

Bloodsport

A Savage Blue Planet scenario for 6 players

by Mark Stout

Introduction

Many come to Poseidon to find their fortune, but end up eking out a living doing whatever they can to survive. The homeless and destitute abound; people without the skills to work in built-up areas, or survive out in the undeveloped wilds. Many die from causes both natural and unnatural, and missing persons reports are filed by the handful every day. The amount of people reported missing in the areas around Haven and Second Try jumped significantly in the past several months. The jump in reports rather disturbingly coincides with the appearance of an illegal broadcast on CommCore. Somehow, persons unknown are hacking into various CommCore satellites and broadcasting bloody, gladiator-style fights from a location somewhere in the Haven Cluster. The people depicted in these fights don't appear to be skilled or willing, and most fights end in the death of one of the participants.

The GEO, while stretched thin across the planet, can't afford to ignore outright murder for entertainment. Last week during the broadcast, they finally managed to pinpoint the location to a small island in the Dolphin Reef area of the Haven Cluster. A squad of individuals with different specialties was hastily assembled and given the task of infiltrating the island, freeing those imprisoned, and stopping the fights. If needed, they can call for transport off the island, although the GEO doesn't know that communications are being jammed.

Background

The private military company Force Solutions was one of many that made the transition from Earth to Poseidon. While there was always plenty of work on Earth for those with military training and low moral fiber, Poseidon was said to be even more rife with opportunity. So it was that "Colonel" Jack Clayton took his group of 50-odd ne'er-do-wells to Poseidon to cash in on a piece of the action.

Unfortunately for Clayton and his men, the tales drew many other mercenaries to Poseidon, some far more talented or trustworthy. Also the employment options weren't near as rosy as stories made them out to be. Incorporates tended to stick with their own security forces, going to mercenaries only when they needed someone expendable or a scapegoat. The GEO didn't trust mercenary companies, and almost never employed them. Even the criminal elements didn't want mercenaries, except for them to join and be fully under their control. That left little, except employ by settlers or natives as protection, and that didn't pay much except room and board.

So after a year, Force Solutions found itself wandering from island to island looking for work while living hand to mouth. One stop on a small island in the Dolphin Reef area turned their fortunes around. The island was home to one tiny native village. No other entity had any claim to the island - it didn't even have a name on the GEO survey report. The well-armed company quickly took over the island, and enslaved the villagers to work for them, after making a few examples of defiant villagers to serve as a warning. As his mercenaries settled into their new home, Clayton began working on ideas to make money from their situation. He recalled something he had witnessed working for a small-time warlord in East Africa. Captured enemies would be put into a pit with knives or no weapons, and the survivor of the fight would be allowed to live. Clayton surmised people would pay good money to watch people fight to the death, and he was right.

What money the mercenaries had was put into a pre-fab building to house the fights, a secure prison to hold their prisoners, and barracks for the mercenaries, including a private cabin for Clayton himself. Video recording equipment and a satellite uplink completed the setup. Clayton and several of his subordinates traveled to Haven and made contact with the Gorchoff family and presented a proposal.

The mercenaries would obtain people and set up the fights, and the Family could run betting parlors, with Clayton getting a small percentage of the earnings. The Family would have clean hands, except for running illegal gambling operations, and would make good profit. The agreement was sealed.

Force Solutions began rounding up participants from the lowest ranks of Poseidon society. The homeless, destitute, addicts, and others began to disappear from the slums of Haven and Second Try. Fisherman and prospectors who strayed too close to the island were also taken. In all there are usually 20 to 30 people held on the island at any one time. The broadcasts are held weekly and feature 3 to 4 fights. Most are one on one matches with 2 people, but Clayton has started trying "special events" including a 4-way death match, and fights against Poseidon wildlife - namely a marsh devil that was found on one of the captured boats.

So far the mercenaries have been fortunate, as no one taken has been important or wealthy enough to warrant a fast response. However, a young man taken from his small luxury yacht a week previous is actually the son of a prominent Hanover executive. Hanover has already determined the location of the island, will dispatch a black ops squad to recover the boy, and then level the compound with rocket salvos from their jumpcraft. This squad will show up while the characters are busy freeing the prisoners and dealing with the mercenaries, and will provide an extra level of danger and confusion.

