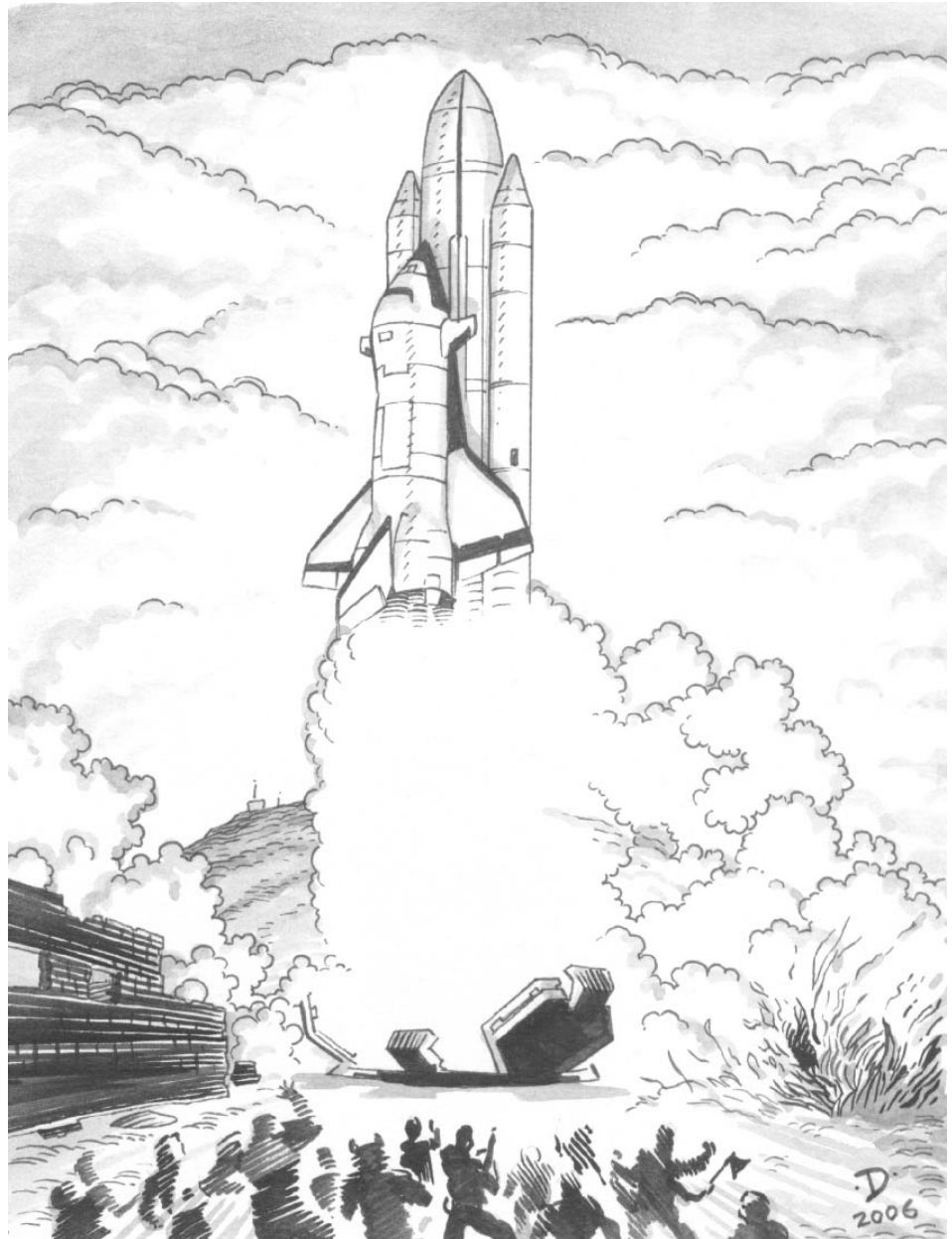
Third obstacle - About a day before the shuttle is completed, Timon's forces will surround the Pit of Despair. This is a two-fold plan. One: it takes out the characters (destroying a major resource of the Restorationists) and two: it gives Timon access to a lot of technology to attack Haven and the rest of the Flower Lands with. The timing also gives Timon an advantage - divide and conquer. Haven's forces are split right now, some here with the PCs and the remainder at Haven (Timon's two year plan can't wait because Haven is gaining so much influence due to the characters). After surrounding the Pit, Timon demands that the PCs be handed over to him immediately. All the other occupants not associated with the Restorationists will be allowed to go free. Amazingly, the other occupants band together behind the PCs - they have heard of Timon's reputation. This situation should be comparable to the Alamo, with all the adventurers (see GW 8) at the Pit of Despair defending against Timon's army. His forces now include two hundred members of the Ranks of the Fit (mostly Bofs and Arks but with a good number of Badders, Dabbers, Hoops and Hawkoids), about a hundred members of the Archivists (various races), and a mercenary 'brigade' of around 75 Serfs he just recently negotiated with. In addition he has 10 epsilon cyborgs (who may look at lot like Borg from Star Trek), one heavy

security robot, and one robotic flying transport (equal to flit car, other stats are on page 43 of GW10) from Quade's complex which escaped the destruction and are carrying out Quade's last order (the treaty to help Timon). Any surviving Timon agents from previous modules will be here as well. These forces can be adjusted to fit the strength of the party and may be supplemented with other technology as the GM sees fit. Note: only a few Archivists from Oskar will be here with Timon as the rest are peaceful and do not want to participate in Timon's expansionistic policies (see GW 6). The defenders will include all the 'adventurers' currently at the Pit of Despair, any robots that Ermin can get to function, and thirty well armed Haven soldiers that were the escort Gene sent with the shuttle. This should work out to having the defenders outnumbered about 10 to 1. Ermin will see three options available. One: stand and fight, which will probably end in everyone getting killed. There is little chance of receiving help, seeing as how no one knows they are under attack. Two: surrender, which may or may not end as option one but will definitely let the base and shuttle fall into Timon's hands. Or three: because the completion of the shuttle is so close, try to fight a delaying action until the shuttle can be launched. Then the defenders can abandon the base and escape by any means possible. He is open however to any other suggestions. If the characters don't come up with the idea, Professor Foss will suggest option number 4: a 'commando' raid to kill or capture Timon in his own camp - "to kill a snake, it is best to cut off its head" (a frontal assault would be suicide). The characters may take any of these options or one of their own. The outcomes of options one through three will be exactly as Ermin predicted (option two will end with the execution of the PCs, as Timon can't afford to keep such dangerous opponents alive.) If option four is taken, the players must plan how to sneak through Timon's lines and into his camp to get him. He is personally guarded day and night by four Bofs and two of the epsilon cyborgs. See GW10 for Timon's stats. He is located in his 'HQ tent' in his camp to the north of Gamma Base at all times, planning and coordinating attacks or resting. It's up to the GM if Timon survives (he will surrender if heavily wounded - to pursue his plans later: 'He who fights and runs away (or surrenders), lives to fight another day'). If the GM wants to use him in the future, he'll be put in jail (to be freed later by one of his agents?), if not, just

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let the characters kill him. If Timon is taken out of the picture (killed or captured), his forces will quickly disband with fights breaking out among the various groups (and between quite a few individuals within each group). His strong leadership was the only thing holding them together. If options three or four are taken, Ermin, Foss, and the androids will complete the construction and provisioning of the shuttle. It can carry 12 people and all their equipment. Ermin, Foss, and two androids will take the first four seats (these are the engineer and pilot stations), while the remaining eight seats can be occupied by the characters. During the course of this adventure the android pilots will always stay with the shuttle. Ermin names the shuttle the 'SS Armstrong' – regardless of suggestions from the PCs. He knows this is the only acceptable designation (the last one left) which allows docking with the colony ship. He will make sure all characters are fully healed just before liftoff using a stash of medikits if necessary. Each character will then be given one medikit (in case of future needs). He will also test a special link to Mindkeep; for Mindkeep is not only a research facility, but also a homing beacon station for the ship – when the conditions were right. The homing beacon will automatically activate at shuttle launch. If the party chooses option three, Gamma Base will fall to Timon just as they take off and he will gain a good deal of technology. His first target, naturally, will be Haven (which now has about 250 defenders), for if it falls so does the rest of the Flower Lands.

Liftoff! At ten minutes before launch, a computer generated male voice will echo throughout the complex every minute saying "T minus (minutes left)" Everyone boards the shuttle from the gantry at this time dressed in their space suits. Ermin and the Professor will help the PCs get strapped in as the android pilots go through preflight procedures. At ten seconds before launch, the voice will begin counting in seconds. To add a bit of anxiety – the countdown goes 5,4,3,2,1 and ...nothing. Not a thing happens. "Oops" says Ermin, "A guy's allowed to forget a thing or two over the centuries", as he flips a switch and tells the computer to start the countdown at 5 seconds again. The Professor looks at him wide-eyed and whines, "A thing or TWO?!? What *else* have you forgotten to do!?" At this point he is drowned out by the enormous sound of the engines igniting. The characters are pressed back into their seats as the shuttle accelerates out of the launch bay and into the



sky. The shuttle shakes and shutters as it climbs higher and higher. The characters will feel the full effects of 6 Gs as the shuttle continues to accelerate to escape velocity. Each character must make a constitution check or pass out. Eventually the shaking will begin to subside and the gravity forces will diminish. The view through the front windows will change from blue sky to the darkness of space. A crystal clear view of all the stars shining in the heavens is presented. At about this time the characters will begin to get the feeling they are falling back to Earth!

Each player must make an intelligence roll to remember what the Professor taught them about zero gravity (it feels just like you're falling). If they miss their roll, they will panic and try something foolish (what that is, is up to the GM – from trying to grab the controls, to opening a door to get out, etc.) The GM should remember during all space travel the shuttle is not pressurized. The characters must rely on their space suits for oxygen. The android pilots don't need oxygen.

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Houston we have a problem- As the shuttle closes on the orbit coordinates given as the location of the 'Cities of Man', the characters find themselves looking at empty space. Where is the colony ship?! According to the shuttles limited equipment it doesn't appear to be anywhere in Earth orbit. What happened to it? Was it destroyed? Was it moved? Or was it just a legend after all? Ermin is perplexed. He will try to reassure the characters that the 'Cities of Man' was real... or at least he remembers it being real... but is at a loss as to what happened. He will ask if anybody has any suggestions. If someone doesn't mention using 'better sensors or tracking equipment', Professor Foss will. At this suggestion, Ermin will light up and recommend heading to the moon to use the 'moonbase' computers and sensors to find the 'Cities' - "We're already in space and I don't know of any facility back on Earth that is in any condition to find it". It is up to the characters to decide however - he tells them there is only a limited supply of fuel and oxygen available, not enough to go to the moon and return to Earth without resupply. Also, that there is no guarantee that once they get to the 'moonbase' there will be supplies available. The players must now decide to head to the moon (on a possible wild goose chase - could the old Coot be a lunatic?) or return to Earth. The Professor will remain completely neutral on the matter. Don't pressure the players one way or another; it's their choice to make. If the characters decide to continue on, the shuttle will leave Earth orbit and travel to the moon to land at the moonbase. If not, they will exhaust all the shuttle's remaining fuel during reentry maneuvers, and glide to a landing near Mindkeep. They are able to tell the Restorationists that the 'Cities of Man' was just a fable after all. They must now deal with Timon's approaching army. If they survive, the characters can then move on to new adventures.

Moon encounter

The moonbase is located on the surface of the northern hemisphere on the light side of the moon. It is one small part of a much larger complex known as Tycho Center. As the shuttle gets close to the base and starts the landing sequence, the players can see the moonbase has been partially destroyed - there are numerous large craters indicating weapons impacts all over the base. The shuttle will land on the northwest landing pad with very little fuel left and the characters

will have about 24 hours of oxygen remaining. Note: the map used for the moonbase should be familiar to any sci fi fan. I used it only because it was conveniently available when I originally ran the game - I didn't have the time then (or now) to draw up part of the Tycho complex. The GM should feel free to substitute any other floor plan in its place if he so desires. There are many areas which are not detailed in this adventure, once again because of time constraints. These areas are labeled as inaccessible (or damaged). A whole module could be written on just this small 'moonbase' portion of Tycho Center itself (with a connection from Earth via transmat?), but this adventure only includes the sections the players will explore to continue to the Cities of Man. Many of the non-operational and inaccessible areas in this adventure could change status given enough time (not during this scenario). Most of the moonbase is constructed from plasteel. The interior walls are all a uniform white plastic color with light provided from wall and ceiling panels. All furniture found on the base is also made from white plastic. Every section on the base is color coded for the type of operation carried out there. These color codes are included on information columns (see below), signs above some doors, maps located on walls, etc. Most sections also have multiple levels as a good deal of the base was built underground. But because of the damage inflicted, these areas are inaccessible. Most doors open with a stage III ID or higher (except as noted). The Professor can open the doors (using his mutations) or will carry one stage III ID if the players don't. Some areas of the moonbase may have been sealed off or blocked intentionally - for what reason is a mystery. Rooms and corridors with outside walls will have windows looking out onto the dusty moonscape. Most ceilings in the base are 10' high. Many areas will still have power - lights, heat, normal (1g) gravity available, but no oxygen. In those areas where the artificial gravity isn't working, remember that the moon's gravity is 1/6 that of Earth. When looking at the 'Moonbase' map, the long 'arm' things are travel tubes. These provide transportation between different parts of the base. Travel tube 'cars' are about 15' by 40' on the inside. As a side note: the restricted area (#2) is actually the moonbase armory. It was labeled 'restricted area' on the map to save GMs running this adventure some major headaches. This area is inaccessible and yet players will undoubtedly focus a great deal of attention on it if they know what it is, regardless of their other goals (you'd be

surprised how innovative your players will be to reach 'inaccessible' areas when they think they can get their hands on a stockpile of advanced weaponry). The areas labeled (M) and (W) on the detail maps are restrooms for the appropriate sex, though there is no running water as it is too precious a resource on the moon - all cleaning was done with sonics. The 'E' is an elevator between the different levels of the same building. All elevators are non-operational at this time. Emergency/maintenance ladder access ways between levels are also not included on the maps as they are sealed off. The black squares in the middle of most corridors are information columns. They have intercom screens and computer access for general information and directions. They include the section color to let the user know where he is. They can be used by the players to communicate between different sections if the characters split up (and their space suit communications gear is out of order). However, there may be others listening... because, unfortunately for the players, they are not the only ones on the moonbase. The Shreelon have left behind some of their cronies to patrol the base. There are a number of Shreelon cyborgs with zero atmosphere modifications and a couple of Shreelon androids (see 'New Creatures') roaming the areas the players will explore. The characters will have four things to accomplish on the base - 1: obtain oxygen and fuel supplies, 2: clear out the debris blocking the antenna array in section 20 and repair some minor damage to the rotation mechanism to allow it to align, 3: get computer information on the whereabouts of the Cities of Man in section 5 and, 4: locate the Cities of Man using the deep space tracking instruments in section 12.

