

Supertanker of Death



A three-part adventure for
TimeLords

Adventure Pack #1
Supertanker of Death

©1990, 1991 by Eric Baker

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(or a reasonably close alternate continuum)

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TimeLords is the Blacksburg Tactical Research Center trademark for its time and dimension travel role-playing game.

Supertanker of Death- This is a series of three scenarios for a group of mid-level **TimeLords** characters. Landing on a tropical island, the characters are menaced by an escaped gladiator. Later, the characters discover an Ultra-Large Crude Carrier (ULCC) that is not as abandoned as it appears. Finally, the characters face off against a group of terrorists with the fate of the world on the line.

This worldline is suitable as a jumping point for any alternate Earth, and is perhaps a reasonably familiar base of operations for experienced characters to work from.

Conventions - For stats, the damage, skills, and Initiatives are all the adjusted values, computed on the strength and skill of the character and the weapon used. Do not adjust the values on NPC's unless they are differently equipped.

For numbers in general, this scenario was composed with the underlying philosophy that it is easier to modify or ignore specific facts than it is to invent them. The money values, numbers of NPCs, times of day, etc. were taken from an ongoing campaign. If they do not suit your campaign, change them. The numbers are to help you, not lock you in.

Pre-generated characters - This scenario is intended for the Primary Game and the attached characters represent the players from the campaign this adventure was part of. Their point totals range from about 340AP and 430SP to 360AP and 710SP. GM's running this as a starting adventure should take this into account. If players start as these characters, assign "Reality Breaks" accordingly. Any one of these characters is also suitable for a player who did not have time to generate themselves, or other late arrivals.

Background - This world had the same history as ours, and from 1991 it saw the continuation of many trends that we have today. Most importantly, information storage and transfer continued to become cheaper and faster. By 2035, a proliferation of nitrogen superconductor applications made it possible and affordable for even middle income families to place real time, full video calls to nearly anywhere in the world. More common (because they were cheaper) were recorded calls that could be compressed, shipped at burst speeds and then replayed at leisure. Thousands of data bases, time share networks, and bulletin boards were available to everyone in the industrialized world, often through voice activated wrist phones.

Meanwhile, materials engineering was making even greater strides than electronics. Ceramics, alloys, and plastics all exploded as chemists played with the table of elements, putting together new and amazing artifacts. Plastic engines, cement boats, ceramic bridges all appeared. Skyscrapers climbed to ever taller heights while machines shrunk to ever smaller sizes.

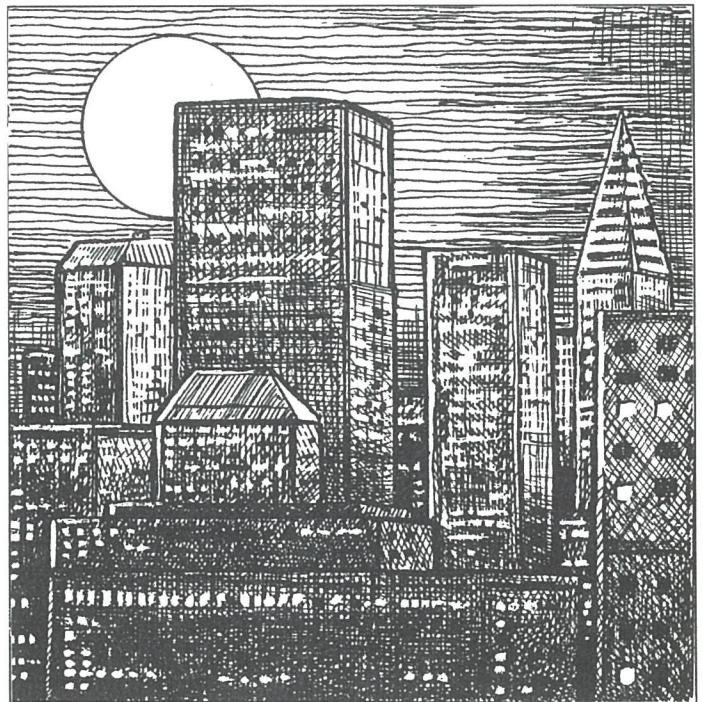
Socially, racial integration continued despite government attempts to further it. As the baby boomers continued to age and die, new "old boy" networks formed. By 2025, ten of the 100 largest corporations and 2 of the 30 largest banks in America had boards of directors that were dominated by blacks. Asians controlled even more of corporate America; the Japanese had their share, but most were home grown.

The trend toward democracy in national governments continued along with a world wide increase in the numbers of the middle class. The number of the rich stayed pretty much the same while the number of the poor declined. At the same time, these categories became harder to delineate. The difference between the poor and the middle was that one lived off welfare and the other worked. Even the poor could afford to be tied into the Net, but were limited in housing and travel. A welfare family of six in Detroit could afford to rent a 460 channel video system, but not a two bedroom apartment. Middle level management spoke of the spaciousness of apartments that their parents would have called cramped.

The average entry level salary in a major corporation was \$50,000, but the cost of gas was \$6 a gallon. Gas was on the high end, but in general, from 1990, income about doubled while the cost of living about quadrupled. You could get more software for less, less hardware for more.

Africa and Central America were the exceptions. As the people of the industrial nations worked harder and had less, their patience with aid packages decreased. Relief efforts, all ready at bandaid levels, were reduced and debt-crushed governments were allowed to suffer on their own. Third World governments were changed and changed again. Loans were taken, food was bought, but nothing was solved. A great mass of humanity was abandoned to misery. There was a parallel between the survivors of a famine and disease ravaged Ethiopian village clustered around a wide screen video set, and the Detroit family in their little apartment.

Is it any wonder that some states went bandit? Long a clearing house for the world's dubious fiances, Costa Rica became the first formal data haven. When Mexico's third civil war dissolved the country into feuding states in 2009, the new Mayan Separatist Government turned the Yucatan into a barbary coast and in three years had literally erased all their debts. Other small poor nations followed suit, particularly in Africa.



The Plague - Central to the action of all three scenarios is the electronic plague that struck the world on February 14, 2035. The original nanovirus was introduced into a Mexican power supply factory on February 1st. Power supplies carrying the virus in time release capsules were shipped to other factories where they were built into millions of devices that were then shipped all over the world. On the appointed day, the capsules broke open and the virus was released, spreading into the equipment it was built into, and then on into the Net.

Occasionally the virus reacted early, and some people were growing concerned that there might be a pattern to the electronic equipment failure when the virus kicked in with a vengeance on the 14th.

The virus went after anything with a high copper content (wires, microchips, batteries, magnets, etc.), feeding at the molecular level. In the beginning, a device that went bad could be repaired, but by nightfall on the 14th the virus had spread into the repair equipment as well. In a few more days, random spread had affected some types of industrial equipment, but other than that, few mechanical items were directly involved.

The panic may be imagined. A dweller in a superscraper is incredibly dependent on electricity. Not just to run the elevators to get him in and out, but to pump air and water up to him. In the cities, populations that had been moving ever closer to the stars suddenly were rushing back to the ground. Once there, they looked for anywhere with power, anywhere that the Net still worked.

Part 1: Up A Tree

Place - The Lesser Antilles, The Caribbean Sea

Time - April 21, 2036 A.D., 2:05 p.m.

Insertion - The characters immediate thought after they recover from the usual stupor of jump lag will probably be that the Cube has finally gotten things right. They may not have been trying to get to paradise, but they have made it anyway.

The characters are on a tropical beach. Clean white sand runs down to sparkling blue water. Inland is sparse underbrush with some scattered palm trees. The afternoon sun is in a cloudless blue sky and a cool breeze stirs the characters' hair. They should reach for their sunglasses and their suntan lotion. For reference, the Matrix will recharge in 9 days, 17 hours.