Events

- The scenario begins in media res, with the characters approaching the island. They will have a low resolution satellite map of the island, and have to decide where to land their boat. The mercenaries have a communications jammer blanketing the area, so comm units don't work.
- Characters have to travel some distance overland to reach the encampment, and face a few threats along the way, including a Hangin' Joe.
- Characters come across the native village. The villagers there will not aid the characters for fear of reprisals, but they won't give them away or attack. There are only 4 mercenaries guarding the village.
- Information from villagers or captured mercenaries leads the characters to the main camp. There they have to evade sentries to get inside the camp.
- Once inside the camp, the characters see people in expensive clothing arriving by jumpcraft. These people head into the largest building, the entrance which is watched over by 2 guards. Of the three other buildings, only one is guarded (the prison).
- Sneaking into the arena through the doors is nearly impossible, although a second door on the east side of the building is not guarded on the outside (the prisoner entrance).
- Sneaking into the prison requires taking out the door guards. The noise from the arena keeps those guards from hearing a melee scuffle, although gunfire instantly alerts everyone.
- Once the characters have gone inside the prison or arena and started freeing people, the Hanover black ops team arrives and announces their presence by blowing up the barracks with rocket fire from one of their jumpcraft. All hell breaks loose, and the characters have a chance to take advantage of it, if they survive it.
- The characters have to try to escape with the prisoners, while evading the black ops team and the mercenaries. Their options are stealing a boat or two, or the mercenaries' cargo jumpcraft. Either way there will be a final firefight between remaining mercenaries and their leader.

Approaching the Island

The characters were provided with a 14 meter long cutter to travel to the island. The Emergency Rescue Team (ERT) cutter is a sturdy craft capable of handling Poseidon's bad weather without going down. The boat can even right itself if capsized, handy if the pilot isn't that skilled. The ERT cutter has a shallow enough draft to land nearly anywhere, except a beach, so the characters have options.

A low resolution satellite map of the island was provided to the characters. The heavy cloud cover of Poseidon makes clear satellite imagery tricky, so this was the best to be had on short notice. An encampment is visible on the northeast corner of the island in an area of obviously artificially cleared foliage. Another fuzzy image on the south central side of the island could be a settlement of some kind, but it's not clear enough to be sure.

The characters will be initially approaching from the southeast side of the island, about 11pm at night to avoid visual detection. At this point it is up to them where to land the boat. If they're not sure, the GEO was kind enough to suggest they land on the northwest or southwest side of the island, to minimize the risk of detection. The island is not large, about 6 km north to south, 7 km east to west.

If they circle the island, artificial lights are visible from the northeast encampment. With a successful Notice roll, a dock can be made out with telescopic optics, as well as a large building, about the size of a small warehouse. On a raise the character can make out figures walking around the building. On the south central side of the island, fires and torches are visible there, but the light is too dim to make anything out, and too far for light enhancing optics to be effective.

Small coves are present on the northwest and southwest sides of the island, sufficient for anchoring the cutter. The southwest cove is completely safe, but the northwest cove is the lair of a polypod. The beast is quite territorial and will whip tentacles up the side of the cutter and try to grab morsels off the deck. The polypod will come up to the surface when attacking, and can be targeted by characters. The polypod is a smaller one, with only 8 tentacles, and will retreat when all tentacles have been struck, or it has taken 2 Wounds.

Polypod (Wild Card)

Polypods, as the common name implies, are multi-tentacle creatures similar in body form to Earth squid, only much larger.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8, Swimming d10

Pace: – ; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Aquatic:** Pace 10.
- **Large:** Attackers add +2 to their attack rolls when attacking a polypod if they can get to the body (tentacles don't count as large).
- **Size +3:** The polypod is about 70 feet long including tentacles, and weighs 2000 pounds.
- **Tentacles:** A successful hit partially entangles the victim penalizing all Strength and Agility rolls by -2. A raise on the attack roll fully entangles and constricts the victim, inflicting Str+d4 damage. A successful Strength roll will free a partially entangled person, a raise is needed to escape when fully entangled. A partially entangled victim may attack the tentacle. A tentacle has Toughness 3 and lets go when wounded once.

If the players want to land somewhere else, they will have to swim to shore from the cutter, as it has no small craft on board. This will require a successful Swimming check if they're laden down with gear.

Into the Jungle

Once on the island, the characters may proceed in whichever direction they see fit. If they head for the south central side of the island, they'll make it to the native village in about 3 hours. If they head for the main encampment, they'll get there in about 5 hours. Regardless of direction, they'll run into a few hazards along the way. For more threats, use the marsh devil detailed in the mercenary camp.

First is a small copse of needle bushes. The main body of this plant consists of a huge, beautiful flower-like gourd that blooms year-round. The body of the plant, however, is surrounded by a tangle of thorn-covered stalks and brambles that form an almost impenetrable thicket around the gourd. A successful Notice roll will let a character notice the wicked thorns on the bushes, and a successful Survival check will let a character know that the thorns contain a dangerous toxin. The needle bushes can be avoided simply by walking around them. Anyone walking through the bushes must make a successful Agility check or be scratched by a thorn, introducing a Venomous (+0) poison. The affected character must make a Vigor roll. On a success, he takes 1 Wound and is Exhausted, on a raise he is only Exhausted. On a failure, he becomes incapacitated and dies in 2d6 minutes. A successful Healing check removes all effects of the poison, even for a dying character.