Random encounter table for Moonbase corridors and rooms

Roll 1d6 every 10 minutes; on a roll of '1' the following table is used:

- 1-5: 1-6 Standard Shreelon cyborgs armed with random Tech I-IV weapons
- 6: 1-3 'Squat cylinder' androids armed with random Tech V weapons

Launch/landing pad (22) After landing on the northwest pad, Ermin is surprised to find the power is still on. This should be the PCs first indication that someone is here. Each launch pad is individually numbered at the moonbase starting with the left pad of the 'double' set as #1 and going clockwise to the one the players have landed on (#5). The

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doors of the accessways leading to and from the pad will have the pad number posted in the middle of them. These pad areas consist mostly of a launch/landing platform and associated mechanisms such as a docking arm. The roughly 80' by 80' room from which the arm extends is merely an airlock giving access to a travel tube into the base proper. Most of this airlock room is taken up with the docking arm machinery and travel tube boarding station so only about 40' by 30' is open area. The landing pad itself at one time could be retracted (like an elevator) into an underground maintenance bay so that ships could be serviced in a pressurized environment. However this one is non-functional at this time. The docking arm will extend to seal with the shuttle automatically, giving access to the travel tube going to section 20. A map of the entire moonbase map is printed on the wall next to the door of the travel tube - give the players a copy of the 'Moonbase' map included with this module now. This same map is posted at uniform intervals throughout the entire base so the characters will never be without reference to it. However, as can be seen, this map doesn't show interior details. In addition, the PCs saw damage to the moonbase as they were landing, so they should have an idea not all sections may be accessible.

Observatory section (20) This section houses the observatory and its large antenna array. It is roughly 400' by 500' in size. There are two major areas of damage to this section that are inaccessible to the PCs. Due to the damage, there are a number of areas in this section in which the lighting is not working. Some type of light source must be used to see in these areas.

1. Travel tube

This tube runs from pad #5 through section 20 to section 10. The lower part of the tube is blocked to section 10 by debris from the destroyed parts of this section. The doors on the left side of the tube station are jammed and will not open.

2. Travel tube

This tube runs between section 20 and section 23.

3. Magnetic variance lab

Most of this lab's equipment was taken during the exodus to the Cities of Man. There are still a few minor devices left that have to do with the study of magnetic variation over great distances that will be useless to the

characters. There are two Shreelon cyborgs in the room as well. They will attack the characters on sight. After they are dealt with, the Professor will ask Ermin, "Why are there cyborgs at the base?" Ermin says he doesn't know and that they don't have time to find out why...

Standard cyborgs (2): HP 97, 85 Armed with morning star, war hammer

4. Radio frequency lab

This unlit room is also stripped. It studied all radio frequency emissions from space.

5. Observatory director's office

The director's office is also unlit and looks like it was left in a hurry. Files are strewn about the floor and the desk drawers are still open. If examined, the files will reveal some information about the possibility that recently received signals could have come from an extraterrestrial intelligence.

6. Conference room

This dark room was once used as a conference area by the various departments in the observatory. Its last use was somewhat more important. During the attack on the moonbase, this section was temporarily cut off from the others and all wounded personnel were brought here. In this makeshift operating room a single medical robot did its best to help the survivors. Unfortunately, not all its patients pulled through. There are currently three mummified bodies (remember, no atmosphere) on the conference table. They are still wearing their moonbase uniforms and each carries a stage III ID. The medical robot (built on a feminine chassis) is still here in perfect condition though it has run out of power. It has 45 HP and still has half of its medical supplies left. If the characters use the power cells found in section 5 room 11, this robot will follow their commands.

7. Unlit corridor

This corridor (and the adjacent area) is completely dark due to the damage done to this section. The darkness extends north to the intervening corridor and east to the other corridor. The information column here is non-functional.

8. High resolution optics lab

This unlit room dealt with the very high quality images obtained of various regions of space. There is very little of value left here

except for some impressive pictures of other galaxies and planets.

9. Spectography lab

This unlit lab worked on the spectrum shift associated with light as it moved through space. There are only a couple of plastic chairs and table left now.

10. Spare parts storage

This room contains spare parts for the antenna array mechanism. The characters can find anything they need for the antenna here. Also in this room are a dozen extra space suits, but no oxygen supplies.

11. Doppler shift analysis

Most of this room was destroyed in the attack on the base. The entire northern half is filled with rubble. There is a mummified body sticking part way out of this debris. If it dug out it, a stage III ID can be recovered.

12. Debris filled corridor

This corridor is the only one left leading to the antenna array room. It is filled with a lot of debris from the damaged levels above. Characters can just see the double doors at the end of the hallway when standing at the intersection. Unfortunately there are four Shreelon cyborgs of differing races guarding this area. After defeating the cyborgs, it will take about a half an hour to make a path to the double doors. This corridor's 'side' doors are all blocked by debris and will not open.

Ark cyborg: HP 41, armed with club

Jaget cyborg: HP 46, armed with stun ray rifle

Hoop cyborg: HP 72, armed with slug thrower (B)

Gren cyborg: HP 103, armed with two-handed sword

13. Antenna array room

This large dark room is also filled with a great deal of debris from the damage done to the moonbase when it was attacked. Luckily, it fared better than the surrounding rooms as it was built stronger to house the antenna array mechanism. The characters must spend an hour here to remove enough debris to allow the array mechanism to move without jamming (remember to roll for random encounters). Some minor repairs to the rotation mechanism must also be accomplished. This will take Professor Foss about an additional ten minutes using parts from room 10 (triple this time for anyone else). This will let the players control the

alignment of the antenna from the deep space tracking section. The left side of the room has ladders leading up a wall to an upper level (the travel tube passed beneath this raised area). The other double doors and the doors on the upper level are blocked by debris and will not open. While clearing away the debris around the antenna, a security robot will be found on the upper level. Due to some debris damage, it is unpowered but completely intact (with maximum ammunition). If the Professor tinkers with it for half an hour he can repair the connection to its nuclear plant and make it obey the player's instructions regardless of ID requirements. It has 80 HP.

14. Break room

Very little remains of this room. It is unlit and almost completely filled with rubble.

15. Information interpretation

This room is broken up by the arrangement of its plastic furniture into eleven distinct sections. This is where each department's information would be collected and organized. All information would then be put together and interpreted to get the 'big picture' on whatever project the observatory was working on at the time. Other than the furniture, the only occupants are three Shreelon cyborgs who attack immediately.

Standard cyborg: HP 95, armed with flaregun
Hawkoid cyborg: HP 40 armed with 2 daggers

Hisser cyborg: HP 80, armed with bolt action rifle

16. Velocity field lab

Another lab stripped of its contents during the exodus to the Cities of Man. Other than the scattered plastic furniture, the only thing left of value is a velocity scale meter. While of no value in itself to the characters, it contains one half charged chemical energy cell.

17. Travel tube

This tube goes through section 11 to section 5. Section 11 is inaccessible from this travel tube because of station blockage in that section.

Flammable stores (23) These small outbuildings are about 60' by 40'. They were used to hold flammable materials such as spare oxygen containers, fuel canisters, etc. These are placed well away from other base sections for safety reasons. In the one connected to section 20, very little oxygen

will be found but there are plenty of full fuel canisters that can be used to refuel the shuttle. The scarcity of oxygen is used to put pressure on the characters to hurry. The GM should provide just enough to accomplish the required tasks on the moon and make it to the 'Cities of Man' (about one full recharge of the space suits supply). This way the characters will have no time to explore rest of base or commit multiple raids on the Shreelon complex. The GM should use Ermin as a timekeeper urging the characters along "We don't have much time left before our oxygen runs out."

Computer section (5) This section is shaped like a big pie wedge. It measures 250' by (varies between) 250' and 700'. It housed most of the moonbases computer services. This section fared better than others on the moonbase as it suffered no direct damage from the attack on the base. However, the artificial gravity is out in the whole section (so only the moons gravity is in effect). Everyone in this section (friend or foe) is subject to a -4 CS in combat and all movement is halved (the ceilings are too low to 'jump' around and use the low gravity to an advantage). On the positive side, all lighting is fully functional. This surface level only contains part of the bases library plus some mundane work labs and input terminal areas (the computer core is on another level). Only the center area will be accessible to the players.

1. Travel tube

This travel tube comes from section 20 and stops here. It would be able to continue into section 1 if it weren't for damage to that area.

2. Short corridor intersection.

This corridor is guarded by two small Shreelon cyborgs. The doors at the top of this corridor will not open regardless of actions taken by the players.

Dabber cyborg: HP 24, armed with a vibro blade

Wardent cyborg: HP 44, armed with needler (fatal poison I17)

3. Travel tube car.

This car is stuck in the tube here with both sets of doors jammed open allowing entry to the next part of this section. The car will not function despite the PCs best efforts.

4. Travel tube

This tube continues down into section 1, but the doors are jammed and the car will not come down this far because a malfunction in the tube (see 16).

5. Cryptography department

Access to this room is with stage IV ID or higher. This room was used to decode any suspicious transmissions from monitored sources. All that remains after the evacuation are the white plastic tables and chairs. All computer screens and input terminals have been taken in the rush to leave.

6. Sensitive information room

Access to this room is with stage V ID only. Any secret information or top priority decoding projects were done here by one or two highly trained specialists. The room has also been stripped, but a file missed during the exodus (wedged between two drawers) contains information on a 'Shreelon threat' with possible infiltration of some very high offices of governments around the world.

7. Data/code input

This room is filled with a gridwork of work cubicles. Most of the base's mundane data input was done here. There are a large number of computer terminals here but none are functioning.

8. Break room

This small room served as an area to grab a cup of coffee or snack during duty hours for the staff of the computer section. All food substances were provided from a dispensing machine against the west wall. If the characters eat anything out of this machine, though not rotten, it will affect them as Intensity 3 poison because of its age.

9. Data analysis

This room was used to analyze data from a variety of sources. Just as with many other rooms in this section, it was cleared out during the evacuation. Its only occupant is a Shreelon cyborg.

Serf cyborg: HP 51, armed with two fragmentation grenades and a battle axe.

10. Conference room

This room contains a large plastic table surrounded by about two dozen chairs. Under one of the chairs in the far corner, the characters will find a glow cube (fully charged) dropped and forgotten long ago in the haste to leave.

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11. Equipment storage

This room holds all the spare parts and miscellaneous support items for the computer section. It currently has one 'squat cylinder' Shreelon android as well. It will attack until destroyed. After the android is defeated, the characters will find a number of fully charged energy cells (two of each type), two video communicators, and any spare parts required to repair computers with. The video communicator is a hand held device that allows one party to communicate with and see what another party is doing. It was usually used to get advice on particularly tough computer hardware problems when the technician was stumped and wanted to ask a colleague to look at the problem (though he was far away). It has the same satellite link capability as a communication sender. This pair will work anywhere on the moon due to a still functioning communications infrastructure.

'Squat cylinder' android: HP 100, armed with 10 crystal clingers

12. Computer research lab

This room was used in the study and research of computers in an effort to improve their efficiency. Most of the equipment was taken when the specialists left for the Cities of Man. The remaining components and items are of little use to the players. In this room are four Shreelon cyborgs who will move to attack the characters as soon as they open the door.

Standard cyborgs (3): HP 97, 85, 82, armed with auto rifle, slug pistol (C), laser pistol
Badder cyborg: HP 31, armed with a long sword

13. Computer science recurrency class

This room was used for retraining or to improve moonbase personnel's computer skills. It has a number of white plastic tables facing a teaching screen on the north wall. There are two Shreelon cyborgs here as well. If the cyborgs are defeated, under one table is found the smashed remains of an automaton. Through completely wrecked, some of its built-in systems could be salvaged. Which ones are up to the GM.

Sleeth cyborgs (2): HP 119, 106, armed with Mark V blaster, stun whip

14. AI interface studies

Much like room 12, the people who worked here were looking for better ways to interface

with artificial intelligence units (think tanks, cybernetic installations, etc). As in room 12, most of the equipment is gone.

15. Travel tube

This tube goes to section 11, however the controls to this tube are non-functional and the doors are jammed shut.

16. Travel tube

This tube carries people to section 12. It will not travel any farther than this because of a malfunction in the tube (see 4). The travel tube car is not currently at this station, but by pressing a button next to the doors, it will be called here. When the car arrives, it will have two standard Shreelon cyborgs and one 'squat cylinder' android on it which will attack the characters as soon as the doors open.

Standard cyborgs (2): HP 88, 80, armed with laser rifle, flail

'Squat cylinder' Shreelon android: HP 100, armed with 4 popper pellets.

17. Library room

This large room houses one level of the base's library. It has many terminals and tables. There are also many plastic chairs and benches scattered about - especially near the outer wall where a number of windows lookout at the moon's skyline. There are currently two 'squat cylinder' Shreelon androids here as well. They attack the characters on sight. If the computer terminals are accessed by the PCs, the moonbase database will provide the following information depending on the questions put to it. Any other type of information is also available depending on the GMs wishes.

-The 'Cities of Man' left Earth orbit long ago to escape ground based attacks. The computer can give the direction of travel the ship took into space but not the location.

-Tells of a moonbase exodus after the base was attacked, evacuating all surviving personnel to the Cities of Man.

-Describes the Shreelon attack on Earth causing global devastation. The attack on the moonbase occurred simultaneously. The Shreelon mothership and most of the Shreelon fleet were destroyed in a frenzied retaliatory strike which decimated Earth's forces - why the remaining Shreelon forces were not reinforced is unknown.

-There has been no contact with Earth's other colonies. Reason unknown.

'Squat cylinder' androids (2): HP 100 ea.

Armed with 10 flying blades, crystal crossbow with 10 bolts.

Deep space tracking section (12) This section is 250' by 125'. This small area also escaped damage during the attack. It was a key facility for tracking the Shreelon fleet as it arrived in our solar system. Its controls (and hence the antenna array in section 20) are still locked onto to those coordinates. Oddly this section is completely functional, except for lacking an atmosphere. This is because the Shreelon are now using its equipment to search that same area of space for some unknown reason.

1. Antenna control room

Characters will use the controls here to point the antenna array in the direction the 'Cities of Man' was traveling when it left orbit.

2. Signal monitoring room

As the door to this room is opened the characters are attacked by a 'squat cylinder' android. By monitoring the signals picked up by the antenna after it is aligned properly, the characters will locate the 'Cities of Man'. It's in far space and it's huge! "By the strength of this signal, it has to be 50 miles long!" exclaims Professor Foss. While the antenna is pointing at the colony ship, three blips are picked up on motion detection equipment heading straight for the moon. Their trajectory indicates an impact on the dark side of the moon. As they get close to the moon however, they begin to slow their velocity. Ermin mumbles, "I've got a bad feeling about this" and switches through several observation cameras that are still functioning on the dark side of the moon. At first nothing is seen, but as the blips get closer to the surface of the moon, they kind of fade into view. The objects are quite large, semi transparent, and roughly saucer shaped. They quickly pass through the area covered by the cameras and are lost on the motion detectors. "Shreelon saucers returning from an attack on the 'Cities of Man' no doubt", Ermin manages to state through clenched teeth. "They must have a base on the dark side..." He then dejectedly points out that this alien base must be neutralized or the shuttle will most likely never reach the 'Cities'. How this can be accomplished, he has no idea.