The island is about 2 kilometers long and 500 meters wide. The characters are in its middle. To the north, a rocky shelf rises like a wall to screen the whole end of the island. To the north is a metallic (to judge by the sunlight glinting off it), oblong shape. On the horizon to the west, a gray wall rises out of the water.

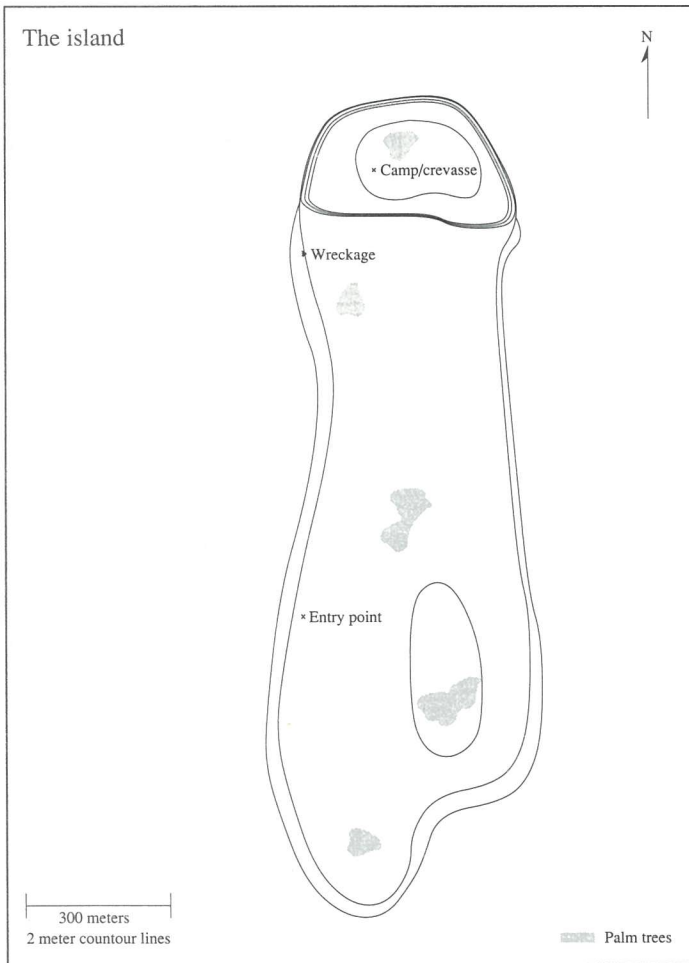
When the characters get off the beach, they will find out why the island's vegetation is so limited. Its soil is neither deep nor plentiful, and bare, volcanic rock shines through here and there. In addition to the standing palm trees and a couple fallen ones, there are three stumps near the shelf. The trees appear to have been sawn off rather than chopped down, and the cut surface is incredibly smooth, almost as if it was sanded after being cut. There is no sign of any lumber.

Some other things that the characters will notice as they search the island. There is *no* source of fresh water. Rain water (and it will rain everyday, right around noon) collects in depressions in the rocks, but there are no springs or ponds.

Food is pretty limited. None of the island's trees are fruit trees and none of its underbrush has even so much as berries. Tropical survival rolls will find food for a day, but a successful roll will result in a cumulative -1 on each additional roll. There are birds that may be hunted for additional food, but each hunting roll will have the same cumulative -1, whether it is successful or not (scaring away game is just as dangerous as killing it).

Until the monster arrives, there will be plentiful fishing (+2 to roll) if the necessary equipment can be found. On the west side of the island (the side that characters landed on) the land falls away slowly and the 30 feet from the beach is still only waist high. Even if the characters lack hooks and lines, they can probably do some simple spearfishing.

Like everything else, shade on the island is limited. The shelf runs east to west, so it throws very little shade, and the shadows of the palm trees are small and always in motion. The characters will probably want to gather some palm leaves and construct a shelter from the worst of the midday sun. Depending on where the characters have come from, they may be seriously incapacitated by sunburn if they aren't careful. Because they have arrived late in the day, the characters will probably only pick up enough sun the first day to remind them that they should do something about it the next day. Remember, most people can feel their skin burning.



Inherent in the sun problem is the heat problem. Most days the temperature will be in the low 40's (90°F), but the prevailing breezes will make it only feel like the high 30's (80°F). It is good weather for shorts, T-shirts and sandals. Characters with sufficient willpower can keep their flak jackets, leather cuirasses, or whatever on, but they had better keep drinking or they will be risking dehydration and sun stroke. You will have to make extremely clear to the characters (especially those without good suntans) that the amount of time they can spend in the sun each day is limited by both its intensity, and the temperature problems they will experience by trying to shield themselves with a layer of clothing.

The Tanker - Anchored directly west of the beach where the characters landed is the supertanker of the title. To the naked eye it appears to be a gray wall rising from the water. Binoculars will reveal a superstructure and some splashes of color on the side, but no people, launches, or any other activity. A semi-constant watch on the tanker will give occasional hints of movement, but no one will ever be sure that they have seen anything. The constant breeze may be flapping loose items on the deck, or random wave motion might slowly shift things back and forth (although this is not the case).

The Plane - In the latter hours of the plague, with the extent of the devastation becoming apparent, the skies filled with refugees flying for anywhere that the virus had not yet struck. Many were warplanes, their crews mutinying and fleeing with whatever they could grab. The plane at the southern end of the island is representative of the breed.

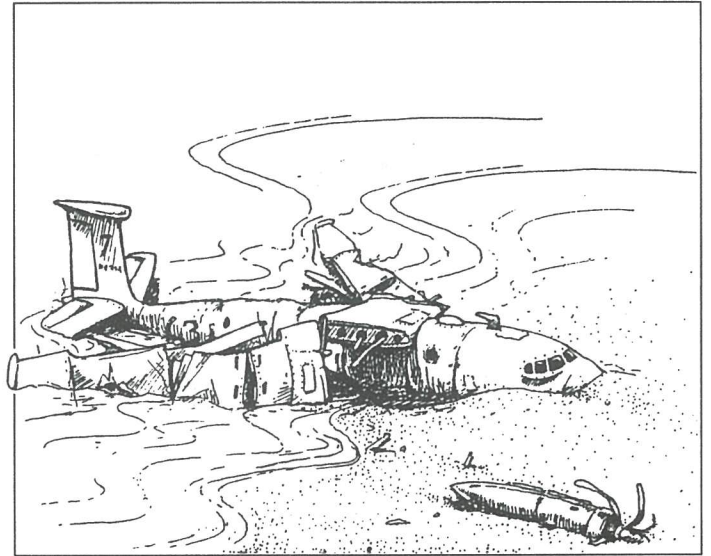
Coming up the beach, or out of the brush, the characters will be confronted by the wreckage of a silver, potbellied, mid-sized transport plane with Costa Rican markings. Apparently its pilot tried to make an emergency landing on the water and ran into the island.

The plane's nose is half buried in the sand while the tail is half submerged. The straight wings, originally attached to the top of the fuselage, are now hanging from torn metal strips and one of them is completely parallel to the plane. The turboprop engines, which sat atop the wings, now lay flat in the sand, twenty feet in front of the rest of the wreck.

Getting closer to the plane and walking about it will reveal that there are two holes in the sides, one on each side where the fuselage buckled in the middle. The starboard hole is big enough to walk through, while the port side one is just as tall but not wide enough even for a thin man. The passenger door (midway down the port side) is jammed shut, and the cargo door in the tail is under water.