The second threat is from a creature known as a Hangin' Joe. Joes are arboreal mollusks that attach to a tree and dangle tentacles onto the ground to trap creatures. Their hides are a mottled brown, but are typically covered with a thick mat of moss. Joes have 10 to 20 long, ropy tentacles (this Joe has 12) that look remarkably like hanging vines. These limbs are powerfully muscled and can reach 30 meters in length. The Joe can sense the vibrations made by creatures walking near its tentacles. Anything walking into the area is surrounded by grasping tentacles which kill by constriction. The dead victim is then hauled up to the Joe to be devoured. A Notice roll opposed by the Joe's Stealth roll is needed to spot the danger before the characters walk into the killing area.

Hangin' Joe

Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d12, Vigor d10

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 1; **Parry:** 5; **Toughness:** 8

Special Abilities

- **Seismic Sense:** Hangin' Joes sense prey through vibrations they make as they walk. They can sense prey within 8" of any tentacle.
- **Size +1:** A Joe can be up to 10 feet around, massing 600 pounds and having 100 foot long tentacles.
- **Tentacles:** Looking just like hanging vines, the tentacles grab anything that wanders into their range. A successful hit partially entangles the victim penalizing all Strength and Agility rolls by -2. A raise on the attack roll fully entangles and constricts the victim, inflicting Str+d4 damage. A successful Strength roll will free a partially entangled person, a raise is needed to escape when fully entangled. A partially entangled victim may attack the tentacle. A tentacle has Toughness 3 and lets go when wounded once.

The Native Village

The native village, called Tranquility by the inhabitants, is now a place ruled by fear. The mercenaries are bully-boys who treat the villagers as slaves. They don't kill any arbitrarily, as the villagers keep them fed. There are 54 people in the village, but none of them will stand up to the mercenaries for fear of reprisals against their families, at least not while there are still mercenaries guarding the village.

Due to the broadcast today, most of the mercenaries are at the main encampment, leaving only 6 to guard the village. The village is spread around a 90 meter area, so the guards are rather far apart at

roughly equal points around the village. Jumping a guard and fighting hand to hand shouldn't make enough noise for another guard to hear, as long as no one fires off a gun. The villagers nearby will certainly notice, but they won't give away the characters presence. For the purposes of Stealth, the guards are considered Inactive. The village is far enough away from the mercenary camp that gunfire will not be heard by those at the camp.

Once all guards have been subdued or killed, the villagers will hastily pack and move off into the jungle to the west to hide. If the characters have lost anyone so far or want help, a villager will offer to go along and help free other villagers taken to the main camp. If they left a guard alive, a successful Intimidation roll gets him to reveal the location of the main camp, the buildings there (arena, barracks, dock, prison, and Clayton's cabin), and the number of mercenaries present there (42). A successful Persuade roll on one of the villagers will reveal the location of the camp only.

Mercenary Guards (6)

Species: Pure-strain Human

Background: Colonial

Goal: Wealth

Motivation: Loyalty

Attitude: Arrogant

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d6, Fighting (Armed) d6, Notice d6, Shooting (Small Arms) d6, Stealth d6, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4 vs bullets)

Gear: Uniform, light vest, small caliber pistol, light assault rifle, knife

Brave Villager

Species: Aquaform (Diver)

Background: Native

Goal: Freedom

Motivation: Duty

Attitude: Cooperative

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating (Sailing) d6, Fighting (Armed) d8, Notice d6, Shooting (Primitive) d6, Survival d6, Swimming d10, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Native garb, knife, speargun, 6 spears

Outside the Main Camp

The characters find themselves on the outskirts of the mercenaries' main camp. Security is never especially tight around the camp, since the main focus is on the prisoners inside. The isolation of the island, as well as no attempts at rescue have also added to the air of laziness concerning security, so the guards are considered Inactive for Stealth rolls. The camp consists of the main arena building - actually a pre-fab bioplastic warehouse, the prison, the barracks, and Clayton's cabin. A dock stretches out into a small cove, with several fishing boats and a small luxury yacht moored there. The yacht looks to be new, and is loaded with amenities if anyone climbs on board to check.

There are 2 guards visible standing at the main door into the large building, as well as 2 on the door into the prison. The only other guards outside are the 4 patrolling around the edge of the camp. They walk together and take 11 minutes to circle the camp, if any of the characters bother to watch and time them. If the guards are ambushed on the north or east side of the camp, there's little chance a hand to

hand scuffle will be overheard. Gunshots will instantly alert the whole camp, and the characters will be in trouble. Make them sweat for a bit before jumping ahead to **The Black Ops Team Arrives**.