'Squat cylinder' Shreelon android: HP 100, armed with 6 smart darts.

3. Travel tube

This tube only travels between here and section 5 due to a malfunction.

4. Travel tube

The doors and controls to this tube are non-functional.

5. Telemetry analysis

Two Shreelon cyborgs guard this room. All telemetry from the antenna array is processed here. This room contains lots of interesting (and still functional) equipment, however none of it is part of what is needed to find the Cities of Man. Ermin can tell the characters what the room is for, but as a GM, allow the characters to waste as much time as they want here (remembering how low their oxygen reserves are).

Standard cyborgs (2): HP 99, 89, armed with short sword, Mark VII rifle

6. Astrophysics lab

This room was used to layout and plot the courses of various targets being tracked on a 3-D map of known space. Relationships between these and celestial bodies were analyzed. During the attack on the base and the following exodus, a medical trolley was overturned in this room. The nurse was in too much of a hurry to leave to clean up the mess. The characters can find three medikits and two of every drug listed on page 15 of the Reference Book.

7. Spectral bandwidth analysis

Another room with lots of interesting equipment designed to analyze the spectrum feedback of items being tracked by this facility. All very fascinating, but useless.

8. Tracking/target interrogation and ID

The identity and purpose of an object being tracked was done here. The equipment here could tell if something was a starship or just a cloud of space debris. If the object looked as though it were under intelligent control, it would be interrogated to find out its intentions. This area also has little impact on what the characters need to accomplish in this section.

9. Storage room.

Once used to store various needed items for this section, this room has become a transit point for the Shreelon. A Shreelon transmat (see page 12 of the Rules Supplement) is set up on the back wall. Each transmat can transport up to four human sized objects at

one time. One Shreelon will arrive from the alien complex as soon as the moonbase antenna is moved (the transmat will not function until then). It is investigating why the moonbase antenna has been rotated from its scanning position. It is equipped with an odd type of pressure/breathing apparatus (that is useless to the PCs) in addition to the other items listed below. When it encounters the characters it will be completely surprised they are here. Play up this first encounter with a Shreelon to the players. Try and make sure they get a terrifying impression of high intelligence combined with a purely alien evil. If it cannot defeat the characters in one turn, it will try to fight its way back to the transmat to warn the Shreelon complex about the invaders. The GM should let the characters stop it before it can do so, unless they really do something stupid. The transmat can be used to move to identical stations at a number of locations (Earth, other places on the moonbase, and so on), but it is currently set for room 1 at the Shreelon complex on the dark side of the moon. There is no time to figure out how to get other locations on the view screen. Characters can use this transmat to invade the Shreelon complex. If this happens, Ermin and Foss will stay at the moonbase stating that while the characters are away they will refuel the shuttle and prepare to leave (for better or worse). However, (if the characters have them) they will stay in contact through the video communicators to see what is going on and give advice.

Shreelon: HP 52, armed with a black ray pistol and stinger crystal

10. Satellite network interrogation.

This room was used to coordinate and interrogate an entire network of ordinary satellites to be used as an alternate way to obtain (and support other) signals. Unfortunately most of those satellites are gone now so a good deal of the equipment in this room has no purpose. There are currently two Shreelon cyborgs here.

Standard cyborgs (2): HP 110, 104, armed with energy mace, fusion rifle

Shreelon moon complex - The Shreelon complex is located on the dark side of the moon. It is built into the side of a large crater (indicated on the right side of the complex map). All halls are circular (about 20' by 20') with rotating rings of dimly glowing hieroglyphs encountered every so often. The

corridors are hewn from the moon rock but polished smooth. The entire complex is colored in blacks and grays with dim lighting (mostly from crystals in the walls) except as noted. It has a slight rhythmic humming in the background. Other sound does not travel far in the base, almost as if there were invisible doors every so often blocking it. Strangely, the make up of the complex is slightly out of phase with normal reality and the characters will experience a hazy, dreamlike, slow motion effect. Also because of the nature of the base, characters may find themselves walking on the 'ceiling', 'walls', etc. even though to their perspective they are still walking level. The complex's 'rooms' however will have conventional references (everyone will be at the same level - i.e. on the floor). The complex has a slightly thin oxygen/nitrogen atmosphere and other than the strange physics at work, normal (1g) gravity. The fact that the complex has an atmosphere is one advantage for the characters - they do not have to continue to wear their space helmets and burn up their oxygen reserves while here. Any Shreelon attacked in the complex will try and warn the rest of the complex of intruders. It must spend an action turn next to a control station (in a room) or a corridor 'ring' in order to do so. If an alarm is sounded - a very high pitched tone will sound, much like a dog whistle, every minute and the hieroglyphs on the 'rings' will change to a neon purple/amber color. Those with heightened sense-hearing will take damage (1d6) each minute it continues. All others will feel a constant annoyance (the high frequency sound going 'right through your head'). The 'CG' indicated at two corridor intersections are crystal guardians (see New Creatures). If the complex's AI or power regulator crystals are destroyed the entire complex will be flooded with magma in 10 minutes destroying it completely (see rooms 12 and 13). If this happens, the characters had better hurry back to the transmat chamber to escape. As a rule of thumb, treat any non-weapon device or control panel found in this complex as level 'K' to figure out (see page 32 in the Rulebook). In most cases, the characters will not have the time to do this.

Random encounter table for complex corridors and rooms

Roll 1d6 every 10 minutes; on a roll of '1' the following table is used:

1-3: Four standard Shreelon cyborgs armed with random Tech III or IV weapons

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- 4-5: Two 'squat cylinder' androids armed with harmonic disruptors
6: One Shreelon armed with a black ray pistol.

1. Transmat/decontamination chamber

This chamber contains the transmat the characters will arrive in from the moonbase. It is currently set for room 9 of section 12 (the room the characters just left). Like its companion transmat, there will be no time to figure out how to reset the destination. As the first four characters step out of the transmat, the entire chamber will be filled with a colored light show. This is a decontamination process and will not affect the characters in the least (but don't let the players know that). It will last about one minute. After that time, the last four characters (if there are that many) will arrive and the process will start over. At the end of this second session, four Shreelon will enter the chamber. Roll for surprise as normal, as both sides were not expecting the other. Describe the odd construction and feel of the complex to the characters at this time. They will be at a -2 CS for all actions for 5 minutes due to the initial disorientation.

Shreelon (4): HP 66, 62, 55, 51, all are armed with black ray pistols and stinger crystals. In addition, they carry the following individually: a drone weaver, 4 flying blades, slither helix, neural bite.

2. Security/detention chamber

This chamber is used to hold captives temporarily before being put to use (as food/cyborg fodder). There are currently three Shreelon here, but no prisoners. The four small chambers consist of three cells and one 'weapons locker'. Each one is closed off by a force screen (requires 300 HP in one turn to knock it down - it will snap back up one turn later). Next to each chamber entrance is a group of colored crystals obviously used to control the force fields. The cells are empty of course, but the weapons locker contains two of each type of Tech V weapon listed in the rules.

Shreelon (3): HP 64, 59, 49, all are armed with black ray pistols and stinger crystals. In addition, they carry the following individually: whammer, wrapper, zipper.

3. Cyborg programming chamber

This chamber contains rows of glowing chairs surrounding a crystal column in the middle of the room. The column is used in

feeding initial energy and all programming to new cyborgs. It takes about one hour to program and charge each cyborg (bringing the host body back to life). Cyborgs are self-sustaining after this process. There are two Orlen cyborgs engaged in the cyborg head replacement process at a table on the left side of the room. They are being supervised by one Shreelon. There are six decapitated bodies lying on the floor here and an equal number of cyborg heads on the table. Sitting in the chairs are four cyborgs currently being programmed. They are no threat, and die instantly if removed from the chairs before the process is complete.

Orlen cyborgs (2): HP 90, 81, armed with scattergun and long sword, laser rifle and two hand axes (remember these cyborgs have two heads each and therefore, two laser attacks).
Shreelon: HP 53, armed with energy cage crystal.

4. Lab chamber

This chamber is full of unusual tools and devices. It is used as a lab to experiment with crystal and organic substances. There are multi-colored crystals glowing from strange devices everywhere in this room. In addition there are severed body parts and lumps of bloody flesh on tables that seem to move under their own power. A number of plant samples are also present. The current occupant is a lone Shreelon working on some incomprehensible project. Most items in this room are unfathomable but at one side of the room is a device which looks very much like a small transmat. This crystal chamber will increase a person's experience rank by one if the character passes an MS check with a colored result. Otherwise he or she loses one rank and is treated as if obtaining a skull and crossbones result after examining a Tech V device (see rulebook). This attempt can only be done once per person. This room contains roughly a million gold pieces in gems and jewels if an hour is spent gathering them from the various devices.

Shreelon: HP 44, equipped with 2 healing crystals.

5. Supplemental food chamber

This chamber is used to grow a 'brain' like substance in vats. This vile matter is not the preferred food of the Shreelon but is used when other supplies become low (much like rations to humans). If ingested by anything other than a Shreelon, treat as an Intensity 6 poison. There are two Shreelon working here.

Shreelon (2): HP 60, 59, armed with lamprey disc, tender touch

6. Empty chamber

At first this chamber appears empty. On closer examination however, a hole will be found in the ceiling directly over a circular crystal plate in the ground. This circle is an anti grav pad which causes those stepping on it to rise through the hole in the ceiling. This leads to a harmonic disruptor cannon dome (same dimensions as lower chamber) at the top of the ridge overlooking the crater. The disruptor cannon is 10x stronger than normal harmonic disruptors, has 360 degrees of motion, but cannot be used inside the room. There are three Shreelon here as well.

Shreelon (3): HP 65, 55, 45 armed with black ray pistols and stinger crystals. In addition, they carry the following individually: beam crystal, 6 crystal clingers, 4 smart darts.

7. Crystal growth chamber

Crystals are grown in sand on rows of tables in this chamber. Each table has different colored and shaped crystals. Energy flows rhythmically from crystals in the floor and walls to the tables. Each table contains one type of crystal listed in the new items section (except for the crossbow and nullifier types). Only a small number of each crystal is ready to be harvested (two per table). There is one Shreelon at work here. It will not hesitate to use any of the crystals on the tables in an effort to destroy the characters.

Shreelon: HP 48

8. Observatory/communications chamber

This chamber has hundreds of large single faceted stones and one large crystal embedded in its walls. The smaller crystals show the surrounding area of the moon in detail. The large crystal is actually the wall of the room looking out into the crater and is used as the primary communication 'viewscreen' with other Shreelon installations and ships - though there is no communication connection open when the characters come in the room. At first glance it just appears to be a giant window looking out into the crater. There are two Shreelon occupying this room.

Shreelon (2): HP 67, 44 armed with one popper pellet, +1 CS enhancement crystal for MS.

9. Recreation chamber

This chamber is lined with crystalline walls. The Shreelon play various 'mind games' here, using the walls as playing surfaces. This room is also used as a makeshift arena for Shreelon blood sports. As the characters enter, two humanoids under mind control by two Shreelon will be bashing each other to death with clubs. One will die just as the characters arrive; the other dies seconds later from a mind blast by the losing Shreelon. The Shreelon attack the players immediately.

Shreelon (2): HP 56, 51, armed with energy absorption crystal, crystal crossbow with 10 bolts.

10. Sleeping quarters

There are numerous crystals in the ceiling and walls and a large number of stone slabs in this chamber. These are the 'beds' the Shreelon use. The crystals produce small anti-grav fields to allow for soft 'sleep' on the blocks. Though called sleeping quarters, Shreelon do not sleep per se. They enter a trance like state which provides rest. Of these two areas, only the northern chamber contains one 'sleeping' Shreelon. It is seemingly catatonic but if a large noise is made or if it is touched (or attacked) it will fight back. If the complex alarm has sounded, it will be faking sleep to gain the advantage of surprise on the characters. It will use Temporal Fugue at the first opportunity.

Shreelon: HP 67

11. Dining chamber

This grisly chamber contains several blocks on which are half consumed humanoid carcasses and a number of skulls. As the players come in, there will be one Shreelon holding onto a wardent, its tentacles will be wrapped around the wardent's head, sucking the brains out of the still living creature. The Shreelon will immediately drop its meal (which dies in convulsions) in order to deal with the party. In addition to the other sickening carnage in this room, there are a number of bodiless heads with large holes in them (missing brains) on one block near the back of the chamber. They correspond to the bodies of the newest cyborg candidates in room 3.

Shreelon: HP 66

12. Power chamber

This chamber is filled with a hellish red glow coming from a large lava pit in the center of

the room. There are pulsating blue crystals in and around lava, in the roof, and on the floor ringing the pit. There are also crystals in the north wall connecting to room 14. Amazingly very little heat is felt here. The crystals are absorbing and regulating all the energy coming from the pit. This room generates all the power for the complex. The characters can attack the regulator crystals with the following effects: 500 hp destroys ¼ of the crystals but nothing else happens. Another 500 hp will destroy all the regulators around the lava, starting an overload. A constitution check is required by each character if this happens. If failed, the PC suffers 20 points of damage for each turn of exposure to soot, ash, and heat as the lava pit begins to boil over. Within 10 minutes the entire complex will be flooded and destroyed.

13. Command chamber

A damage screen protects the entry to this room (see New Items). This room is filled with pulsating purple crystals and contains a crystal AI unit. This room controls all base functions through the crystal AI. There are four Shreelon 'commanders' here going about various tasks. They will attack any intruders on sight. The AI will also attack the characters. If it is attacked, it will say telepathically, "destroy me and you destroy yourselves!" When the AI goes, so does the base - the power room will go wild, causing a small lunar volcano to form here in 10 minutes.

Shreelon (4): HP 88, 79, 76, 69, armed with black ray pistols and stringer crystals. In addition, they carry the following individually: disintegration rod, drone weaver, 4 smart darts, 3 flying blades.

14. Hanger chamber

Unlike the rest of the complex, this area is made from a huge natural cavern. It has crystals embedded in the walls and ceiling apparently acting as power conductors. The opening of the cavern to the crater is roughly 400 meters across and is closed off by some kind of energy screen. The passageway connecting the hanger to the rest of the complex is protected by a damage screen. There are currently three Shreelon saucers in this large cavern, though there seems to be room for about three times that many. Also here are four Shreelon, three 'skinny giant' androids, and three 'squat cylinder' androids. The Shreelon and 'skinny giant' androids are standing next to the saucer closest to the

passageway into the complex. The three 'squat cylinder' androids are aboard the saucers (one in each). All of them will attack the characters on sight. It will take about one minute for the 'squat cylinder' androids to make it out of the saucers.