The plane is made of carbon fibers in an epoxy matrix, while much of its engines are composed of ceramic parts. The crash damage will allow the characters to see cross sections of the both the plane body and the engines. They will appear too layered and they will feel too light to characters expecting metal construction. The materials are lighter than aluminum, and stronger than steel, though not as hard. Today, such materials are used mainly in sporting equipment (tennis rackets, golf clubs, surf boards, etc.) so the characters maybe able to identify them.

On the east side of the plane can be found a palm tree stump, and (in the shelter of the port engine) a fire pit. Both are bug infested and appear to be years old. On the west side of the plane, near the starboard engine, are the remnants of another, larger fire. It is as old as the other fire pit, and it is surrounded by five crosses. Three of the crosses support Kevlar flight helmets, all five have dog tags hanging from them, and one has the remains of a stuffed bunny tied to it. The tags under the helmets are all for officers in the Costa Rican Air Force. The other two are for enlisted men, the one with the bunny has a woman's name, Rosa. The oldest birthday is Captain, born in 1990; Rosa was born in 2010. The cut ends of the crosses all have the same smoothness as the stumps. The crosses themselves are weathered and bug infested and will break very easily.



Inside the plane it is dark and hot. The only windows are in the cockpit and the only light in the cargo area is provided by the rents in the fuselage. These rents also provide the only ventilation. Characters who have not already discarded their coats, shirts, and armor will probably need to after a few minutes of poking around in the plane, especially with the humidity of the water evaporating inside the plane. Those who insist on wearing armor or other heat-exacerbating encumbrances should have a minor heat-stroke or fainting spell, and complaints about their stats and rules for exposure should be ignored.

What can be seen of the interior of the plane is a mess. In their hurry, the refugees did not fully secure their cargo and the result was that much of it came loose in the crash. Broken cartons, smashed crates, and dented drums all lie in a jumbled mess at the front of the cargo bay. In no particular order, a casual search will reveal a carton of fatigue pants soaked in motor oil, fatigue jackets, a case of bent shovel blades, ripped and holed tarps, four truck tires without rims, and various spare engine parts split from their crates and strewn about.

The fatigues and tarps are all made of light sensitive synthetic. In bright daylight they will have their full camouflage coloration, but as the light level falls, they will get darker and darker. In low moonlight (or the back of the plane) they will be completely black.

Wonderfully intact in the very back of the hold, where they were very carefully secured, are four fifty gallon gasoline drums. One is empty and another is leaking and three quarters empty, but the other two are full. Note that the characters should smell the gas. Unless they are stupid, there should be no fire or explosion.

From the bloodstains in the cockpit, it may be deduced that three people died there. The controls are a loss, shattered, bent and blood stained. There are no charts, books, or even pencils in evidence. No survival or first aid kits, knives, or anything of any use remains, having already been removed by the survivors.

The Shelf - The island's beaches run from its southern tip, up both the east and west sides, and end in five meters of vertical rock face, about 50 meters long at its widest. The face is vertical, but rough and cracked. It is not a ladder, but anyone with four working limbs should be able to scale it without trouble in a turn. Attempting to climb it any faster should use the usual climbing rules with a +2 for the ease of the handholds.

On top, the shelf is rough and pitted with fissures and holes and outcroppings. There is a fairly deep rainwater well in the center. From the five meters along its southern side, the shelf is about eight meters above water level at its northern tip. It is possible to climb down on any side and fish off the sides over the water. Basically it is a barren, gray, hot, hard place to be trapped by a monster.

Near the well at the center of the shelf is a tattered blanket covering a lumpy shape and itself covered by the dried remains of a palm shelter. Flipping aside a palm leaf will reveal a skeleton, long dark hair clinging to its skull and tattered fatigues enclosing its bones. Its dog tags will reveal the skeleton to have been Dr. David Regents, Electronics Specialist with the Costa Rican Air Force. In his pockets are three pens, a large Swiss Army knife, a set of metal keys, a notebook, a wallet, and two passports.

The wallet holds Costa Rican and U.S. bills, both of which are printed on paper with colored thread intertwined, and engraved with holographic portraits. The wallet also contains three bank cards, two I.D.'s (a military I.D. and an Arizona driver's license), and two pictures (one of David and a latino woman, the other of a younger David and two other anglos standing arm in arm with someone in a mouse suit).

One of the passports is American with David's real name and birth date, 2009. The other is Costa Rican and lists him as five years older, twenty pounds lighter, and refers to him as Hector Venauwala. Both show that he travelled widely about the Caribbean between 2031 and 2035.

Near the top of the blanket lie a pair of prescription glasses and an open book. The book is face down, but the holographic jacket shows a suave, latino man with a cocktail dress clad woman on one arm and a big gun under the other. Anyone who can decipher Roman numerals will be able to determine that it was published in 2035.

Beyond David's remains is small fire pit. Stacked neatly in a depression to one side are all the cooking materials from the plane: four mess kits, two big hunting knives, a kettle, a

selection of chipped mugs and cups, two canteens, and a thermos. The canteens and thermos are full of water. There is no food but there is a bottle of salt tablets and another of multi-vitamins.

About three meters from where David lays, there is a fissure, wide enough to admit a man. The mouth of the fissure forms an overhang that shelters a shelf about a meter down. On this shelf is much of the salvage from the plane. The charts from the cockpit, slick, hologrammed magazines (cover dates for January and February of 2035), microfiched shop manuals for aircraft and truck engines, several sets of synthetic, light sensitive fatigue clothing, three blankets, a mostly empty first aid kit, a very compact cellular phone (the size of a hand set), two microcomputers with detachable handboards, a data bank with a wrist band, a set of electronically augmented binoculars, two mechanical and one electronic repair kits in large (one square meter) tool boxes, and a collection of electronic gear with no obvious purpose. None of the electronic goods will work, nor will their batteries (if the characters can find them) show any charge.

There are three weapons on the shelf. The simplest is the ceramic machete. The most complicated is the partially disassembled double-barreled tank destroyer. In between is a tangle rifle. Only the machete works.

Between the well and the point is another fissure that is apparently the trash basin. In it will be found empty meat and ration tins, salt tablet bottles, used medical supplies (bandages, syringes), empty cartons of nicotine sticks, and a couple strings of waxy paper.

At the point of the shelf and of the island, there are three more crosses, stuck in the rock. They have the same smooth cut surfaces as the stumps and the other crosses. There are no dog tags on them.

David's Notebook - The official language of Costa Rica is Spanish. It is what everyone on the plane would have spoken, it is what all the charts and manuals and books will be in. Even if none of the characters speak Spanish, however, they should have no trouble decoding the names, ranks, and job descriptions on the dog tags. If you are in the mood, Intelligence rolls can be used, and bad translations can be handed out if they are missed, but the characters should have no trouble figuring out who these people were. What they were doing and what happened to them, those are fair questions and most of the answers are in David's notebook.

The notebook is a record of David's stay on the island, as well as wanderings about his past life, stray equations, circuit diagrams, sketch maps of wildly improbable traps for crushing what looks like a walrus. It is up to the GM whether the notebook is in English or Spanish. If there is no one in the party that reads Spanish, make it in English since the characters will hate you if they can't at least partially decode the book. In the latter part, David may ramble between languages at random. If someone in the party *does* read Spanish, let them use their skill. Bad translation rolls may give you a chance to enliven play.

If the whole notebook is read (in one language or another) the following story can be pieced together:

David left the University of Arizona and the United States during his senior year when he and some friends were caught putting lab equipment to assorted unauthorized uses. Rather than face judicial review and possible criminal charges, he signed on with SpiroTech, the legitimate front organization for the Costa Rican pirates. He spent four years working as a trouble-shooter, travelling about the Caribbean, fixing the illegal toys that others broke. He worked in a freer atmosphere (no reports, no regulations, no inspectors) than he had ever known, and with a standard of living that was beyond what he had dreamed of in the states.