Patrolling Mercenaries (4)

Species: Pure-strain Human

Background: Colonial

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d6, Fighting (Armed) d6, Notice d6, Shooting (Small Arms) d6, Stealth d6, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4 vs bullets)

Gear: Uniform, light vest, small caliber pistol, light assault rifle, knife

Inside the Camp

At this time, the camp is gearing up for another broadcast, so about half the remaining mercenaries are in the barracks, while the rest are in the arena. Clayton is currently in the arena, so his cabin is empty, although the door is locked. There are several windows, which are not locked. Any character looking in can see the cabin is empty except for a native woman sitting on the floor near the bed, handcuffed by one arm to the wooden bedpost. She is sleeping, but will wake if anyone enters. She will not give away the characters to the mercenaries, but will not help them fight. She can tell them that Clayton is in the arena. Characters searching the cabin can find a light assault rifle with a full magazine behind the bed, a fragmentation grenade in a desk drawer, an unsecured maincomp on the desk, and a locked safe that's too heavy to easily carry (over 150 kg), and a fiendishly complex electronic lock (-4 on Lockpicking roll, one chance to open it before a failsafe seals it). If they do break the safe, they find stacks of incorporate scrip organized by type, about 10,000 cs total. The maincomp has been left unsecured since Clayton trusts that his men won't enter the cabin, and savvy characters can easily turn up payments and transactions from betting cuts. Really cagey characters might transfer all the money, about 70,000 cs, out of the merc's account and hold it hostage, or just keep it.

Approaching from the north or east side is the only way to avoid being seen by the arena or prison guards, who are looking to the south and west respectively. The prison can be clearly identified by the barred windows, and looking through the windows of the barracks confirms what it is. The barracks houses the jammer, but the characters have no way of discovering this unless they storm the barracks. As the characters first sneak into camp, they hear the whine of jumpcraft motors, and see a passenger jumpcraft approach from the north. Several mercenaries exit the barracks and wait for the jumpcraft to land off to the west side of camp. Several people in very fashionable and expensive clothing, obviously rich and probably Incorporate, come out of the jumpcraft and are escorted to the arena. The jumpcraft then takes off and leaves. Almost immediately thereafter, 3 guards come from the arena and go into the prison. They come out with 6 prisoners and escort them to a door on the east side of the arena.

The Prison

Scouting around reveals the guards at the prison door can't see, or be seen by, the guards at the arena door. With the amount of noise coming from the arena, the prison guards could be taken out without the arena guards hearing. If the patrol guards weren't dealt with, they could possibly see it happen and alert the camp. The prison door, and the cells inside are locked, but both of the guards have keys hanging off their belts. The prison building is a small, single-floor building with 4 large cells alongside a narrow hallway. The prisoners are familiar with the mercenaries and will realize the characters are some kind of rescue force. This can get tricky, as all will clamor to be freed and will make a bit of noise even when they're supposed to be quiet. If the prisoners leave the prison, and any guards are still outside, they will be automatically noticed and an alarm shouted. Let the characters fight or skip ahead to **The Black Ops Team Arrives**.

Prison Guards (2)

Species: Pure-strain Human

Background: Colonial

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d6, Fighting (Armed) d6, Notice d6, Shooting (Small Arms) d8, Stealth d6, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4 vs bullets)

Gear: Uniform, light vest, small caliber pistol, knife

The Arena

The guards at the arena door can be dispatched if quiet care is taken. The arena building has no windows at ground level, so no one can see the characters jump the guards, and the noise inside is too loud to hear the fight. The characters could slip into the arena, although they will be noticed almost immediately, since they stick out amongst the well-dressed spectators. This brief time of anonymity could be enough to launch a surprise attack, if the characters don't mind endangering civilians. Alternately, if the characters just look, they'll see another door into the arena on the east side of the building. This is in direct view of the prison guards, so they will have to be dealt with. This door leads into the pens where prisoners are kept until the matches begin. There are always 3 guards in the pen, and they will notice the second the door opens. Fights are common when prisoners are brought into the pens, so the guards out in the arena are used to sounds of fighting, and will ignore them unless a gunshot is heard. Aside from the 3 guards and 6 prisoners, there is also a reinforced cage holding a very hungry marsh devil. If let loose, the marsh devil indiscriminately attacks the nearest people, friend or foe. The cage is not fixed to the floor, and fits through doors, so the characters could get creative with that.

The inside of the arena consists of two stand of seats along the east and west sides, with floor to ceiling fencing separating them from the arena floor. The pens are actually under the east stands, with short hall leading to the door that opens up at the south end of the arena floor. At the north end near the main door, a short flight of steps goes up to a balcony overlooking the arena. This is where Clayton sits during the broadcasts, with 4 other mercenaries, including the one that operates the broadcast equipment. There are 10 other mercenaries in the arena, 5 in the stands on each side, which offer no cover if shooting starts.