Saucer descriptions

The saucers are made of crystal and are semi-transparent, with the ability to camouflage themselves with their background. They are each roughly 250 meters across. Each saucer is identical. The inside of each saucer is filled with color and crystals. The floor and ceilings are made of a slightly soft spongy substance, and the walls are made of crystal which pulsates with multi-colored energy. Sound is somewhat muffled in the saucers. Each saucer has three outer 'rings' and one central compartment. Each of the rings is about 30 meters wide and at least 30' high. Each ring has two doors (opposite sides) in them. There is only one outer door/entranceway into the saucers however. All doors are open in the saucers here.

A. The first (outer most) ring is as described above, plus it has numerous 'control panels' with multi-colored crystals of unknown function.

B. The second ring is also as described above and is a combination view screen/crystal storage area. Numerous single faceted crystals provide views of various areas surrounding the saucer. There are a couple of containers holding random (non-weapon) crystal types in various quantities - GMs choice.

C. Ring three has red crystal walls and a white crystal ceiling and floor. The ceiling here is low (compared to the other rings) being about 12' in height. There are two small piles of healing crystals in this ring - 20 total.

D. The central compartment is about 60 meters across. This command compartment is filled with pulsating purple crystals and the saucers crystal AI unit. All three saucers AIs have nullifier crystals protecting them (see New Items). These saucers cannot be operated without the AI. The AI will under no circumstances help the players; it will try to kill them. The walls in this compartment open at various locations to allow acceleration couches, tables, food, and other items to come out of them. They will only open under AI control.

Shreelon (4): HP 54, 53, 50, 48, armed with black ray pistols and stinger crystals. In addition, they carry the following

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individually: energy cage crystal, zapper, disintegration rod, beam crystal.
'Skinny giant' androids (3), HP 200 each, armed with harmonic disruptors
'Squat cylinder' androids (3), HP 100 each, armed with 10 flying blades each.

Cities of Man

After they have finished the moon encounter, the characters will launch into space again to travel to the Cities of Man. It will be just far enough away to leave the characters with about a half hour of oxygen. If someone was killed on the moon, Ermin will suggest bringing the body with them to the 'Cities of Man' – they might be able to bring them back to life. Any robots the characters controlled on the moon cannot leave with them as there is no more room in the shuttle. As stated previously, the 'Cities of Man' is a colony vessel carrying over 10 million people. The massive ship has five deck layers (see 'Cities of Man' diagram). These are (from outside to inside):

1. Defense (armor/weapons)
2. Command/Engineering (control/power)
3. Storage (raw/refined materials)
4. Environmental (recycling/food)
5. City (living/manufacturing)

There is at least 300 feet between each deck containing insulation, conduit, pipes, wiring, etc. Since this is a spaceship there is no need for conventional 'up/down' thinking. Many of the decks actually use the 'ceiling' and walls to place equipment, buildings, etc. as gravity can be controlled in any direction. This, in effect, doubles the usable space throughout each deck. The exception to this rule is the Environmental layer - it has a camouflaged ceiling (see below). Unfortunately, there is just too much area on the colony ship to cover in detail, so the following general descriptions will have to do (my apologies for the cop out – one of my pet peeves is 'generalized' modules, those lacking detailed descriptions, but there really is too much here for me to detail, given the time I have).

Deck 1 – Defense The defense deck is a mile thick layer consisting of a thick armored hull, state of the art Tech IV weapons banks, shield generators, engines, and a number of docking bays which are heavily defended and closed off by armored bulkheads. Note - all the original shuttles were destroyed long ago in the fight against the Shreelon and any new ones manufactured are instantly attacked and destroyed when launched. This deck houses

over 50,000 heavily equipped defense force personnel and a huge number of combat robots (150,000+).

Deck 2 – Command/Engineering The command/engineering deck contains the ships control areas and engineering facilities. The command section consists of four separate areas located in the 'corners' of the ship and one centrally located master control center. They control and coordinate all functions on the ship through cooperation between command personnel and the ship's think tanks, cybernetic installations, etc. Near these command sections are extensive, highly advanced medical facilities to care for those wounded on deck 1. There are four ship's captains who oversee all command operations and answer directly to Robert Markus (see New NPCs). These areas take up about 20% of this deck; the remaining 80% of the deck being filled by engineering. All the ships power and maintenance functions fall under the responsibility of engineering. The engineering sections contain all the reactors, dynamos, machinery, cybernetic installations, etc. used to keep the ship running. All Tech IV manufacturing is done on this deck in huge machine shops. In addition to power provided by the ships main power plants (which are miles long and connected to the engines on deck 1) there are also a number of matter converters on this deck which allow unrecyclable material to be converted to usable energy. A small army of engineering personnel and robots are constantly at work on this deck.

Deck 3 – Storage This deck contains huge quantities of raw and refined materials for use throughout the ship. As materials are used up, they are replaced (eventually) through a recycling process. There are literally 1000' high stacks of wood, metals, plastics, etc. stretching for miles. About 10 % of the space on this deck is occupied by manufactured spare parts that are needed on a consistent basis – machine tools, robot parts, electrical components, and so on. Only about 25% of the total reserve material stored here has been used up since the launching of the ship; even with the constant repair operations from Shreelon attacks. Robots under very little human supervision are constantly in motion categorizing, storing, and moving the materials here and to other decks.

Deck 4 – Environmental The environmental deck is filled with a 'natural' setting – rivers, farmland, hills, forests, lakes, and even a

seashore. This allows city people to get away for vacations and the like (through an ingenious set of holograms allowing them to travel here without knowing they have passed from one level to another). Much of the city's food production is produced here on various farms. Numerous mountain peaks support deck 5 and act as direct passages from there to this deck and decks 1-3. The entire deck is an ecosystem which works naturally to recycle essentials (air, water, etc.) and provide raw materials. It goes through 'seasons' as part of the recycling process, giving the inhabitants the normal changes from spring to summer to fall and so on during a year (it is exactly the same season here as it was on Earth when the characters left). This deck was also stocked with a sample of every known life form from Earth (as a kind of Noah's ark) before it left. The entire 'ceiling' of Deck 4 is covered with holographic projections of a sky and clouds camouflaging its true nature. These change as conditions change (night, storms, etc.) A good number of ecology robots are used to help maintain this level (when city dwellers are not nearby).

Deck 5 – City The most protected area of the ship is the city level. Placed in the very heart of the ship it isolates its unknowing inhabitants from the battles still being fought on the outside of the ship to fend off the insidious Shreelon. Deck 5 is three miles high and forty-five miles long. The city is actually built on the walls, ceiling, and floor of this level (see 'up/down' above). This, in effect, makes the total area covered by the city equal to about 90 by 40 miles in size. It also means that even with 2000' high skyscrapers (the highest buildings in the early 21st century were under 1900' - for example, the Empire State building was only 1485' to the top of the antenna), there would still be about 12000' (over 2 miles) between them. This provides a large 'natural' noise barrier, allows for aircraft usage, etc. Deck 5 also has 'seasons', but are more mild than those on Deck 4. Most of the ship's 'mundane' manufacturing is done in the city by ordinary factories unaware of the intended use for some of their goods.

The people encountered on the Cities of Man basically fall into the following categories. For listings including a slash (/), the GM can choose the weapon type carried by the individual. This is standard issue equipment and may vary or be augmented depending on

the situation (such as powered armor equipped soldiers, etc).

Defense force officers - rank 10 (50hp), laser/mk V pistol, AC4

Defense force soldiers - rank 7 (35hp), laser/mk VII rifle, AC4

Ship crewmember - rank 4 (20hp), laser/mk V pistol, AC2

City police officer - rank 3 (15hp) revolver, scattergun, AC2

City SWAT officer - rank 5 (25hp), auto pistol, auto rifle, AC 4

Civilian - rank 0 (1-8hp depending on age and gender), unarmed, AC 0

Arrival- As characters get their first look at the massive colony ship from the shuttle, Ermin says, "There you have it, Project Omega – mankind's last hope, the Cities of Man!" Stress the size of the ship to the players; their characters should be awed and dumbstruck by the sight of a starship which can dwarf mountain ranges! Ermin will now mention to them that the ship has been isolated from Earth so long they probably have no idea about the present state of the planet – including mutations and such. "When you first meet the people on the ship don't be surprised if they are shocked or frightened of you." When the shuttle gets closer, the PCs notice will notice damage on the armored hull from the intermittent Shreelon attacks and a large dish antenna on the outside of ship (this is the Omega ray emitter – see below). Ermin doesn't remember this antenna being part of the design. About this time, the shuttle is queried by the 'Cities of Man' clearance computer and goes on automatic control. A voice will state, "SS Armstrong is cleared to dock, welcome home". The shuttle is brought inside one of the docking bays and a docking tube is attached to the entry hatch. After opening the hatch to leave the shuttle, the players are greeted by humans in military uniforms (these are dark blue armored (AC 4) jumpsuits with rank insignia). There is one officer and four soldiers with laser weapons who don't seem the bit phased by the odd appearance of the characters or their mutations when the characters remove their space helmets. The officer says they will be taken to see the colony leader (who would like to hear about Earth). He informs the PCs that anyone needing medical attention will receive it once they reach their destination, he'll explain why on the way. He will then ask the PCs to turn over any alien (Tech V) items as they could be dangerous - they can keep all their other weapons and equipment.

If the PCs are VERY insistent about keeping their Tech V devices, the officer won't push the point. After removing their space suits, they will be escorted to a travel tube at the end of the docking arm. Once everyone is inside, the officer pushes a button and the travel tube car begins to move rapidly through the tube. During the ride, the officer explains that the PCs arrival is to be kept secret as the general population doesn't know about mutations and would be very afraid of the PCs. The professor asks the officer if he would mind if he took notes during the trip because finds the environment they are in 'astounding!'. The officer doesn't mind a bit. A few minutes later while the officer is explaining any of the topics that follow, the professor cleverly passes a note to one of the characters pointing out- why does the leader want to know about Earth if these soldiers already seem to know about mutations? If asked about the antenna, the officer will explain that it is a communications array to pick up messages from survivors on Earth. Shortly, the car will stop and the group will transfer to another travel tube. During this time all Tech V items that were surrendered will be handed over to another group of soldiers. After two more such transfers, the party will hear an announcement over the travel tube comm. system (in a pleasant female voice), " stage 1 alert, all personal to stations, repeat, stage 1 alert, omega protocols initiated, all personnel to stations." Upon hearing this, the soldiers get excited. "Finally..." one says. The officer glares at him and tells him to "knock it off, Johnson". He then tells the PCs it's nothing to worry about, just a once a month drill followed by leave in the city. Actually the docking shuttle has started a sequence of events that only Ermin and Colonel Markus know about (see below). After three more travel tube changes, the PCs are taken to an 'underground' helipad and board a military transport helicopter. They fly up the middle of a large metal shaft. As they come to the top of the shaft, they burst through into nearly blinding sunlight! This should be quite a shock - to suddenly see blue sky and clouds after being in space and on the moon. They find themselves flying over a sprawling early 21st century metropolis (Tech III bordering on Tech IV – imagine any modern major city) which stretches as far as the eye can see. This area is the true cities of man, entirely filling deck 5 on the ship. The officer explains that this was once many cities (one from each representative nation), but has, over time, grown into one giant city. He also states that

this 'simpler' (Tech III) time requires less resources than supporting a Tech IV society and through the use of holograms and artificial horizons, produces the illusion that the city is flat - when in reality is built on the floor, walls, and ceiling. He also tells the players that there are more than 10 million people on board and that the general population knows nothing of being on a giant ship or the continuing war with the Shreelon for morale/sanity reasons (that's the reason the ship was designed as it is – for prolonged survival in space without the adverse psychological effects). The helicopter will finally arrive at the Military HQ building in the very center of the city. It is about 70 stories tall and looks very solidly built. After landing on the roof, the group is quickly taken down in a large elevator to a darkly lit debriefing room on the 23rd floor. The floor plan for a typical floor in the HQ building is provided (the key is at the end of this section). As in most modern office buildings, each floor is laid out exactly alike. In unique areas, such as this debriefing room, the layout is altered according to need. In this case, the center area is completely open; the four large 'freight' elevators are the only things which remain from the standard plan (however the walls enclosing the elevators and staircases are drawn exactly as shown). The elevators provide the only egress to or from this room. At first, the elevators on the opposite wall and the total size of the room cannot be seen because of poor lighting (it is 70' by 110' with a 30' ceiling going up through the 25th floor). The only furniture is a large conference table and chairs in the center of the room. The table has a small video fixture in the center of the table with three screens in it to allow easy viewing from any part of the table. The only source of light comes from a light fixture directly above the table. The officer will ask them to sit and then he and the soldiers will disappear into the shadows at the edge of the room. Out of the shadows opposite where the PCs entered walks Robert Markus. Ermin knows him - "It's Colonel Markus. He should have died long ago!" Markus is a large heavily built man in his early 40s wearing a black military uniform (armored jumpsuit style) sporting colonel insignia and a Mark V side arm. He takes a seat at the head of the table. (GM note - this is just a very good hologram of the real Markus acting from the master control center on the command deck.) As he sits down he addresses Ermin and then the rest of the party, "Ah, but I have your good brother to thank for that Mr. Coot. As for the rest of

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you, welcome to the Cities of Man! My name is Robert Markus. First I must thank you for ridding us of the last major threat to this final stronghold of man, namely the Shreelon base on the moon. Not only have you stopped the attacks on this ship, more importantly; you have allowed us to return to Earth! Your arrival in the last shuttle has triggered the return protocols. God knows how long I have waited for this day to arrive! At this very moment we are headed home (he turns on the video fixture showing the Cities of Man moving toward Earth). This is an enormous debt I can never repay... (at this time his features slowly change to a scowl.) For you see, you are, in my eyes, almost as offensive as the Shreelon. He takes a moment to stand, pointing at the characters – “You are abominations against nature! Unnatural freaks that should not be!! I have fought to rid the Earth of unnatural life forms in all my long existence – first the hated Shreelon, then mutated humans by way of an organized group on earth – perhaps you know them by a name I gave them so many years ago – the Knights of Genetic Purity. They were to pave the way for recolonization once the Shreelon were destroyed, but they are inept, incompetent, and just as contaminated as those they exterminate! I have come to realize that not only was mankind perverted into unwholesome monsters, but that the plants and animals had also become travesties of nature. To rid the planet of all monstrosities, I have developed a device which generates Omega rays; a form of energy 10,000 times more lethal than neutron radiation and yet still does nothing to non-living material. Unfortunately the Omega Emitter, the antenna which you saw on your arrival, has a relatively short range or I would have used it long ago against the Shreelon on the moon. I intend to bombard Earth with Omega rays as soon as we achieve orbit. This will cleanse mother Earth of all the repugnant mutant life forms and any remaining Shreelon, no matter where they hide. Then we shall land and rebuild the world the way it was meant to be!” He turns to Ermin and spits out, “If it weren’t for your blasted ununlockable overrides that stranded us just out of reach, I would have done so long ago!” He pauses while Ermin looks at him in horror and responds, “That’s global genocide!” Colonel Markus looks back at him forlorn, and states, “You’re right, I need help... would all of you be kind enough to help me...by following the guards (more soldiers enter at this time based on the strength of the party) to the matter converters where you

shall become part of the power that shall set the world right again!!! Thank you for your assistance and have a nice day.” The soldiers then demand that the characters drop their weapons and equipment and follow them. If the characters do not resist, they are restrained and taken to the matter converters where they are tossed in and killed (end of adventure). If the characters do resist, the soldiers will shoot to kill. The GM must ensure that Ermin survives this and all future encounters, as he plays an important part at the end of the adventure. He can do this by making sure Ermin stays out of harms way (most soldiers will not shoot at him as he seems the least offensive target). If Markus (the hologram) is attacked, he will react, at first, sarcastically to any attacks which hit him (saying Oh, OW, uh, - you’re killin’ me!), then straighten up and mutter “idiots...” Tell the players their attacks pass right through him (don’t tell them it’s a hologram - let them figure it out wasting as much ammo as they want). He will command the soldiers in the room as long the players are there (the hologram can’t leave the room) or until the hologram projector is damaged (give a 50% chance to see it each turn if a character looks for it). It is fairly easy to hit and damage – any colored result will do.