And then the plague hit. David does not describe its causes, origins or effects, but he does talk about the panic, and the fear for their families that made some of the team stay behind. Apparently, when the plague hit, he and the trouble shooting team loaded up what they could, stole their plane, and tried to flee to Trinidad (independent island nation off the coast of Venezuela). They thought they were safe, but their plane was already infected, and in mid-flight, vital controls failed and they were forced to crash land.

The flight crew died in the crash. Two of the team, including Rosa, suffered injuries that proved fatal. (David particularly laments Rosa's passing; there are some embarrassingly frank descriptions of what she could be doing for him if she were still alive). The rest of the party salvaged what they could from the plane and set about planning a way off the island. They had barely started their raft when the monster arrived and they were forced to relocate to the shelf.

David goes into no great detail about the monster, but he does say that they lost another of the party while trying get all their salvage moved on to the shelf. And he describes the mad plan of the last two members to try and sail away from the island at night on what was completed of the raft. He writes of trying to talk them out of it. He writes of dividing their meager rations and helping them lower the raft. He writes of watching the monster eat them, barely 200 meters off shore.

After that the notebook becomes pretty incoherent. David thinks he has a fever and his hand writing becomes shakier. The last entry is a description of the full course Tex-Mex dinner he is going to order when he gets home to Tucson.

Of particular interest to the characters will be the section where he describes his plans to fix the guns. The plans are not step by step, how-to directions; they are the scribbles and notes of someone who is trying to trace a problem and form a plan of attack for fixing it. It will take some electronics skill to follow (with a minus if the text is being read by a character to another character), but in a nutshell it says that the gyroscopes and laser sights are lost causes. The guns would still fire if the electronic interlocks could be reprogrammed, but that requires electricity and David had none. The interlocks could be removed, but the trigger mechanisms are electronic and would be useless without them. A brand new mechanical trigger would have to be built, and David did not have the tools or expertise to do the job. Characters examining the electronics of the weapon (or anything else) will be able to see signs of significant corrosion, but no overt physical damage.

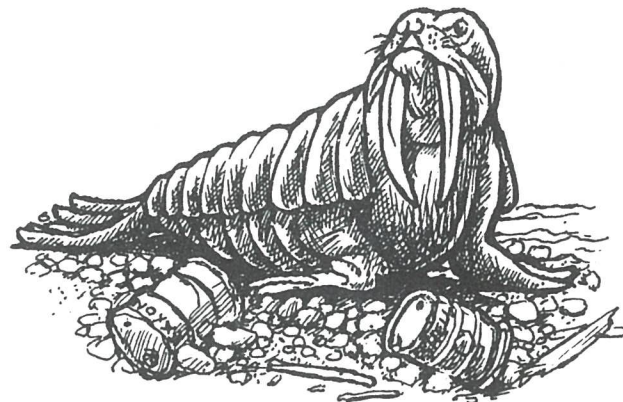
There is nothing in the notebook about the tanker.

Name: The Monster, aka The Fanged Death, aka Fang
(Note: Stats are in land/water format)

Strength	: 40	Length/Height:	5m
Dexterity	: 8/12	Mass:	1,800kg
Constitution	: 10	Max velocity:	5m/sec (land or water)
Intelligence	: 15A	Preferred habitat:	T/*/W
Willpower	: 18	Spec. Attacks:	
Bravado	: 15/17	Tusks,	40II, Skill 8/10, Init. 16/18
Perception	: 6/12	Trample (land only),	20IV, Skill 10, Init. 17
Appearance	: 6	Bite,	20II, Skill 8/10, Init. 16/18
Stamina	: 20	Acid saliva (special)	
Power	: 30		

Body Points	: 140	Armor Value	: 20/10 body, 30/15 head
Speed	: 24/26	Food Value	: 100

Armor Material: Genetically engineered bony plates, 50



Tuskers were engineered in Yucatan for use in the pirates' blood sports. Built on the frame of a walrus, they were given oversized and toughened tusks, armor plating, and acid saliva. They weigh over a ton and average five meters in length. Normal Tuskers have gray hide, black plates, and long, drooping mustaches. Fang is a rare white tusker with red eyes and mustache.

Tuskers were engineered to be man killers. Cunning by animal standards, they will stalk their prey, seeking one on one battles. They understand that humans often hide in shells that must be broken down with their saliva. If they have not wounded an opponent in the first couple tusk attacks, they will shift to biting, till the smell of blood tells them they have ruptured the opponent's armor.

Tusker saliva is a corrosive acid. On any phase that a bite attack hits, regardless of whether it or not it does damage, roll 1d4. This is how much damage that location will take at the end of the phase. At the end of the next phase, the location will take one less point, and so on till the acid is used up. Armor does not reduce this damage, but the acid must eat through any covering material before it can damage the character. The acid is not water soluble (over short periods of time, at least). It must be neutralized with soda or wiped away.

Fang was one of the star attractions at the Ciudad del Carmen Coliseum. He had killed over 30 men in the arena before the plague stuck. As electronic locks and security systems failed all over the bestiary, the few guards who stayed were primarily concerned with containing and killing the land based horrors. The aquatics escaped into the harbor where most were eventually hunted down. Fang was one of the several who scattered into the Caribbean. Since the break, he has stayed away from large concentrations of men, attacking only small boats and isolated pockets, like the survivors on the island.

Confronting the Monster - The characters should get the whole first day and night to survey the island, attempt to set up housekeeping, and so on. It is on the second day that the monster should appear.

The monster has been hanging around this area, waiting for the last human on the rock (David Regents) to come down. He has taken to surfacing offshore, downwind of the island and sniffing the air for human spoor. On the character's second day, he will surface either off their landing zone or off the plane, whichever has more characters. Smelling humans, he will circle the island, trying to find one alone, preferably in the water.

Fortunately for the characters, the island is not really built to let the monster sneak up on them. If he tries to attack someone on one of the beaches, he will still be ten meters (five at high tide) offshore when the sloping bottom forces him to surface and three meters later he will have to start walking on his great fins and tail. Characters who are not deeply involved in something (a couple making love would be perfect, if your campaign entails such things) will notice this great, red eyed, huge tusked mass charging toward them.

Fang is only an animal, but he does have a 15 Intelligence on that scale. He will try to face single humans. He will not walk blindly into unusual circumstances, nor will he let himself be drawn too far from the water. Any trick tried will only work once. If the characters can impair him *more* than -6, he will retreat into the water to heal. On the other hand, if he thinks he has wounded someone so badly that he can catch them even at his slow movement rate, he will chase them all over the island.

Hurting the monster is hard. His plating is thick and it covers a body that makes him buoyant while allowing him to take great amounts of damage. With the tank gun and the tangler victims of the plague, none of the airplane's survivors felt like challenging him with just the machete. The monster could eventually be whittled down with the machete (a strong arm could make him bleed), but against most humans, the tusks only have to hit once...

The characters will probably have more options, but unless they are carrying light tank weapons or lots of explosives, there will be no quick kills. Handguns will mostly bounce off the monster's armor and grenades will only annoy him. High calibre rifles (even head shots) won't kill the monster, but they will probably impair him enough to force him into the water.

He won't suffer eventually fatal results on most injuries (after all, he was engineered for arena combat, and their aren't many veterinarians willing to treat an angry, injured creature of this type).

Of course, there *is* an anti-tank weapon on the island, it just doesn't work. It may be fixed either by providing power to reprogram the security interface or by removing the whole trigger and putting in another one.