At some point, the characters will announce their presence, intentionally or not. When this happens, it's time for everything to break loose.

Arena Door Guards (2), Pen Guards (3), Guards inside arena (10)

Species: Pure-strain Human

Background: Colonial

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating (Motorized) d6, Fighting (Armed) d6, Notice d6, Shooting (Small Arms) d8, Stealth d6, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4 vs bullets)

Gear: Uniform, light vest, small caliber pistol, light assault rifle, knife

Clayton's Guards (4)

Species: Pure-strain Human

Background: Colonial

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Boating (Motorized) d6, Fighting (Armed) d6, Notice d6, Shooting (Small Arms) d8, Stealth d6, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8/10 (2/4 vs bullets)

Gear: Uniform, light vest, small caliber pistol, light assault rifle, knife

"Colonel" Jack Clayton (Wild Card)

Species: Modified Human

Background: Colonial

Goal: Wealth

Motivation: Obsession

Attitude: Disciplined

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating (Motorized) d6, Fighting (Armed) d8, Notice d6, Shooting (Small Arms) d8, Stealth d6, Swimming d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4 vs bullets, ignore 4 AP)

Hindrances: Greedy, Overconfident

Edges: Accelerated Neurons (as Quick edge), Command, Pain Inhibitors (ignore 1 point of wound penalties), Programmed Reflexes (Autoload - automatically reloads weapon without using an action), Two-Fisted

Gear: Uniform, heavy vest, large caliber pistol, diamond knife

Marsh Devil (Wild Card)

The marsh devil has a long, tapered body and six strong limbs ending in broad, flat feet with pronounced webbing and sharp claws. It is mottled gray to brown in coloration, and like many of Poseidon's animals, has two rows of multiple eyespots running the length of its body.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities

- **Claws:** Str+d8.
- **Burst of Speed:** A marsh devil rolls a d10 when running instead of a d6.
- **Fearless:** Marsh devils cannot be frightened or intimidated.
- **Quick:** Marsh devils are fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card.
- **Size +2:** Marsh devils can grow up to 10 feet long and over 800 pounds.
- **Swim:** Pace 4.

The Black Ops Team Arrives

As noted in Background, one of the recently taken prisoners is the son of a prominent Hanover executive. Hanover figured out the location of the broadcast and dispatched a black ops team to recover the boy. Just as the characters are getting into the fight or are discovered, the black ops team makes its move.

The 12-person team was flown in via stealth jumpcraft, and dropped off on the north coast just half a

klick west of the camp. They have moved into position on the west side of the camp, identified where the prisoners, mercenaries, and arena are, and are ready to strike. On a visual signal (bypassing the jamming), the stealth jumpcraft flies up over the treeline and fires a rocket salvo into the barracks, destroying it and killing all the mercenaries inside. This also destroys the communications jammer, allowing comm units to be used again. When this happens, the team splits into two, one element moving in on the arena, the other moving in on the prison. They don't ask questions - anyone holding a gun is targeted. Even if the team saw the characters taking out guards and freeing prisoners, they could still be working for a rival Incorporate and are therefore still a target.

Black Ops Team (12)

Species: Modified Human

Background: Colonial

Goal: Accomplishment

Motivation: Professionalism

Attitude: Confident

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting (Armed) d8, Notice d6, Shooting (Small Arms) d8, Stealth d8, Swimming d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8/10 (2/4 vs bullets)

Hindrances: Owned (Hanover)

Edges: Accelerated Neurons (as Quick edge), Connections (Hanover), Extraction

Gear: Dark uniform, light vest, small caliber pistol, small PDW with silencer, diamond knife, 2 flash-bang grenades, broad spectrum visor, in-ear comm unit with hearing protection

If the characters have cleared the camp yard and are moving the prisoners, they have to head for cover or take on the black ops team. The prisoner team moves to the prison, and calls for the boy (named Anthony Glass) until he answers. As soon as they have him, they exit the prison and leave camp to the east, laying down fire to cover their retreat. They don't bother firing on a character who takes cover and hides, although they will return fire on anyone that shoots at them. However the firefight will attract Clayton and his 3 bodyguards, who will come out of the arena and engage the first hostiles they see.

If the characters are fighting in the arena, they'll get a little help. Three team members come in the main door, while the other three enter through the pen door. They fire on the mercenaries present in the stands and in the pens, although they don't help the characters with Clayton or his guards on the balcony. They will only stay a short time, until the other team radios that they have the boy. At that time they pull back and retreat east. A nearby character who makes a successful Notice roll hears one of them say, "Pulling out. Level everything in one minute." That should be the characters' cue to get out of the camp as soon as possible.