Military HQ Building Key

1. Executive office – High-ranking officers are afforded a spectacular view of the city while they work in these corner offices. Very high quality furniture is found throughout these rooms.
2. Semi-executive office – Mid-level officers go about their work in these offices which provide a good view of the city. High quality furniture is provided in each office.
3. Standard office - Most of the mundane work occurs in these offices by low ranking personnel. Only standard fare office furniture will be found in these rooms.
4. Reception area – Each of these areas is staffed by one military receptionist who checks appointments and provides information. Besides the receptionists desk there are comfortable chairs provided for those waiting to see someone. The walls to either side of the entranceway are half height, providing a view to and from the entire reception area.

All offices will have computer terminals in them, but in most cases these are only tied into a work database and will provide no information for the PCs. Because of the building’s solid construction, inner walls are AC 3 and can sustain 60 hp of damage before

being breached by a hole large enough to allow someone to pass through. The outer walls are AC 8 and require 150 hp to breach – this includes the interior ceilings and floors of the building as well. The debriefing room walls are also constructed like the outer walls. Most doors are AC 2 and can take 40 hp before breaking open. The reinforced outer windows are AC 2 and will take 20 points before breaking. The GM should feel free to add any other unique floors to this building as he sees fit.

The hunt- Once the PCs leave the debriefing room, a general alert is sounded and the building will be locked down making the only easy exit the main lobby on the first floor. Only the center section and the outside walls are used on the first floor map, the rest of the area is open. Two entranceways are provided in the middle of each outer wall opposite the #3 offices. The #3 offices on this floor are guard posts with windows looking out into the lobby manned by two guards each. These guards have the same stats as City police officers and will call for assistance if needed. After the general alert is sounded, military security forces throughout the building are mobilized. These consist of four man squads of soldiers. Every five minutes the characters are in the building they will encounter one of these squads (whether they are already in a fight or just looking for a way out.) The other military personnel in the building are unarmed and will run from the characters when they are encountered (only fighting if cornered – they have ship crewmember stats). Ermin tells the characters that they must make their way to the command deck and find the master control center to stop Markus. Characters can get creative on finding a way out of the building but in any case they will eventually end up on the streets of the city. This part of the adventure requires the use of a large city map. The GM may use any major metropolitan city map desired, the more detailed the map the better. Place the HQ building in the middle of the map to facilitate the chase. Note - even New York City is only 18 by 10 miles in size (plus 10 by 5 miles with Staten Island) with a population of 8 million people. As in any city, there are parks, rivers, streets, railroads, etc, as well as police stations, other military buildings, and so forth. Ermin can give directions to four places in the city which should allow the players get to the other decks, all, of course, quite a distance from Military HQ. The GM is free to place these anywhere he sees fit on

his city map. Once on the streets, the players will be hunted down as “monsters” while they themselves hunt for a way out. Their descriptions and positions are broadcast on TV, radio, etc. The characters can experience all the joys of an early 21st century city: freeway traffic, subways, street bums, etc during their hunt. Professor Foss can be invaluable here as his mechanical knowledge will allow him to hot wire vehicles, etc. However he will practically have to be dragged from one place to another as he is constantly wanting to stop and examine any

number of ‘absolutely fascinating’ items. See Rules Supplement page 13 for Tech III vehicle info. At first the characters will encounter mostly terrified civilians, but within 5-10 minutes the areas they are traveling in will become deserted as the news of their whereabouts becomes widespread. The GM should try to run the encounters in the city as realistically as possible – what would happen in your home town if a group of heavily armed mutants from the future suddenly showed up and were running loose? What kind of reactions and responses would

occur? The characters will probably encounter sporadic city police (Tech III) interference during the first 10 minutes they are on the streets. After another 10 minutes elite police swat teams will engage them. After 10 more minutes they will be pursued by soldiers arriving from the deck 1 with state of the art Tech IV equipment in addition to the ordinary police (who will be more than a little bewildered at the arrival of such advanced troops – but will welcome the help). At first these troops will be equipped much like the soldiers in the HQ building, but will quickly be reinforced with powered armor units, warbots, etc. At this point Markus doesn’t care if he ‘lets the cat out of the bag’ by exposing the city populace to Tech IV items as the ship is headed back to Earth and they would be told soon of the true nature of the city. As time goes on more and more force will be brought to bear on the characters, so they must hurry to one of the places that Ermin has told them about. Note - in addition to the four areas Ermin knows about, if the characters follow any major traffic artery out of the city they will eventually end up on deck 4. The characters will be followed to the other decks by their military pursuers unless they can shake them (police units will not leave the city). As stated previously, there are no detailed maps of the decks on the ‘Cities of Man’ as they are much too vast, so follow the general descriptions given at the beginning of this section as a guide. Feel free to be creative and detail any area of the ship you see fit. Ermin can lead the characters to deck 2 using much the same method to leave each deck as was used on deck 5. Once on deck 2, Ermin can guide the characters to the master control center. The travel distances and amount of resistance the characters encounter deck by deck is left to the individual GM based on what would give the characters a real challenge. As luck would have it, regardless of the time spent getting there (unless they *really* drag their feet), the characters will reach the control center just as the colony ship enters Earth orbit.

Endgame-The master control center is divided into 8 sections separated by a raised central command hub. These sections are open areas that are actually ‘sunk’ about 7’ below the level of the command hub. Each section will have between 6-8 crewmembers (see stats above) performing their assigned tasks. Entrance to this area is through one of four 50’ long security corridors. Roll randomly to see which one Ermin leads the



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PCs to. Each corridor has a heavy security robot (see GW10) guarding the inner duralloy doors. These doors can only be opened by a crewmember in section 3 after proper ID is displayed by those wanting entry. Once the inner doors are open, four walkways lead to the command hub. A set of short steps leads down to each section from the hub.

1. 'Robotic' Control Section

The robotic unit control section is used to monitor and supervise all robots and artificial operatives (including think tanks and cybernetic installations) on the ship

2. Computer/data Section

The computer/data section is used for instant retrieval and analyses of information. This area has extensive links to all think tanks and computer banks for information coordination.

3. Security Section

The security monitoring section, which ties in with a similar room at Military HQ on deck 5, contains monitoring screens, cybernetic installation tie-in, a secondary intraship communications system, and audio pickup recorders. If the fight is going badly for the ships personnel, someone here will open the duralloy doors to the security corridors allowing the remaining three heavy security robots to enter the room and join the fray.

4. Environmental Control Section

This is the ships environmental control section with some general monitors, various specific environmental monitors, and tie-ins to a think tank that aids in the control of intraship environments.

5. Engineering Section

This is the primary engineering section with numerous controls and monitoring screens for power and on-ship operations, per deck power flow, and computer efficiency levels analysis.

6. Navigation Section

This is the navigation section with main navigational controls and a special table/screen for plotting the present and future course of the ship.

7. Communications Section

This is the primary communications section with subspace communication control, direct line hookups to all levels, large and small monitors and various display screens for all types of communication wavelengths.

8. Defense Section

This defensive control section controls the ship's outer offensive and defensive weapons systems. It has an extensive engineering tie-in to coordinate damage control, a think tank tie-in for related tactical analyses, and a special emergency system for flooding any area of any level inside the ship with paralysis gas (Intensity 18) in cases of extreme necessity (such as Shreelon invasion).

9. Command hub

This area connects the surrounding sections and allows the commander to look down into each of those areas. In the center of the hub is the commander's chair and command console. This swivels to face any of the eight surrounding sections. It has extensive tie-ins to monitor every station in the master control center. Markus is here with an elite squad of 8 officers (rank 15, 75 hp). All will be wearing fully armed powered assault armor. Markus will be ready for any attacks he saw when the PCs attacked his hologram in the HQ building. Only the crewmembers in this room will help Markus fight the PCs and only one from each section at a time (the others are busy doing important jobs). Additional personnel from other parts of the ship will not be available to help Markus during this encounter as the reserves used to find the PCs are scattered throughout the ship and cannot make it here in time. Everyone else is busy preparing to fire the Omega Emitter. Professor Foss (or Ermin) will tell characters to destroy the consoles in the primary engineering section; that will prevent Markus from using the Omega Emitter from this control center (at least 100 points of damage must be done). This will indeed stop Markus from firing the emitter, but the damage will also temporarily shut down a number of key generators used in stabilizing the ship's orbit. Normally if one control area is damaged, its functions are rerouted to one (or more) of the other command areas automatically, however these generators are not priority systems (as they were never used in deep space) and are not tied into the automatic system. It will take some time for another command area to manually bring them back online. However there is too little time to fix the problem and an emergency landing procedure will be triggered as orbit cannot be maintained. The crewmembers will immediately cease hostilities with the PCs as soon as the warning klaxons and lights begin to flash in the control center indicating orbit decay -

they will be occupied with getting the ship down safely (note - if all crewmembers in this room are dead, the other command areas on the ship will take over the landing procedure). Markus and his officers along with any remaining robots will continue to attack the characters. They will all fight to the death. At this point, the 'Cities of Man' will follow the homing beacon from Mindkeep and make a soft landing (intact) just north of the Flower Lands. It will NOT be destroyed on landing, land in any radioactive areas, or land on and crush anything significant - some good can happen in Gamma World's otherwise dark setting. The huge ship will take up two grassland hexes on the US map. It will tower over the mountains just to the west of where it lands as it is nearly nine miles (45,000 feet) high; the highest mountains in this area are about two miles (12,000 feet) high.

A new hope- After Markus's defeat, Ermin assumes leadership of the 'Cities of Man' as he was one of the original project leaders and is recognized as such by the ship's computers and think tanks. If asked about it, any PCs killed during this adventure might be brought back by the rejuv chambers on deck 2 of the 'Cities of Man'. Ermin immediately dismantles the Omega ray emitter and destroys all equipment related to it. With his help, the people on board the 'Cities of Man' are slowly acclimated to Gamma World. Gene and the other Restorationists are overjoyed and overwhelmed. They throw a huge celebration in the PCs honor. If Timon was not dealt with previously, he will have just arrived with his forces at Haven to begin a siege. His troops are easily dealt with by Ermin's units from the 'Cities of Man' (Timon can be either captured or killed at the GM's discretion). The ship becomes a bastion of hope and source for technological marvels for all of Gamma World - it is well able to defend itself from *any* threat (after all it survived attack after attack by a highly advanced and organized race of aliens for generations). Both Haven and Dollar become important liaison points between the 'Cities of Man' and the rest of Gamma World. Much knowledge is gained. The area becomes a new center/focal point for enlightenment. A new renaissance dawns and the end of the Dark Years begin. However, even with the return of the Cities of Man, there are plenty of challenges still to be faced on Gamma World...

NEW CREATURES

NEW NPCS

Professor Foss

TYPE: Mutated humanoid/fox
SIZE: 180 centimeters tall (6')
HIT POINTS: 77
RANK: 10
MORALE: 10
LAND SPEED: 24
ARMOR: 0 (-0)

MS: 20 (+3) PS: 8 (-1)
IN: 22 (+4) DX: 12
CH: 13 (+1) CN: 12

MUTATIONS: (P) Dual brain, (M) Genius capability-Mechanical/engineering, Genius capability-Science, Heightened brain talent-Intelligence, Heightened intelligence, Molecular sense (score of 19), Psychometry (score of 17)

EQUIPMENT: Professor Foss wears clothing that would have been in fashion at the end of the 19th century. Dressed most of the time in a brown tweed suit, he looks rather like something out of a Sherlock Holmes novel except for his fox's physique. Along with the suit, he carries an old pocket watch (which he rarely looks at) and an old pipe (which he rarely smokes), being too busy most of the time to give them much thought. He also wears a set of spectacles (even though he has excellent vision) to aid in the examination of items. He is never without a pocket-sized notebook which he uses to jot down notes, diagrams, ideas, etc. He usually carries no weapons, but is not afraid to use them when necessary.

DESCRIPTION: Professor Foss is a rather tall, lanky humanoid fox, who appears curious about everything. Nothing too small escapes his examination. He seems rather dolting, and is given to distraction (even when in danger) if he finds something interesting. He is quite happy to give lectures on the many subjects he is an expert in, and relishes nothing more than an intellectual argument on new concepts or theories (once again to the point of distraction). He can be a bit over zealous at times and long winded, but despite these shortcomings, he is someone who is hard not to like. He enjoys tinkering with items of technology, the more advanced the better. He acts just like a child when presented with some new toy that his keen intellect can puzzle over and figure out. Though he is educated in many subjects, his greatest passion is space (this has given him a

reputation for being, at best, an eccentric or crackpot, for only fools would think about such things). He has studied everything available on the subject, including salvaged fragments of records on space flight and spacecraft from the past. He is probably the paramount authority on the subject in Gamma World at this time. It was for this reason Ermin sent for him. He needed someone with the professor's talents who could help modify the shuttle (and accessories such as space suits) during the repair and rebuilding process to accommodate the unusual life forms who would be using it. Professor Foss is only rank 5 when it comes to combat (modified by his mutations). He's a scholar, not a soldier.