Reprogramming the interface will first require repairing the power source. The repair time will be $(4 \times 1BP \text{ lost} \times 2AV \times 10 \text{ complexity}) = 80$ minutes and the spare part required is an electrical power source. Having David's notes to refer to will give the characters a +3 to their repair roll. Once the interface is working, it will require a computer science roll averaged with an electronics repair roll to reprogram it. The time is 30 minutes and David's notes act as a +5. A successful roll will allow the *first* character who places his palm print on the handgrip to use the gun. The weapon will respond to no one else. The circuitry has been protected from the plague by its epoxy bedding, and the fortunate coincidence that its power leads are not copper, but the exterior of the weapon is still infected with the microscopic critters.

The down side of this repair method is that hooking up to the tankgun will expose the character's power source to the virus. With 1d6 hours of the infection, the gun will be dead again and the repairs will have to be repeated, although a new palm print will not have to be programmed. Note too that if the power source is hooked up to any other equipment, it will also be infected.

Building a mechanical trigger would be treated as repairing the tankgun (2BP lost, 14AV, and 6 complexity). Parts and power tools would have to be found among the characters' effects. There are enough components from the plane to do the job, but they are all infected. Ones that don't fail outright, will fail within 1d6 hours of being connected to current. David's notebook gives no bonuses to this task. This applies to the tangler as well. If the characters attempt to repair it, modify the stats as appropriate and let them roll.

If you have an anarchist who can make zipguns, the 10mm slugs in the tankgun would make an attractive load for one, but they are caseless and not rimfires. They can be loaded into a zipgun, but some sort of electric trigger will have to be rigged for them.



Nanoviruses - For players and GM's who are unfamiliar with nanotechnology, a nanovirus is basically a microscopic, self-replicating robot, with a certain (hopefully fixed) programming. In this case, the robots simply carve microscopic chunks out of any copper-based item, assemble them into a copy of itself, manufacture a similarly small command chip, and send it on its way, where it does the same thing. They can be powered by temperature differences, electricity, light or whatever was in the design parameters. What makes them dangerous is that they multiply like bacteria, are almost impossible to wipe out, and given time, can chew their way through almost anything (anything copper, in this case). We have the precursors of this technology available in 1991, in the form of experimental micromachines (motors, gears, pumps) etched into silicon chips.

The pervasive salt air does these little monsters a great deal of harm, since they are largely copper. A nice salt-water soak for a few hours would certainly kill any on an item, but this would likewise do the electronics little good. They have survived on the gun and in the dead battery packs because they are both in a sheltered location, and mil-spec items that are usually sealed from the ravages of the weather. In the rest of the world, normal atmospheric moisture and acid are taking their toll, and only a few "hot-spots" remain.

None of the records on the island detail the nature of the plague, and characters may have no idea why their electronics fail at first. Related side effects (and infection sources) may occur if a character handles an infected item, and then cleans a gun, for instance. Many bullets they have will have copper jackets, which over the course of a few hours, will be eaten away. This will not affect their functioning, but is a partial key to understanding the nature of the plague that has hit the world.

Other weapons - There are explosives on the island too, 400 liters of them in fact. Treat each gallon of gas stored in the plane as 1kg of black powder, so the full 400 liters has the force of 100kg of black powder, for a DV of 480E. On this scale, one drum should be enough to obliterate the monster, provided a way can be found to detonate it while he is right on top of it. Keep in mind that (contrary to every movie you have ever seen) just putting a bullet into the gas will not make it go up. What is needed is an open flame or a spark, and a way to create the right fuel-air mixture for optimum detonation force. Simply igniting a gasoline-covered Fang will do little good, as he will return to the water long before he begins to feel pain from the flames.

Avoiding the Monster - The question maybe reasonably asked, why should the characters fight the monster at all? Why not just retreat to the high rock shelf and wait for the Cube to recharge? Indeed, why not? Obviously, the primary inducement to the characters is the tanker, and to get to it they are going to have to do something about the monster. This presumes that they don't have some ultra-high tech way of covering the distance (which is used before the plague eats the vital parts). A hovercraft or small boat is likely to get "Fang'ed" the first time they try it, hopefully with no casualties except the character's gear.

If, however, the characters are not curious types and have the food, water and shelter to wait the monster out, let them. Have the monster come by every now and then and taunt them, give him a good chance of being around if they ever come down to swim or cut wood or whatever, talk about how hot and miserable it is on the open rock in the hot sun, but if the characters have the patience to sit all this out, let them. Not the most exciting of scenarios, but one of the advantages of having a Matrix is the ability to escape threats like this. It may make a nice change for the characters if they actually do.

If you are playing this scenario without the tanker, but you still want the characters to confront the monster, just get rid of something that the characters need. Move the well off the shelf, or have it be empty. This also means the entry site has to be off the shelf, otherwise the characters will just scoop out the hemisphere they Jumped in with to make a small pool. Spoil the characters food or blow away their shelter. Or, as a last resort, simply fritz their Matrix with some sort of internal software problem (like a reference loss). This is not as catastrophic as it might sound, as someone capable of fixing it is literally within sight (in the vicinity of the tanker). If the characters are adventure-avoiding sticks in the mud, why are they even playing? Use whatever act of god is needed to get them foraging on the lower island.

Then there is always money. One square meter by 5mm sheets of sapphire or diamond would not be unusual cargo for the plane, as they are common industrial parts in this time. Or, perhaps the plane's crew grabbed a gold shipment before they escaped Costa Rica, or perhaps the notebook refers to "the treasure" without identifying it as a few hundred thousand (million?) in hard currency, useful in *this* time, but hard to pass in any other.

Whether it is food or money that is used to make the character risk the lower island, it should be hidden somewhere that it can't be found the first couple days, or Fang should show up before or during the character's first trip to the shelf. David's directions should be fairly general so that a precision commando raid cannot be conducted to extract it and return. Depending on the nature of the treasure, it is likely to be hidden either under the funeral pyre, in a bulkhead of the plane, or in one of the fuel barrels. All three require the work of several characters, and a bit of time to acquire.



Part 2: Warren Days

Place - The Lesser Antilles, The Caribbean Sea

Time - April, 2036AD

Background - Ultra Large Crude Carriers, the largest vehicles ever built by man, were the product of the coincidence of the high cost and the high demand for oil in the 1970's. After the huge initial investment, ULCC's were able to transport oil at a per barrel cost many times less than that of smaller tankers. The ship class began in the 1960's with the Very Large Crude Carriers, tankers capable of hauling 100,000 to 200,000 tons of oil. By the end of the embargo years, Ultra Large (300,000+ tons of oil) Crude Carriers were hauling as much as 500,000 tons of oil at speeds of nearly 16 knots from the Arab fields to offshore stations all over the world.

In 1980, however, a third of the world's fleet of 700 supertankers were inactive and the decline continued for the next 50 years. Rising transportation costs vs. falling communication costs drove the world from a commuter society to an information one and demand for oil never again rose to the point where the ULCC's were needed.

The problem with ULCC's had always been where to dock them; most needed at least 30m of clearance (U.S. harbors of the period averaged 15m). There were only a handful of deep water ports in the world and few of them could take ships that were never going to leave again. Many of the decommissioned ULCC's ended up in the Ivory Coast port of San Pedro, where they were nationalized along with everything else in the Tribalist Revolution of 2021.

Like everywhere else in Africa, the Ivory Coast (re-christened Baule) was faced with the dual catastrophes of famine and plague. In 2027, the Ivorians refitted an old 500,000 ton ULCC. as an answer to both problems. Christened the *Binka-Bobo*, its vast holds were broken up and configured into sterile farms and labs. While the yeast and bacteria farms grew tons of synthetic food, the tanker's labs conducted disease research.