One minute after giving the message, the stealth jumpcraft flies over the camp and unleashes rocket salvos into the arena, prison, and cabin, in that order and then flies off to the east to pick up the team and the boy. Anyone in those buildings when the rockets hit takes one automatic hit for 4d8 damage, AP 9, and is buried in rubble. All NPCs in the building hit are automatically killed. Anyone within 6 inches of a building when it's hit must make an Agility test or take 2d6 damage, AP 4. The stealth jumpcraft doesn't target the passenger jumpcraft, or the boats at the dock.

The best thing the characters can do when it all cuts loose is make a break for the jungle, the jumpcraft, or the boats. If they take the prisoners with them, all the better. If everyone hides in the jungle until it's all over, they can easily head back to the boat, take one of the mercenaries' boats, or take the jumpcraft that landed earlier - the pilot is scared witless, but not injured.

Any surviving characters are commended for rescuing the prisoners, or denounced for letting them die. Just another day on Poseidon.

New Gear

Diamond Knife

Damage: Str+d4+1, Weight: 1, Notes: AP 2

Small-caliber pistol

Range: 12/24/48, Damage: 2d6, RoF: 1, Shots: 35, Notes: AP 1, Semi-auto

Large-caliber pistol

Range: 12/24/48, Damage: 2d6+1, RoF: 1, Shots: 25, Notes: AP 1, Semi-auto

Small-caliber PDW

Range: 12/24/48, Damage: 2d6, RoF: 3, Shots: 100, Notes: AP 2, Auto, Three-round burst

Light Assault rifle

Range: 24/48/96, Damage: 2d8, RoF: 3, Shots: 100, Notes: AP 2, Auto, Three-round burst

Light Vest

Armor +2, +4 vs. bullets, Covers torso only, Weight: 2

Heavy Vest

Armor +2, +4 vs. bullets, negates 4 AP from bullets, Covers torso only, Weight: 5

Flash-Bang

This unique grenade “explodes” with a disorienting flash and thunderous report.

Damage: None

Burst: MBT

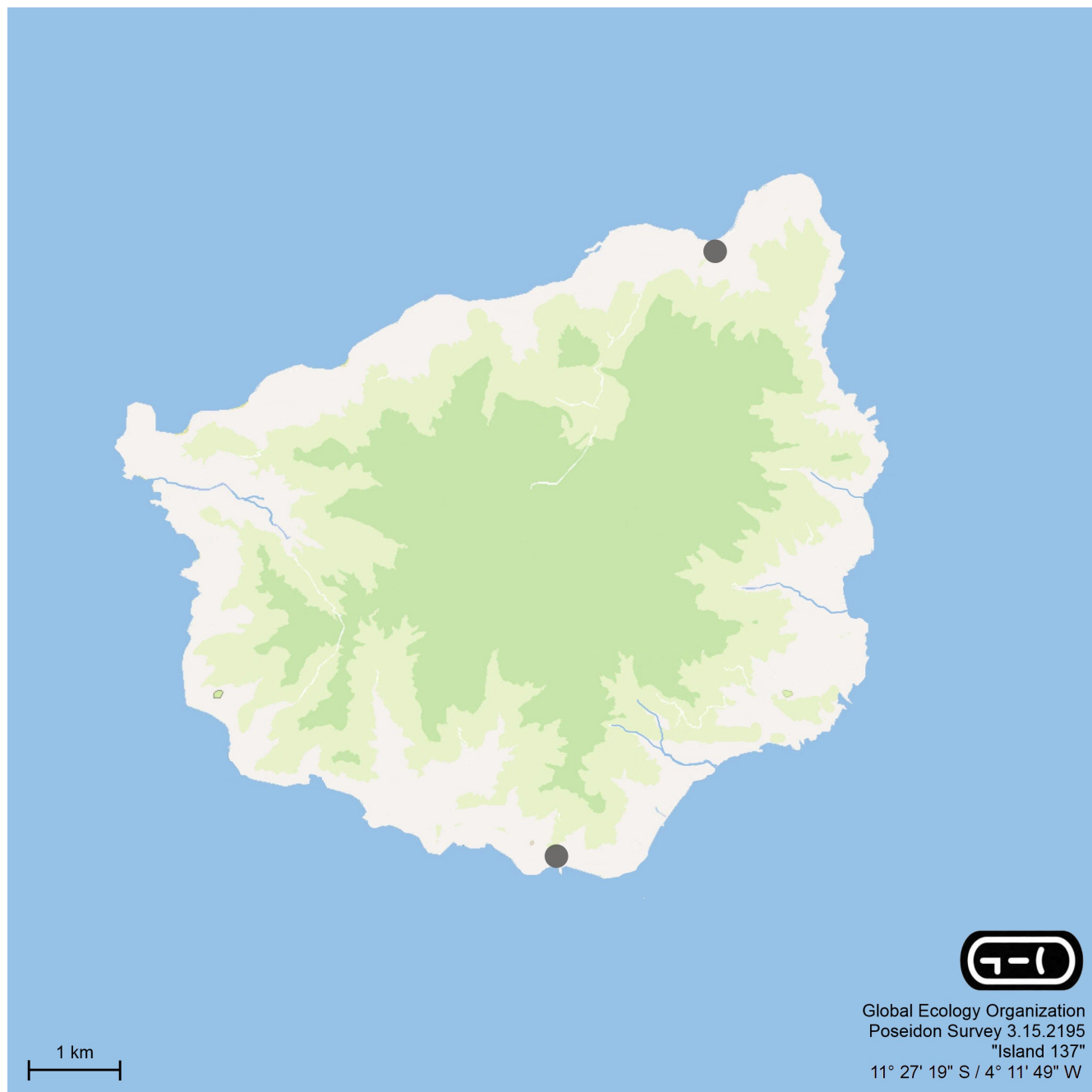
Special: Targets in the area must make an Agility roll at –2 to avert their gaze and avoid the effect. On a failure, victims are Shaken and –2 to Parry until their next action. If the target rolls a 1 on his Agility die (regardless of the Wild Die), he’s Shaken and fully blind until he recovers from being Shaken.