Colonel Robert Markus

TYPE: Enhanced human
SIZE: 170 centimeters tall (6')
HIT POINTS: 132
RANK: 25
MORALE: 18
LAND SPEED: 24
ARMOR: 4 (-20)

MS: 18 (+2) PS: 19 (+3)
IN: 19 (+3) DX: 17 (+2)
CH: 28 (+4) CN: 20 (+3)

MUTATIONS: Immortality

ABILITIES (mutation equivalents due to age and training): (P) Duality, Heightened precision, (M) Genius capability-Military, Intuition (score of 22)

EQUIPMENT: While on board the 'Cities of Man' he has access to *any* equipment (of any Tech level, except V) required to deal with any situation. He is normally equipped with a uniform (AC 4), communicator, and Mk V blaster pistol, but he may be found using anything up to and including powered assault armor if the situation warrants it.

DESCRIPTION: Overall commander of all forces on the 'Cities of Man', Robert Markus is a strict disciplinarian and 'by the book' military commander. He was made immortal by Jeremiah Coot to continue the fight against the Shreelon (Coot believed Markus was the only one who had the fanaticism to do it). Originally the commander of the ship's defense force, he has outlived the generals who were on board when the ship first left and has become de facto commander of the whole ship, even appointing new ships captains as they were needed. But because of his devotion to regulations, he never

promoted himself to a higher rank. He has made an excellent leader through the centuries, keeping the 'Cities of Man' safe from the Shreelon and in the same condition it was in when it was built. There's only one problem - - he's insane! He was a supporter of a scorched earth policy when it came to the Shreelon invaders - use any force necessary to destroy them, regardless of the consequences. In his own mad way, by unleashing terrible weapons of destruction on the Earth, he contributed to the cataclysm which created the world which he now detests. For, after the apocalypse, Markus watched with increasing anger and repulsion at the changes that took place on Earth. Not only had the Shreelon destroyed civilization, they had also perverted the entire planet into a madhouse overrun by mutants (he, of course, is blameless). It was his decision to move the 'Cities of Man' out of Earth's orbit when it came under increasing attacks by ground-based Shreelon weapons. So, just before the last of the shuttles were sacrificed defending the ship, Markus made a dangerous trip to Earth and founded the Knights of Genetic Purity in an attempt to set things right in his absence. For he knew that he, and the rest of the people on board the 'Cities of Man', would not be returning to Earth any time soon. However, due to Ermin's programmed 'safety' overrides, the colony ships engines shut down before it could leave the solar system, stranding Markus at that point in space.

NEW CREATURES

There are not many new creatures in this module. The most notable exception are the Shreelon. Many of their minions were described in previous publications, but are listed again here as their descriptions are difficult to find easily.

NAME: Shreelon

NUMBER: 1 to 4
MORALE: 15
ARMOR: 5 (-25)
HIT DICE: 15
LAND SPEED: 24
SIZE: 170 centimeters tall (6')

MS: 20 (+3) PS: 12
IN: 35 (+4) DX: 14 (+1)
CH: 6 (-2) CN: 16 (+2)

ATTACKS: By weapon or tentacles (rank 15, base 5 damage).

NEW ITEMS

MUTATIONS: (all scores of 20)

(P) Dual brain, Ultravision

(M) Mental blast, Confusion, Empathy, Force field generation, Illusion generation, Mass mind, Mental control, Mental multiplier, Mental paralysis, Mental shield, Repelling force, Repulsion field, Telekinesis, Telepathy, Temporal fugue.

EQUIPMENT: Various Tech V devices

DESCRIPTION: The Shreelon were first mentioned in 'Rite of Passage'. Many of their minions were encountered in that adventure, but the Shreelon themselves never made an appearance. They are from beyond our galaxy. They are humanoid in appearance except for a slightly bloated head having a number of tentacles where their mouth should be – looking a bit like some Lovecraftian horror. They have two large milky white eyes with no pupils giving the impression of soulless evil. Their skin is the darkest black, almost seeming to absorb light. It is clammy/slimy to the touch. They consider mankind cattle and slaves. They eat the brains (and occasionally flesh) of those they consider lower life forms. Though incredibly intelligent, they are a thoroughly vile and evil race. They seem to dislike bright light. Their technology is based on crystal (and occasionally organic) devices (Tech V). They use a hieroglyphic written language and no spoken language. They communicate entirely by telepathy. To a player character, Shreelon 'speech' sounds like a loud echoing whisper inside their head. The Shreelon work by 'proxy' whenever they can, finding it advantageous to work through others or use acquired resources to accomplish most tasks rather than direct investment. However, when they are encountered in the flesh, they are terrifying adversaries. Following this principle, there is some evidence to suggest that the Shreelon had a hand in the founding of the Friends of Entropy cryptic alliance. This enables them to further divide and weaken Earth's sentient races without direct risk to themselves. Even before their attack on Earth, it appears that the aliens were working behind the scenes, influencing events which would set the stage for the apocalypse (inciting nation against nation). Their Mental Control ability is slightly different than listed in the rulebook. They are able to dominate a subject without actually leaving their own body – if the victim dies, regardless of range, the controller is uninjured. If control is broken the victim will not remember being controlled.

Shreelon cyborgs – These cyborgs are made from the bodies of defeated creatures. Any damage to the body is repaired and the head is removed. This is replaced with a metal robot head with a 'single ruby eye' (actually just a red crystal plate in place of the eyes - see the picture on the cover of GW6). Any creature may be used in this process. The most common (humanoid) cyborgs are rank 4 with 70 to 140 hp (with about 100hp as average). The bodies retain the original AC and any physical mutations the creature had before becoming a cyborg (except for those requiring a head), but none of the mental mutations. These remaining physical mutations can still be fully used by the cyborg. The 'single ruby eye' in the metal robot head fires a laser pistol equivalent (damage 8) in addition to any other attacks. These cyborgs are used as foot soldiers by the Shreelon as they are very easy to produce (and as such are not nearly as sophisticated as many other cyborgs). Some cyborgs may have higher ranks and or abilities depending on the body type and/or programming used. For example: the giant guarding the alien gate in 'Rite of Passage' had rank 15 and 190hp because of its giant body. The leader encountered in GW7 (who is a Shreelon cyborg) was much more capable than standard Shreelon cyborgs due to its unusual programming.

Shreelon androids – The Shreelon have a number of android designs based on other (probably conquered) alien races. They will usually be armed with one type of Tech V weapon. The following two types are only a small sampling of the kinds that are available. Feel free to add to this list.

'Skinny giant' type - this is a totally white humanoid design over nine meters tall. All appendages are unusually thin. HD 10, hp 200. Arms do 5 points if used as a weapon.

'Squat cylinder' type - a design resembling a squat cylinder creature with three long tentacle arms. It feeds on energy weapons; any damage done by energy weapons adds to its hit points. HD 10, hp 100. Tentacles do 3 points if used as a weapon.

Crystal Guardian - These are non-moving quasi-intelligent columns of crystal (usually 2 meters wide and 12 meters tall) used to protect priority areas. They are immune to energy attacks, but slugs inflict double damage, and physical attacks receive +1 RF. Rank 15, 250 HP, two electrical blasts (damage 10), two laser blasts (damage 12), two crystal 'slug' shooters (damage 10).

Shreelon AI unit - This is a huge black crystal in the shape of a brain. HD 20, 500hp. It attacks by using its own hit points in energy bursts. This crystalline artificial intelligence usually attacks in the following ways and will use the most advantageous attack it can determine. Range is line of sight.

1. Expends 5hp (5 dam) on each opponent
2. Expends 10hp (10 dam) on each opponent.
3. Expends 20 hp (20 dam) on a single target.
4. Expends 50 hp (50 dam) on the opponent that caused the most damage to it last turn.

50hp (50 dam) is the maximum effort.

As an alternate method of attack, the AI may expend from 1-50 points each turn in anyway it sees fit. In no case will it drain itself below 1 hp. There is no defense against this damage other than to get out of range. Only attacks that hit a target will drain hit points from the AI. If an AI is destroyed, all devices and systems that the AI was controlling when it was 'killed' cease to function. This normally results in catastrophic effects as power, life support, etc. regulators go off line (generally resulting in total destruction of base, ship, etc. the AI was controlling).

NEW ITEMS

Additional Tech V items – these are not really new as they were presented in 'Rite of Passage', but are listed here for the sake of convenience.

Damage screens - very similar to force screens, however these do damage to objects passing through them. Any energy weapon attack fired through a damage screen is absorbed into the screen itself. Any physical attack will be damaged when it hits the screen to the point of being useless. Any activated energy screen going through a damage screen is permanently burned out (but the protected person suffers no damage). Anyone else passing through a damage screen suffers a base 15 points of damage for each action turn of exposure. If the damage screen generator (usually the doorframe) takes 120 points of damage the screen will go down.

Crystal clingers – (damage 5) these are small star shaped crystals, much like Flying Blades, that can be thrown two at a time. They are reusable until they hit and cause damage. If they hit, they cling to the target inflicting *progressive damage* as they dig into it. To remove a crystal requires a successful dexterity check.

Disintegration rods – these red, meter-long crystals can disintegrate items they hit.

Damage 15, special – *disintegrate*. Same range as Mk VII rifle. 8 shots.

Enhancement crystals – these are fist-sized green crystals, which, when carried, can enhance certain abilities. One kind increases to hit chances by +1 CS. Another gives –1 CS against mental attacks against the owner. They must stay with the person for 24 hours or more to attune themselves to the owner. They subtract 5 hp once per day for power however.

Energy absorption crystals – anyone carrying one (or more) of these head-sized blue crystals suffers only half damage from energy weapons. The drawback is the carrier suffers double damage from mental attacks.

Healing crystals – these finger-sized yellow crystals heal 10 hp each and then fade to a dark gray color becoming totally worthless.

Beam crystals – these white fist-sized crystals draw energy from any source (including solar) becoming very hot. When used, they completely burn out, projecting a beam of energy at the target for a base 20 points of damage. They must be charged for at least five action turns prior to use. If not used, or after five turns not exposed to an energy source, they ‘deactivate’.

Drainer crystal – This is the raw crystal used to make lamprey disks. In this form it is quite fragile. If it is thrown at a target owning energy weapons or cells, and it hits, all energy is drained from that targets devices. However, the crystal is destroyed when it hits, and has a 25% chance of breaking if it misses.

Energy cage crystal – a fist-sized crystal, which when thrown and hits a living object, emits an energy field for 10 action turns. The field prevents movement and surrounds the being with a 30-point energy screen which also prevents mental energy from passing through. If the crystal misses, it does not activate. It cannot hit beings that have energy screens up.

Crystal crossbow – this weapon fires energized crystal bolts which do a base 15 points of damage, but have a 50% chance of breaking on impact.

Nullifier crystal – sometimes called a ‘decoy’ crystal, these may come in any size larger than a small humanoid and in any shape. They must be attached (through a kind of crystal cable) to another crystalline unit (such as an AI or guardian) which controls it. They will typically simulate some kind of crystal creature in order to draw attacks (it has no offensive abilities however). Any attacks made against it will be analyzed. The next round it falls to pieces, giving its energies to

make the controlling unit immune to all attacks that were used against the nullifier for the next 10 turns.

Additional Shreelon info

The ‘Rite of Passage’ module in the Gamma World ‘Adventure Book’ provides characters with preliminary encounters with many of the minions of the Shreelon listed above.

Captured equipment – Following their ‘proxy’ philosophy, Shreelon make quite a bit of use of captured technology. The vehicles, laser defenses, and seed tender robot are examples of this in ‘Rite of Passage’. Shreelon cyborgs are also an extension of this principle (captured bodies).

Hybrid seeds – Apparently the Shreelon have experimented with plant seeds to some effect. As these are not a normal part of Shreelon technology, they are not listed here. For those who are curious, please see F4 in ‘Rite of Passage’.

The Shreelon have a number of temporary base camps on Earth. Area A15 in ‘Rite of Passage’ portrays a typical example of one.

The ‘alien projectiles’ mentioned in GW8 are huge city killing atomic weapons, which could only be launched from something much larger than the moon outpost (or its saucers) – i.e. the mothership mentioned by the moonbase computer.

Notes

There were a number of references in the previous modules to a GW11. It’s fairly obvious that TSR was actually referring to GW9. I assume it was published as GW9 because of a last minute production schedule change (and the references to it as GW11 weren’t corrected in the other modules)

A good location to place modules GW6-10 on the US map included with the third edition rules would be about 4-5 hexes southeast of Salt Lake City in the valley area just on the other side of the mountain range. Each map of the ‘Flower Lands’ type is roughly one hex on the US map in size. The ‘Rite of Passage’ module in the ‘Adventure Book’ occurs a little north of here; with the city by the lake being Casper, WY (called Kazbero on the map). The map for ‘Rite of Passage’ is roughly two hexes by two hexes on the US map. The details on the maps don’t match exactly, but that can be blamed on the lack of skill of the cartographers during this time.

The maps included with GW7 were supposed to be played on the west coast of Florida (another clue this module was forced into the ‘Cities of Man’ storyline), but are completely out of scale for the ‘Flower Lands’ maps. One solution is to just use the map on the inside cover of the module with the water area being the east side of ‘Living Lake’ and ignore the scales given for the most part (those pesky cartographers again). Probably a better solution is to just not use this module in the Cities of Man story and run it as a stand-alone adventure at another time (on the Florida coast as it was written). While on the subject of the US map, the lack of an encounter key for the Pittsburgh (Pitz Burke) area in the third edition was explained on page 2 of the Rules Supplement. It was not included, I believe, because it was part of a different, second edition, introductory adventure also titled ‘Rite of Passage’ which came in a 32-page ‘Adventure Booklet’. I believe this key is now posted online for those wanting a copy.

Nort and Scar (GW9) are listed as having started the “Ranks of the Fit”. However they became ‘absentee’ leaders early on because of other problems (see description in GW9) and it was their right hand (paw?) man, the mutated bear Napoleon, which made the ‘Ranks’ what it is today - hence the credit given to him in the rules.

In GW10, TSR reused the maps out of ‘S3 Expedition to the Barrier Peaks’, an AD&D module. I thought the large mobile complex on the cover was cool, and didn’t like the ‘cloned’ feel of the static complex, so I set the maps inside of it instead. Because of the intense cold being generated against it, the mobile complex was literally frozen in place and became partially buried in the snow and ice. Quade himself compounded the problem by his stripping materials from it (level four housed a lot of the movement machinery as well as what is listed in GW10). He planned to fix the mobility problem once his raw material shortage (and other problems) were taken care of. The fate of this ‘mobile’ complex is still the same as listed in the module. As a side note, if Quade was killed by the players in this module, there is a chance that he could have transmitted his consciousness to an empty think tank somewhere else in the US, from which he could still command The Created... (probably with a grudge against the PCs).