When the Deux Plateaux uprising swept the Baule tribe from power in 2030, the loyalist-dominated *Bobo* fled in search of a new home. Self-sufficient in all but fuel, the tanker wandered the world's oceans for two years, trading its huge stores of food for fuel and parts. The ship finally found a home off the shores of Yucatan. The pirates liked the food ship idea so much that they rotated their own people on to the *Bobo* for training while they purchased and modified a ULCC of their own.

When the plague hit, there were about 3000 Ivorians and 1000 Mayans on the *Bobo*. The officers were primarily Ivorian, but there were Mayan "advisors" with extraordinary powers over most of the crew. Cut off from physical contact with the world's power grid, the *Bobo* did not initially suffer the virus, but was infected by increasing tension as the world went quiet around them. The tension tended to form along racial lines as the crew sought a course of action.

The problem was the fuel supply. Food, water, and light could be made on board the tanker, but only so long as there was oil to drive the power plant. At the Mayans' suggestion, the first crisis was met with piracy. A modern, automated tanker (the *Fletcher*) that had similarly escaped the plague by being at sea,

was tracked down (it was one of the few things still broadcasting), boarded, and looted. The robot tanker solved the fuel problem, but it touched off the war.

The war started as an argument when the Mayans tried to claim the *Fletcher* for themselves. By sundown things had escalated to a shooting war with the main battle centering around the *Bobo's* pilot house and the auxiliary control. Neither side could hold either control station long enough to set a course. The Mayans, watching their ammunition supply dwindle and realizing that they had no chance against the Ivorians numbers in hand-to-hand battle, released a virus into the ship that was genetically tailored to affect only blacks. The Ivorians quickly engineered a vaccine and a virus of their own, but not before the numbers had evened up considerably.

It was while the Ivorians were trying to capitalize on the temporary advantage that their bug had gained them and while the *Bobo* was on its circa-1970 autopilot, that the supertanker struck the reef three miles from David and the Costa Ricans' island. David was already a month dead at the time.

The Tanker - The hardest thing about this part of the scenario is making the characters understand just how big the *Binka-Bobo* is.

First, some common, everyday comparisons. At 406 meters long, the *Bobo* is longer than the Empire State Building is tall. At 72 meters wide and 36 meters tall (12 meters of it above the water line, not counting the superstructure), it encloses more volume than two of Houston's Astrodomes. The operative words here are *really big*.

In game terms, the *Bobo* is 406 x 72 x 36 meters. This means that if you were to map it on 5mm hex paper, the drawing (of just one deck) would be two sheets wide and seven long. If the characters seem to be having trouble grasping the size of the setting, set out the 14 sheets of paper and draw the characters in their approximate position. Then say that there are more or less 10 other decks of the same size, with different layouts. See if this makes them understand why they have lost the person they were chasing, or why they have gotten lost themselves. To really impress them, use 12mm hex paper. This would be about a meter wide, and five meters long. Visibility inside the ship is seldom more than 20 meters, and then only down the direction of corridors with open doorways.

The *Bobo* divides first into two sectors, the long bow section with its modified oil holds, and the short engine and superstructure section. Vertically, the bow section divides into four areas. The bottom 12m are farms. The next 12m are tanks for storing raw food materials and finished food. The last 12m are living areas. All but the top 6m of the living area is sealed and sterilized. Longitudinally, from bow to stern, the bow section divides into two areas, those held by the sterile Maya and those held by the sterile Ivorians.

Just forward of the stern section is the rent caused by the crash with the reef. By destroying the integrity of the two sides' forward farms, the reef created two staging areas where the rival tribes get ready to venture into the no man's land that is the stern section. Above in the superstructure and below in the engine rooms is where the war drags on.

Getting to the Tanker - The character may cut down the rest of the island's trees and bind them together for a raft, if they have some rope. Alternately, they may scavenge the plane, using the machete to cut pieces of the bulkheads and wings for a platform, using the empty gas and oil drums for floats, and using the super glue and epoxy from the tool kits to bind it all together. In either case, it should take about a day to construct a raft large enough to carry the characters and their salvage. The design rules maybe used if the characters want a specific time, or someone wants to work on their construction skills.

Rowing the 5km out to the tanker will take about three hours (about 30 meters a minute). Characters wishing to show off their rowing skill will be able to cut this time significantly. Let them have their skill rolls, but also keep track of their stamina. If the characters are making the trip during the day, remember that the raft is open to the sun.

Approaching the *Bobo*, the characters will first notice the superstructure (if they hadn't seen it already) and then the colors. The tanker appears to have been painted gray with red and orange splotches. Getting closer, the splotches will reveal themselves as large rust spots. Getting closer still, the characters will be able to see that most of the spots have been covered by epoxy, although the epoxy has warped and rippled under the stresses of the ocean.

Sometime between seeing the rust and then the epoxy, the characters will notice that slogans in French have been painted on the ship's sides. Most are on the "Baule Rules!" or the "Feed the People!" theme. The ship's name is painted on the bow.

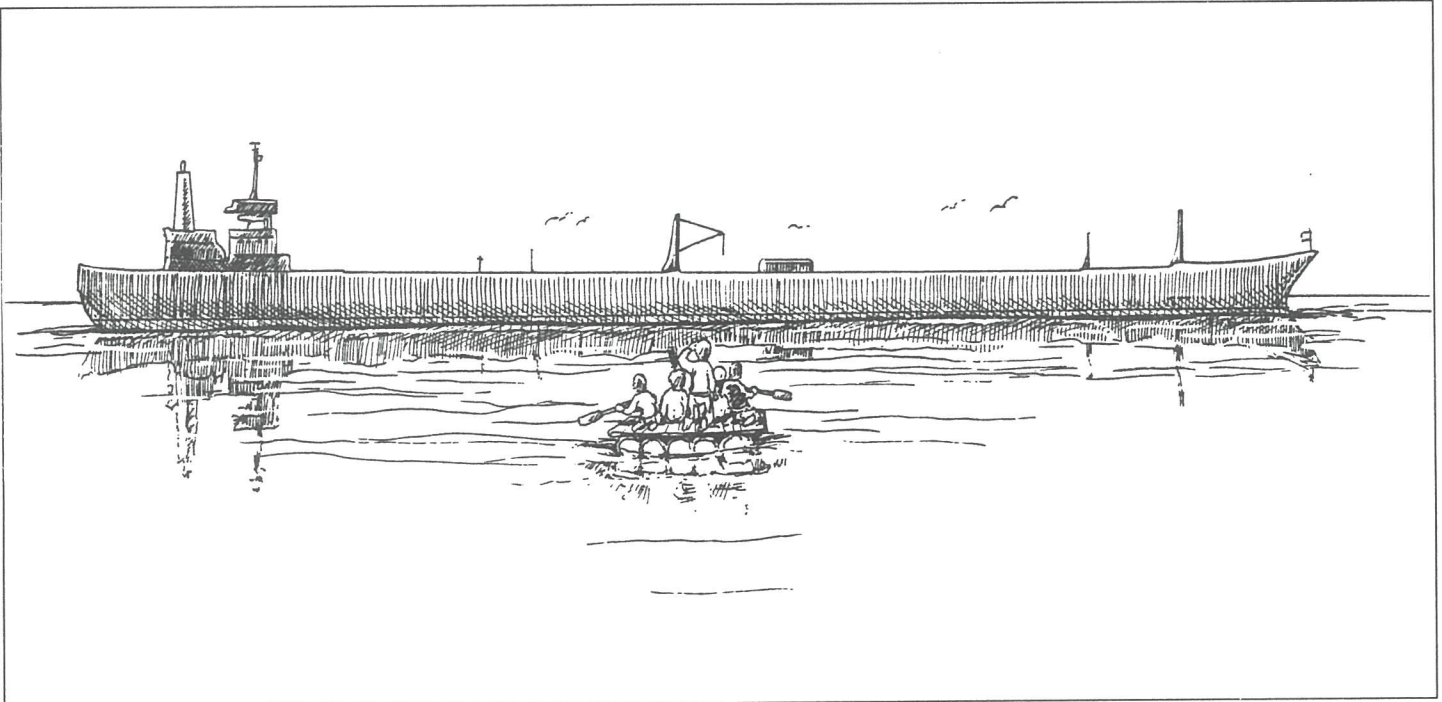
What the characters will not see are people. The only sign that the *Bobo* is not deserted is the smoke rising from the stack in the superstructure. For every half an hour that the characters stay with in a kilometer of the tanker, there is a 10% chance that either side will notice them (roll for each). Neither the Mayans or the Ivorians keep a regular watch because it is so dangerous to be in the open, and there is seldom anything to see.