Blinded victims suffer a –6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.

Broad Spectrum Visor

These are visor-style glasses that also function as sophisticated visual sensors. The visor processes infrared and amplified light abilities. It is controlled by integrated trodes and has rear-facing pickups that literally give the user eyes in the back of his head. This device grants the abilities of low-light vision and infravision, only one ability may be used at a time. It includes a polarized filter that protects against the effect of flash-bang grenades.

Handout: Player Map of Island

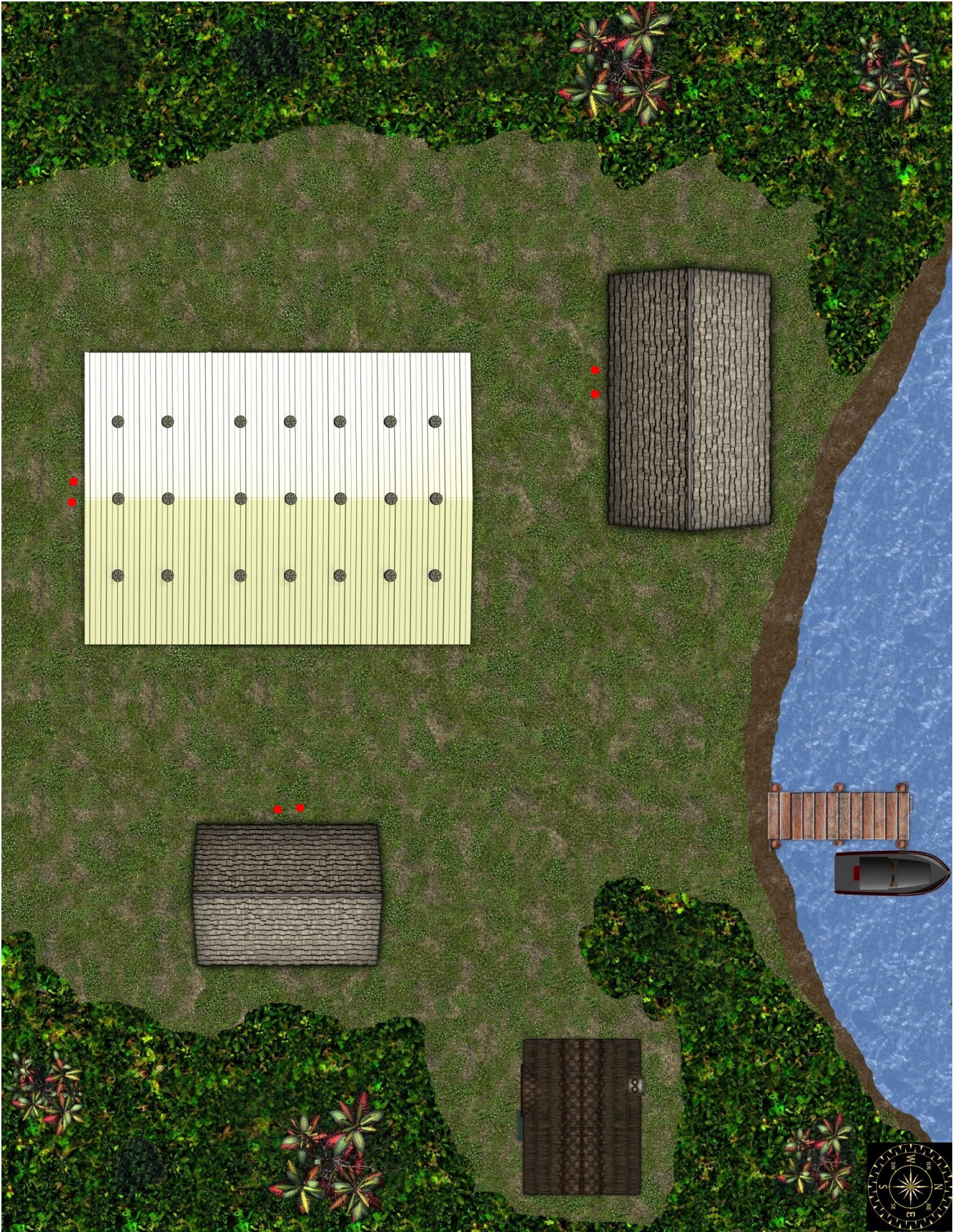


Native Village

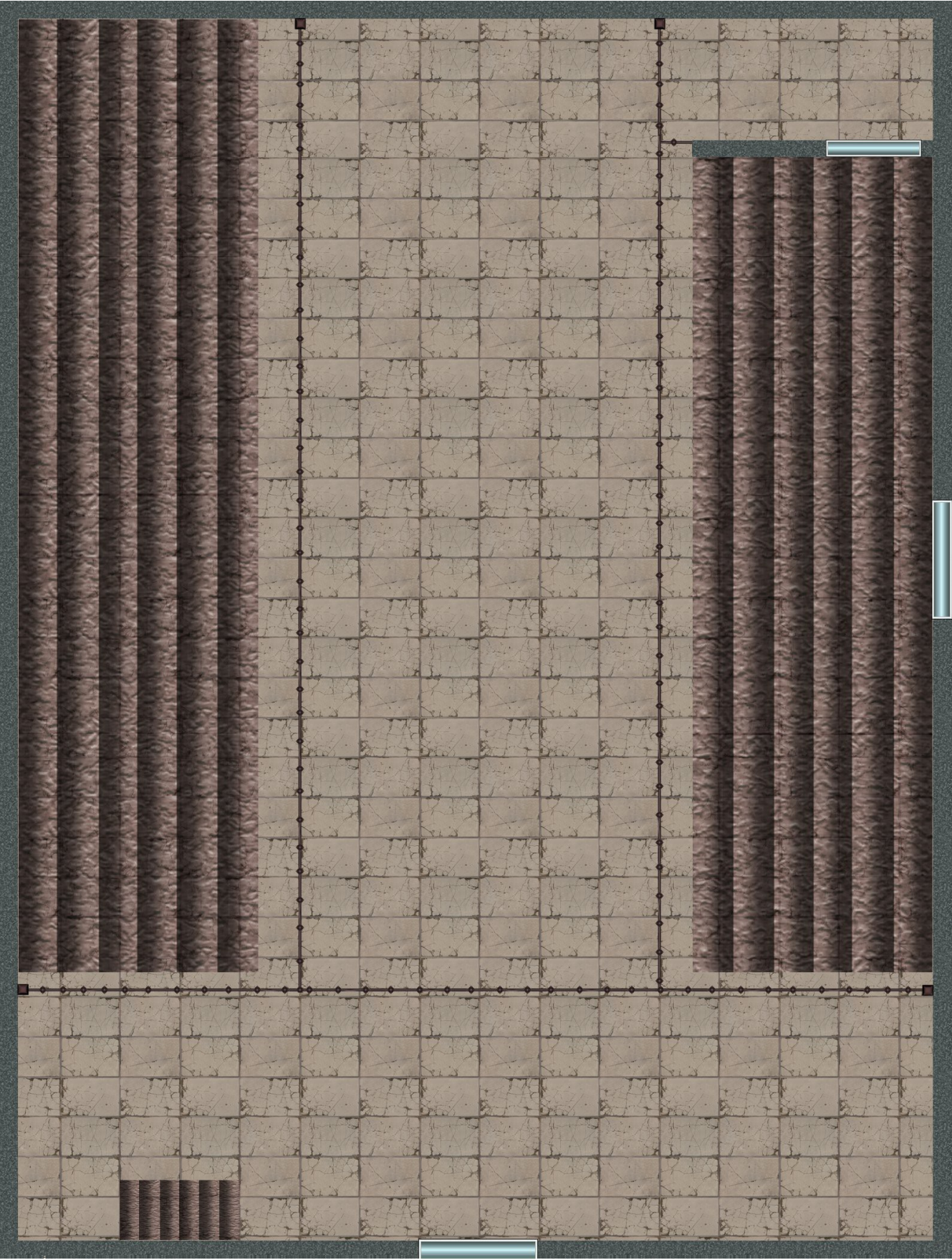
Credit to Keven Simmons for this map, from the Dundjinni map forum



Mercenary Camp



Arena: Main Floor



Arena: Pens



Arena: Balcony