NOTES

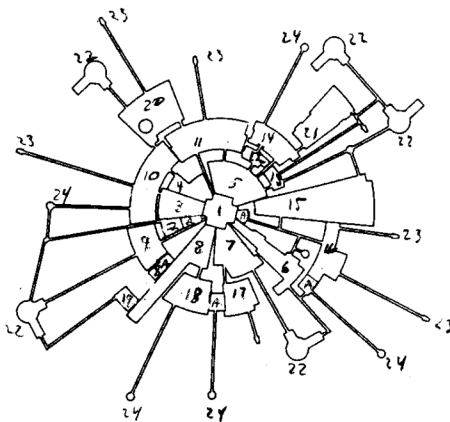
After the 'Cities of Man' lands, players could play 'normal' humans who live there. They could explore Gamma World as archeological parties looking to study ruins (much like the cover of the first edition Gamma World rules) or be sent out to collect specimens, search for remaining Shreelon, and so on. They would be rated according to their experience rank and have hit points generated by rank and not constitution (they aren't toughened like Gamma World natives are). For each experience rank they obtain, they get 1d10 hit points. If they encounter a radiation hazard and don't die outright from the damage, they will become mutated or PSH and are no longer 'normal' (though their hit points are still based on rank). 95% of the time they become a Mutated Humanoid. The other 5% indicating PSH. See page 6 in the Rulebook. Note: Gamma World is a *very* dangerous place to low rank normal humans.

And in conclusion: For those who expected (or would like to set) an adventure on board a 'ruined' starship, complete with monsters and mutants, the first edition of Metamorphosis Alpha covers this subject splendidly (it is available online). Perhaps a mixed expedition is formed by the 'Cities of Man' to head into space to try and make contact with Earth's colonies. During the journey, they accidentally encounter the 'Warden' drifting helplessly through space...

...and so we end at the beginning...

Disclaimer and rights

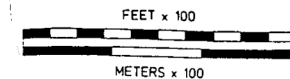
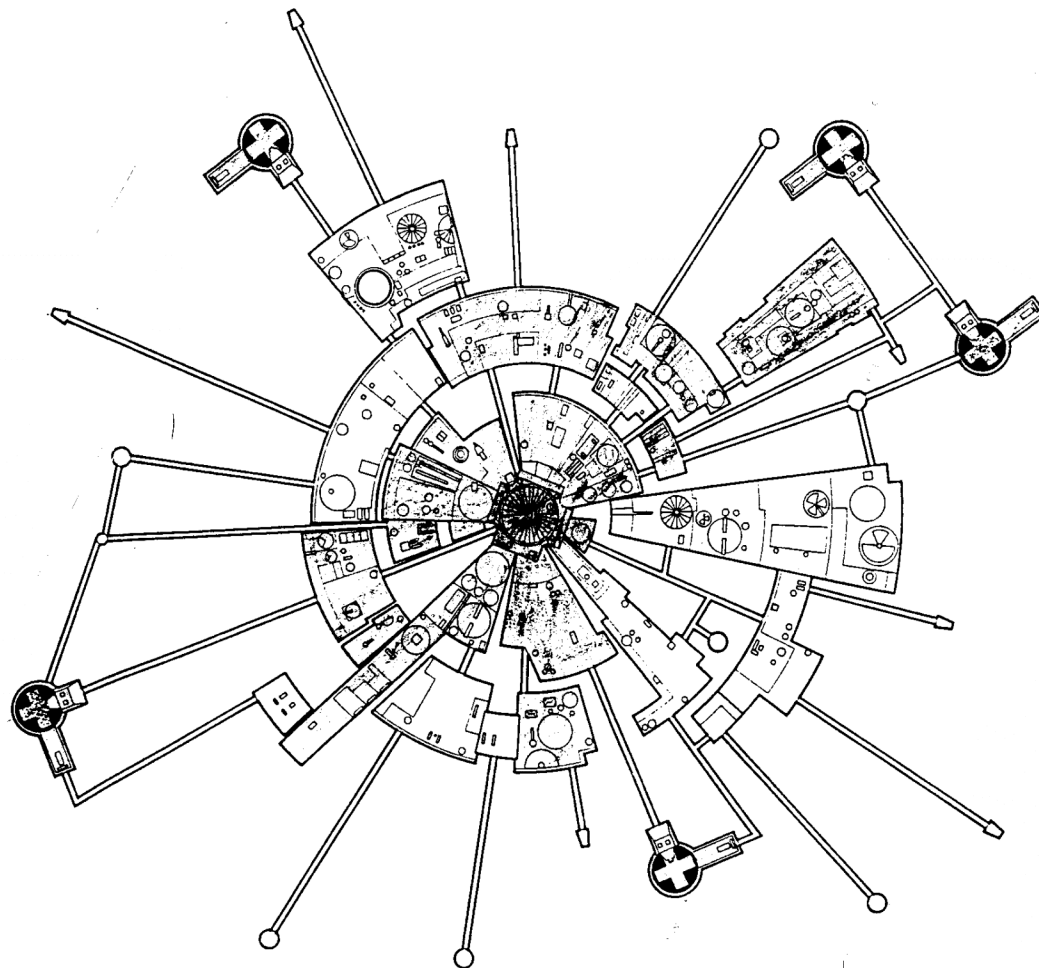
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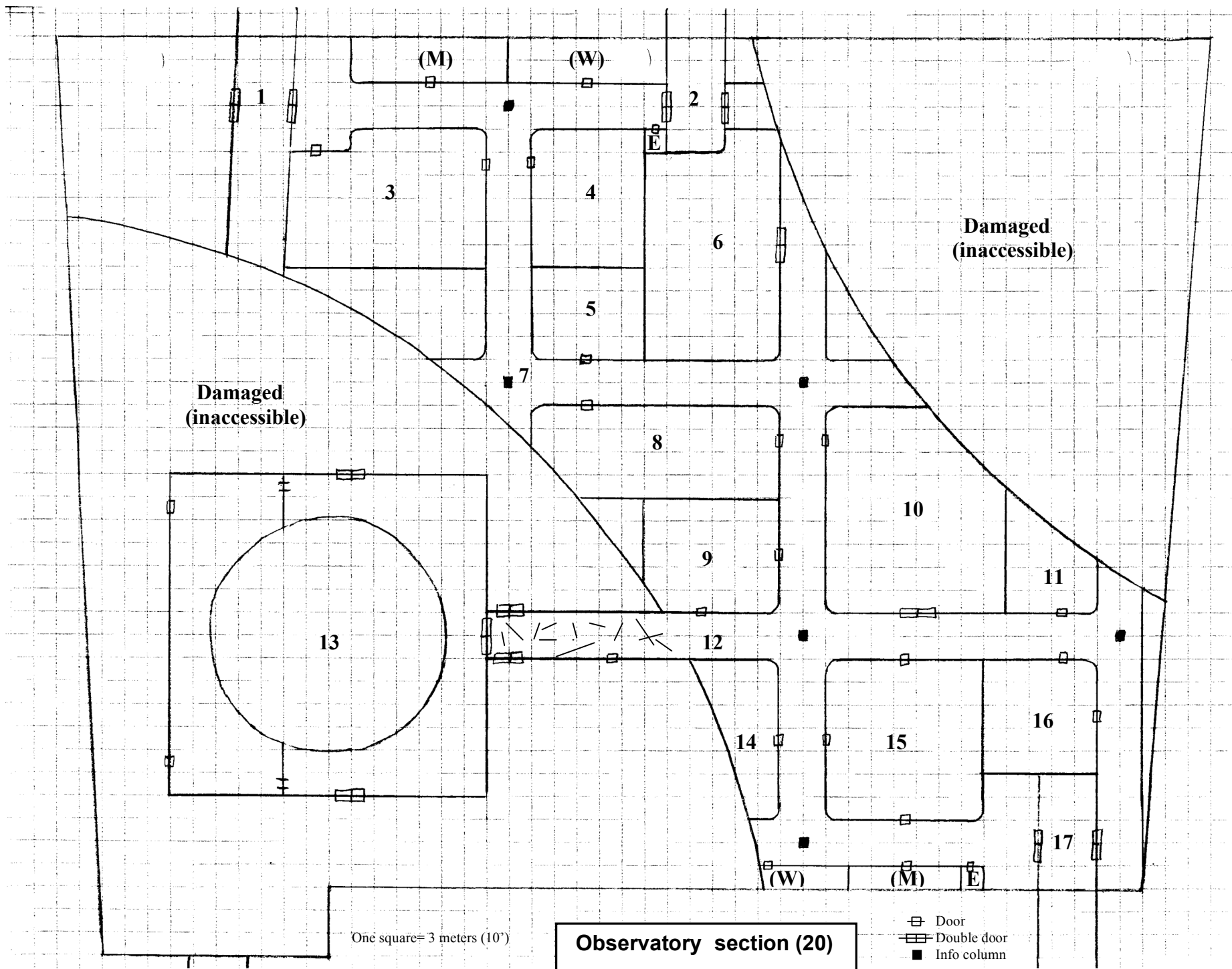
Building key

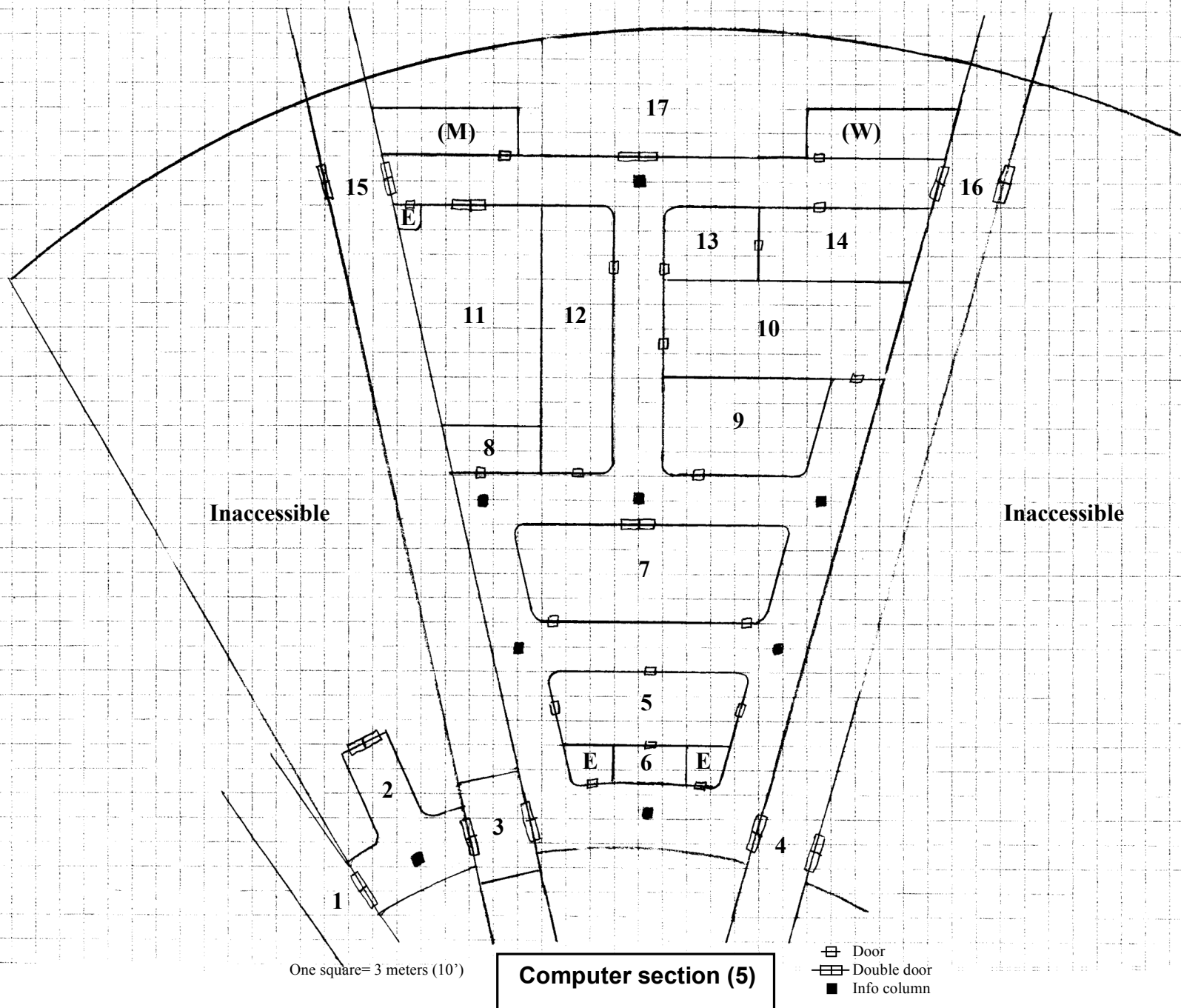
1. Command tower
- 1a. Command tower computer annex
2. Restricted area
3. Chemical labs
- 3a. Chemical stores (non-flammable)
4. Security section
5. Computer section
6. Medical section
7. Astrophysics labs
8. Engineering section
- 8a. Engineering stores
9. Engineering workshops
10. Geological labs
11. Living quarters
12. Deep space tracking section
13. Power reactor 3
14. Power reactor 2
15. Recreation and dining facilities
16. Hydroponics farm
- 16a. Hydroponics stores
17. Power reactor 1
18. Life support systems
- 18a. Life support stores
19. Experimental projects
20. Observatory section
21. Maintenance section
22. Launch/landing pad
23. Flammable stores
24. Maintenance airlock