Boarding - At this point it is probably time to remind the characters that the *Bobo* is *big*. The deck is 18 meters above the water line. There are no stairs and no ladders. In peaceful times, visitors were lifted aboard by one of the cranes, but there are no operators now. If the characters do not have a grappling hook or a scaling ladder with them, then they will have to attach handholds with the superglue, or else cut them with machete.

Or, they can go in through the hole the reef punched in the hull. At the water line, the hole is 3 meters wide and a meter and a half high. It opens in to a 30 by 18 schlop tank (see diagram). The tank is six meters deep, but four of it is under water. The characters are going to have stoop down to get under the tank's support ribbing.

There is an inspection tube to the immediate right of the characters as they float in through the hole. It is a meter in diameter and formed of transparent plastic. A series of interlocking, meter square doors run up the length of the tube, making it possible to open it at whatever level the schlop occupies. All the doors are locked, of course, except for one a meter below the water line and the one below it. These were ripped loose by the reef. Characters who don't specifically inquire should only be given a Perception roll to notice that the water in the tube is half a meter lower than the water in the room. The water levels will even up when the hatch at the top of the tube is opened and the air in it is allowed out.

Presumably, the characters will try to get out of the tank by going up the ladder in the inspection tube. If they try to go down they will discover that the production room below them is completely full of water except near the ceiling where the ribs did not intersect with the rip in the hull and air was trapped when the room filled. If the characters use their machete to hack a way out of the cargo hold, they will find the holds in all three directions similarly awash. Any hold they cut into from there will contain some sort of schlop. If they do not cut high and fine, they will find themselves awash in sticky, vat grown food.



Living Quarters - The metal interior walls left over from the *Bobo's* days as a Crude Carrier meant that the architects converting it to a food ship were starting with 48 rooms, each one 18 meters wide and 30 meters long. The architects used epoxy spread over cardboard forms to divide these big rooms into smaller ones. Power lines, communication cables, water lines, and light fixtures were stapled to the ceilings of the new corridors and branched through doorways into new rooms.

The metal walls divide the living quarters up into four levels (two sterile, two not) of modules whose interior walls, floors, and ceilings are cardboard and epoxy. There are sleeping, cooking, and storage modules. The order (from bow to stern) is two sleep, one cook, two sleep, one store, two sleep, one cook, two sleep, one store. The sleep modules contain eight rooms for single families or groups, plus a community bathroom and lounge. The cooking modules have kitchens and dining areas, plus recreation space. The storage modules were to hold whatever the thousands of people on board needed but couldn't fit elsewhere, like clothes, foodstuffs, etc.

In the areas of the ship that were going to be sterile, the architects cut doors in the metal walls from bow to stern, but not from starboard to port. Once in the living quarters, it is possible to go from back to front in the ship, but not from side to side without going forward to the bow or back to the engine rooms. There is an air lock/decontamination room at each level.

Going up and down through the living area is done by narrow plastic stairs located in the storage and cooking modules. There are no stairs from the sterile levels to the unsterile levels. Going down to the factory levels is done by passing through the inspection tubes, one of which is located in every module.

Back to the characters - When the characters pass through the inspection tube they will come out in the lounge area of a sleep module. There will be a broken open beanbag chair in the center of the room, half a ping pong table against the wall, an old AM receiver in front of the bathroom door, and that is about it. A hanging string will turn on the one remaining bulb in the florescent light fixture on the ceiling. The bulb will flicker and sputter uncertainly for a few seconds, but it will eventually start up and cast enough light to see by.

Exploring, the characters will find that the bathroom is still functional. One of the commodes was shattered, but the other three still flush. The four showers all function and there is even hot water.

The sleeping rooms were designed for four people and each originally had a chest of drawers and two double air mattresses. Most of the chests remain as do the remnants of many of the mattresses. There is some trash left in the rooms, like strips of wax paper, torn bits of shrink wrap, the paper wrappers from first aid supplies, bits of nylon rope, tape balls, and so on (as if someone had fought a war and then had a big moving party), but no personal belongings.

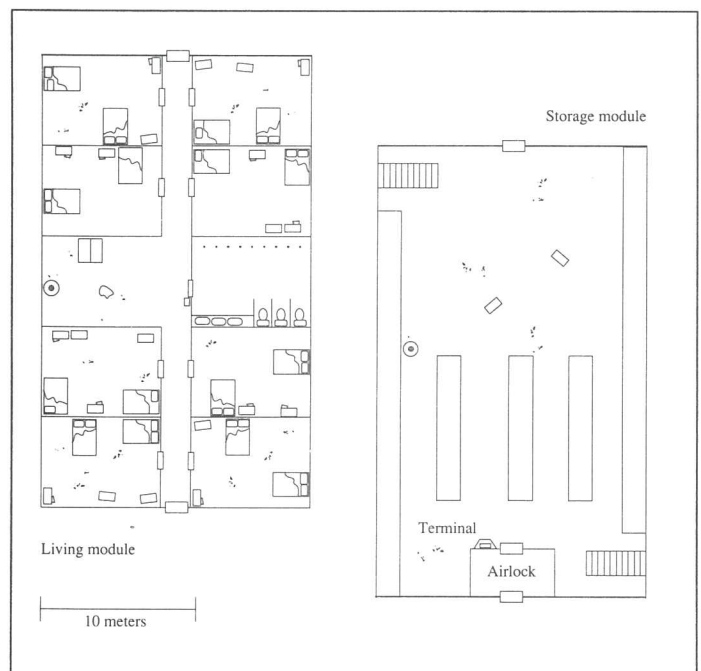
If the characters go towards the ship's bow, they will find immediately find a spot where all the life lines have been severed by fire damage. An emergency pump keeps the ship from being flooded but there is no water or power from this point.

If the characters go toward the stern of the ship, not only will there be power and water, but there will also be enough dust accumulated on the floor to show tracks. When the characters get into the second sleep module, they will find footprints running from the inspection hatch in the lounge to farther back in the ship. If the characters follow the prints, they will find that they lead to the inspection hatch in the adjacent storage module.

Like the sleeping modules, the storage module is barren. Empty, wire faced shelves line the metal walls and empty, clear plastic lockers stand in rows down parallel lines at the stern end. The broken pieces of plastic pallets and torn cardboard boxes are all that occupy the room.

Interesting stuff - At the back of the storage module is the air lock/decontamination chamber. Affixed to the wall, next to the big closed door, are two flat screens, a handboard, and a set of function buttons. There will be no power to any of it when the characters arrive. Trial and error should suffice to find the power button (if none of the characters read French) as none of the other buttons are active until the power one is hit. The default settings are for one screen to show the inside of the chamber while the other displays the cycling and decontamination commands. Both are touch screens with icons for zoom and framing. Even without being able to read the French, the characters should be able to use the chamber without decompressing any of their members.