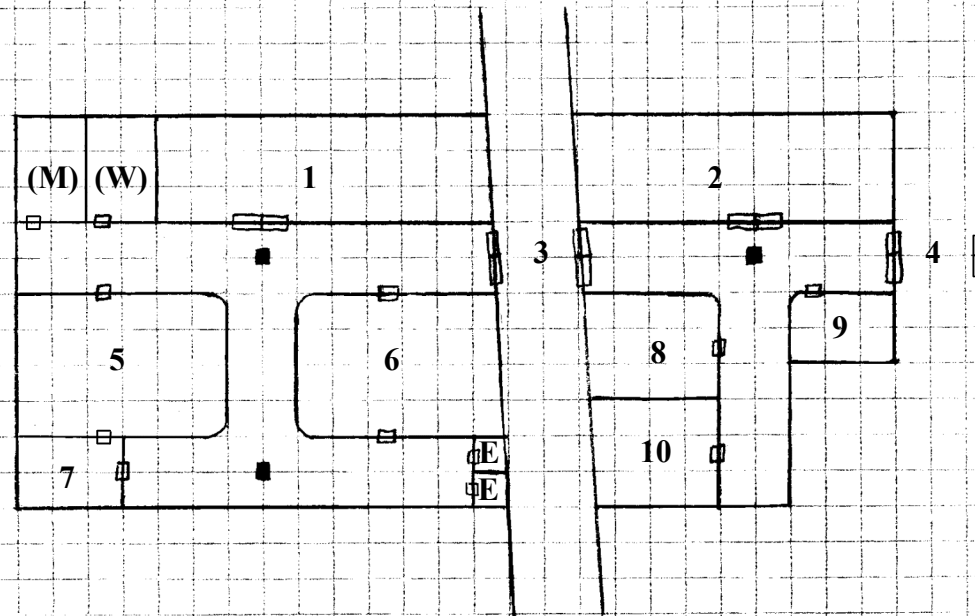
Top View



MOONBASE



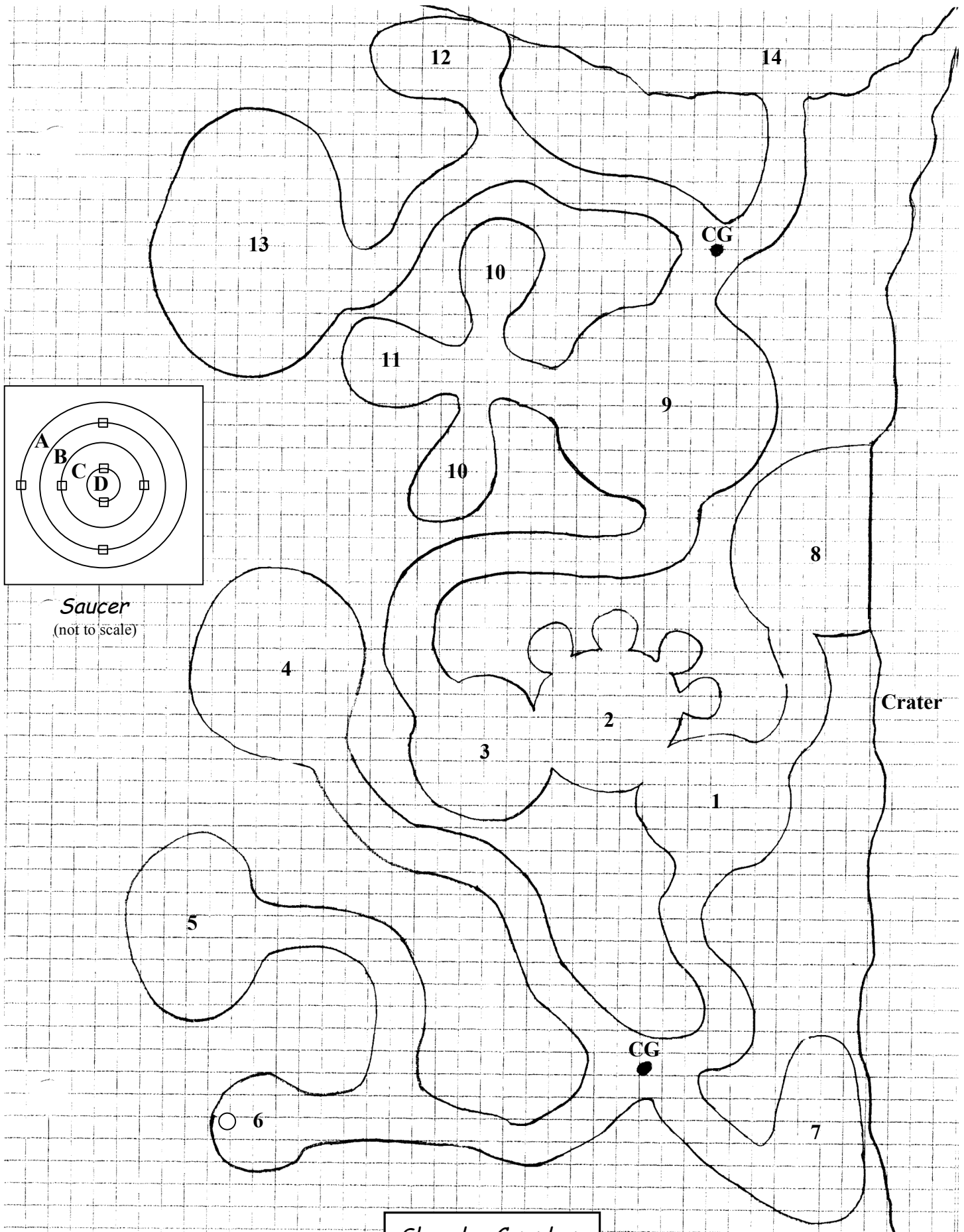




One square= 3 meters (10')

Deep space tracking section (12)

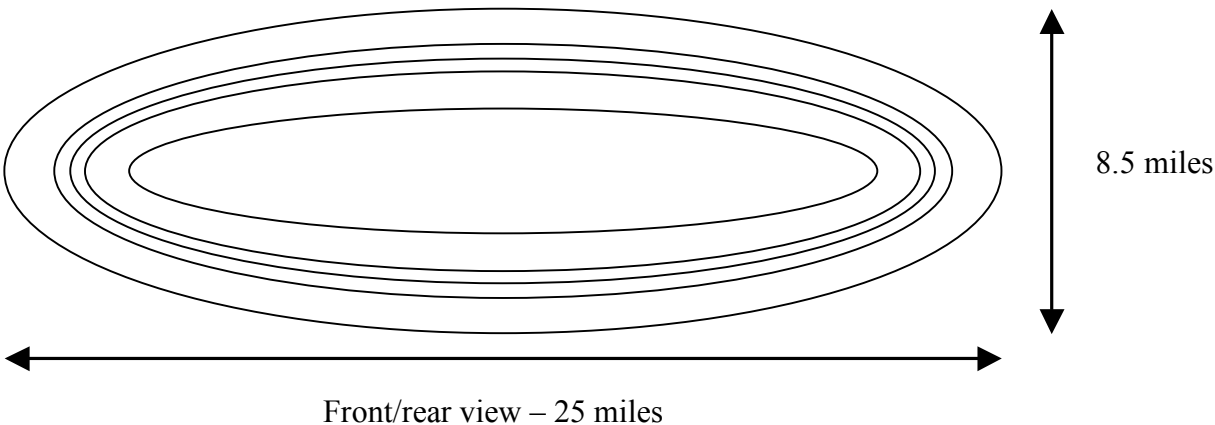
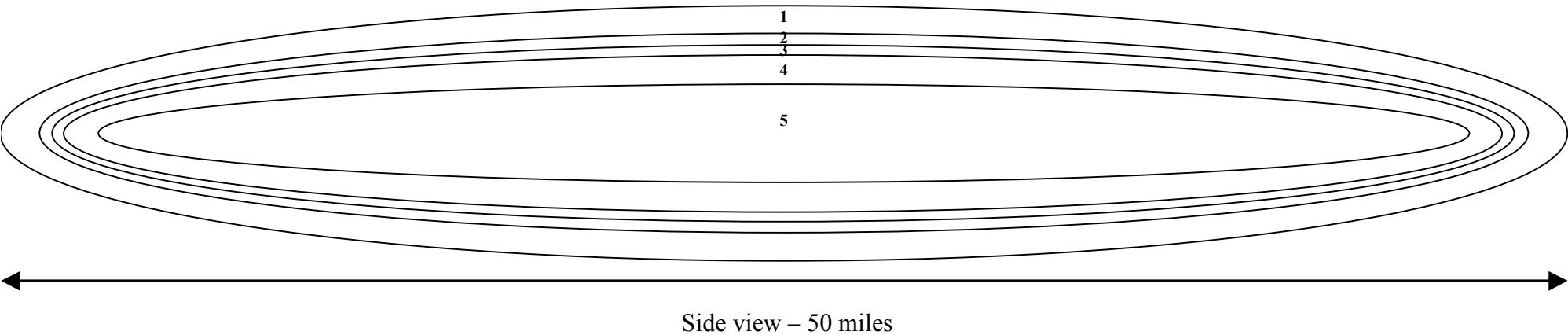
-  Door
-  Double door
-  Info column



Saucer
(not to scale)

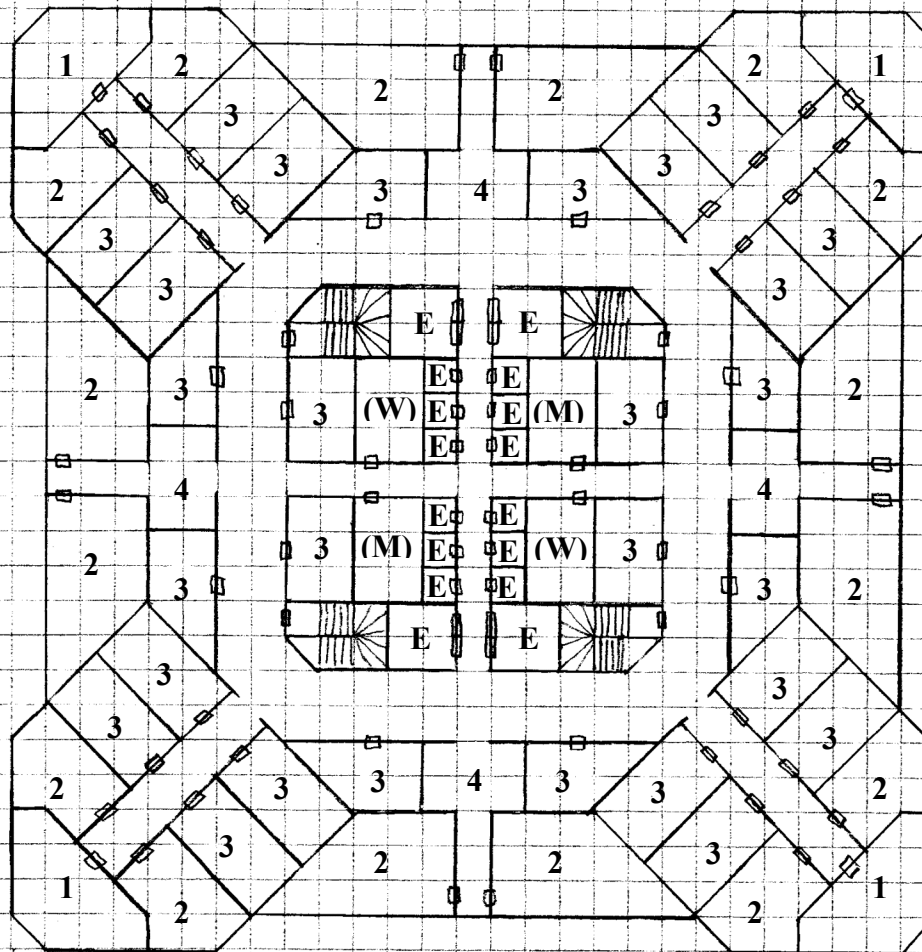
One square= 3 meters (10^3)

Shreelon Complex



- 1. Defense – 1 mile thick (5000’+)
 - 2. Command/engineering – ¼ mile thick (1500’)
 - 3. Storage – ¼ mile thick (1000’)
 - 4. Environmental – 1 mile thick (5000’+)
 - 5. City – 3 miles thick (15000’+)
- All decks (floors/ceilings) are at least 300’ thick

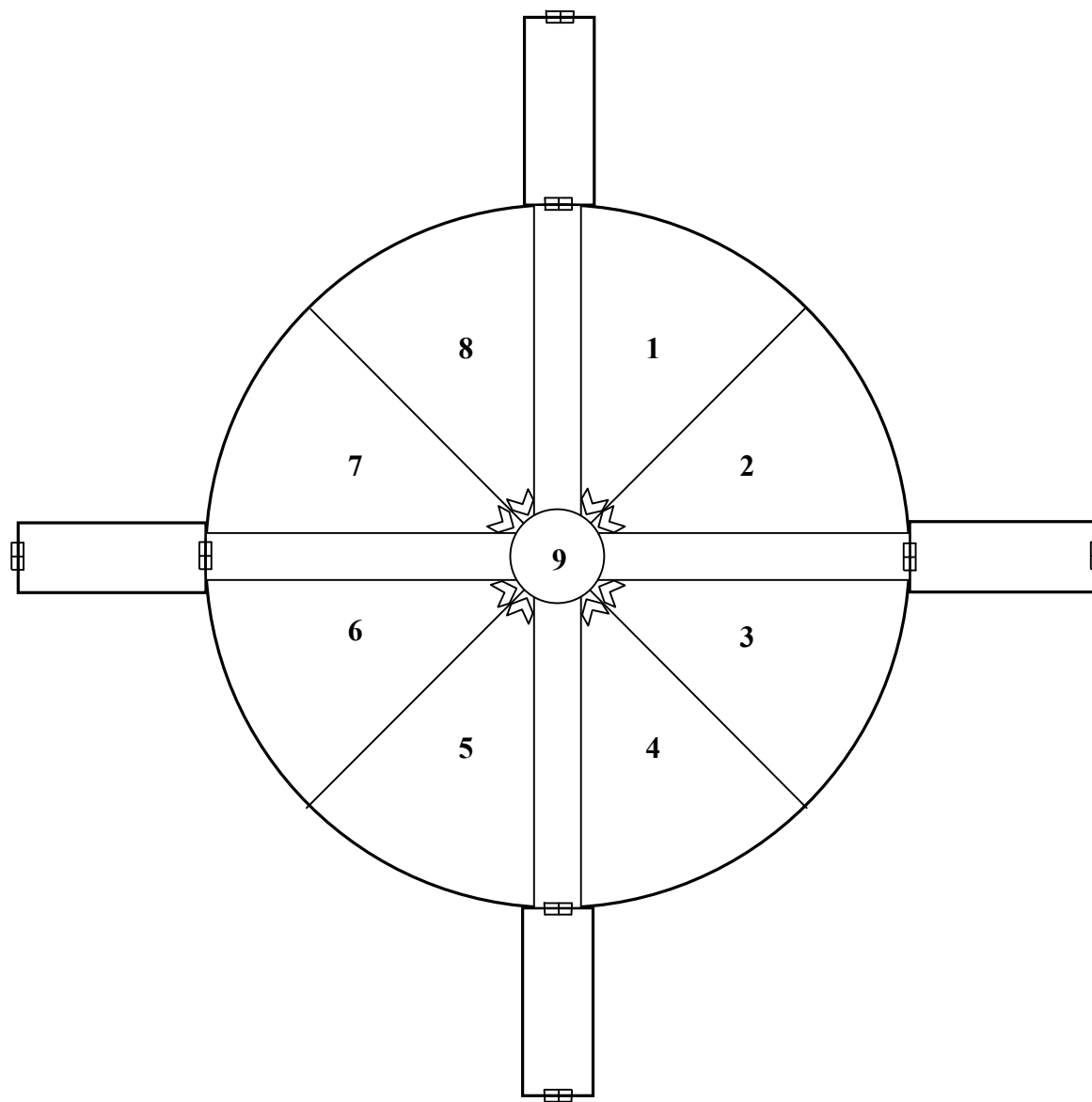
Warden-class colony ship
“Cities of Man”



One square=3 meters (10')

**Deck 5: Military HQ
(standard floor plan)**

□ Door
▬ Double door



One inch=15 meters (50')
(one square= 3 meters)

Deck 2: Master control center

Double doors
Steps