The screens are also tied into the tanker's Net, which is a mess. All of the electronics for the running the engines and pumps of the tanker are circa 1970, transistor-based, with dumb, dedicated microprocessors for transferring simple data. When the *Bobo* was refitted, computers and Net links were added to monitor the food machinery and environment of the tanker, particularly in the sterile areas. When the battle between the Mayans and the Ivorians became open, both sides immediately tried to seize control of the computer. Like the stern section of the ship, it remains a no man's land.



Most of the environmental control in the ship is now done with the manual overrides. The food machinery is run by dedicated microprocessors which have no links. The ship's computer net is still used by each side for communication among themselves, particularly between the sterile and non-sterile areas. There is constant battle between each side's programmers to disrupt the other side's communications and gather information on their locations, diseases, poisons, and plans. All programming is done in French, but the Mayans will have their records in Spanish.

Due to the icon and touch controls, the characters maybe able to slip into this morass of false commands and viruses, but if they don't read French or Spanish, they won't be able to get much information, and if they don't know how to use a handboard, they won't be able to communicate. If they do get into the Net, and if they can read French, they still will probably not be able to break into any of the real communication nets. All will require passwords that they don't know, as will trying to get to any of the environment or machinery screens. There is, however, a phone icon that will not ask for a password. It will instead ask for an account code, which the characters may either type in, or they may choose one of the department names on the ship (Maintenance, Operations, etc.). Next they will be prompted for a 13-digit Net code or be allowed to choose directory assistance. The remote directory assistance will be inoperable, but the local one will spit up a list of names and businesses all over Africa and the Caribbean. Any that the characters try to dial will be inoperative.

The Mayans, the Ivorians, and the TimeLord (see below) all have monitor programs watching for someone to make contact off the ship. Within 1d3 minutes of the characters beginning to make outside calls, the screen should abruptly be replaced with an angry inquiry in French, demanding to know who they are and who they are trying to contact. Just as the characters finish reading this message, it should be replaced by a nearly identical one in Spanish, then the French one again, then several seconds of static.

The static will suddenly resolve into schematics. One is of a silver twenty sided solid. The other is of a big tanker with a smaller tanker docked along side it. The bridge of the smaller tanker is flashing. The schematics will hold for nearly three seconds, and then the terminal will lose power.

This is the only airlock terminal that is still linked to the ship's Net. The rest have been transferred to local computers. If the characters kill the terminal before they cycle through the lock, they will be unable to open it. The computer is required to measure the air mix, spray the proper chemicals, flash the proper heat, shine the right lights, and generally make sure that no germs or bacteria are transferred from out side to inside. The outer door will not open when the inner one is, and visa versa.

The processing room - Going down the inspection tube in the storage module that the footprints lead them to will take the characters past a full tank of strawberry-flavored schlop with the consistency of yogurt. They will pass into a food processing room, which will consist mostly of vats. It will remind the characters of a brewery, if any of them have ever been to one.

The average processing room has four big (five meters tall and five meters in diameter) ingredient vats, three smaller (five meters long but only three meters in diameter) processing vats, one central brewing vat, plus a scattering of small vats and barrels for extra ingredients or product. Catwalks, strung at three meter intervals up on the side walls, reach the tops of all the large vats, while pipes, big and small, clear and insulated, line the sides of the vats. There will be a central control board as well as smaller monitor stations at each vat. There will be heavy doors at each end of the processing room that link into the next chamber which will be pretty much the same. These will take 5 seconds to fully close and latch, but can be opened from either side.

Again, the controls here will be shut down. If the power button is found, red warning lights and error codes will light the status boards up like christmas trees. The characters don't have a prayer of getting the equipment brewing (unless one of them is familiar with the technology and has a few weeks to work at it), but they might be able to access the ship's Net if they can clear enough error codes to find the right icon. If they get on it, things will go like they did at the door.

Whenever the characters are ready to enter the ambush chamber, or whenever you want to get them moving, you can have Manuel curse in surprise.

Manuel Rodreiz

Age: 27 Height: 180cm Weight: 78kg

Body Points: 29 Speed: 11

Strength : 10

Dexterity : 11

Constitution : 11

Intelligence : 12

Willpower : 11

Bravado : 12

Perception : 11

Appearance : 9

Stamina : 9

Power : 6

Skills:

Hvy. equip. : 12

Food process. : 8

Stealth : 8

Spear : 6

Equipment:
Pointed stick (9III,4I)



Manuel is a crew cut Mayan of middle build, who appears to be in his late twenties (he is 27). The right side of his face is frozen as the result of a dose of Ivorian poison he took. He speaks Spanish and some phrases in French.

Manuel was a longshoreman when the request was sent out for people to go to the food ship. It sounded like less work and more pay (particularly with the money he would be saving by having his wife and three kids on board with him) so he signed on.

When the plague hit, Manuel was involved in one of the first interracial incidents when one of his children was harassed by a group of Ivorian children. He went looking for the Ivorians, but was met with hostility from their parents. He had rotated into the sterile areas when the Ivorian's first disease arrived, but his family was still outside. At the first opportunity, he volunteered to go outside and he has been a consistent hunter ever since.

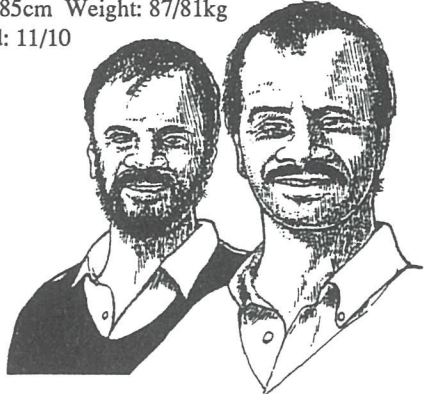
Manuel will be found standing over the body of his partner, George. They followed an Ivorian into this part of the ship, pinning him near the air lock, and then Manuel circled around while George held him. While Manuel was circling, George was somehow killed and Manuel has just discovered his body.

What happened is that the Ivorian had a friend of his own waiting here. They sprayed the room with Seydou's Nightmare and then brought George down with blowdarts. Now they are hiding in the wings, waiting for the hallucinogen to get to Manuel so they can finish him as well.

Hek and Jek

Age: 28/32 Height: 180/185cm Weight: 87/81kg
Body Points: 31/30 Speed: 11/10

	Hek	Jek
Strength	: 10	: 9
Dexterity	: 11	: 10
Constitution	: 10	: 11
Intelligence	: 9	: 12
Willpower	: 9	: 10
Bravado	: 11	: 9
Perception	: 11	: 11
Appearance	: 10	: 10
Stamina	: 11	: 11
Power	: 6	: 6



Skills(Hek):	Skills(Jek):	Equipment(Hek):
Running : 12	Mech. eng. : 12	Pointed stick (9III/4I)
First aid : 8	Climbing : 8	
Drafting : 8	Stealth : 8	Equipment(Jek):
Spear : 6	Blowgun : 6	Blowgun (4I, RC1/1)

Hek and Jek are two of kind, both tall black men in their early thirties. Hek has more belly and Jek has a beard. Both speak French and Baule and Jek has some halting Spanish.

Both men are experienced partisans. They came on board just before the counter-revolution to replace crewmen that Seydou had purged. Both men have remarried shipboard women. Hek lost his first wife in a Mayan plague and Jek's refused to follow him to sea.

Hek will be somewhere on the floor, out of sight of the characters, whichever way they come in. Jek will be on the catwalk behind some pipes so the characters won't be able to see him unless they come down from the inspection tube and even then they will need Perception rolls (pipes will block both vision and direct shots). The center of the room at floor level has been doused with Seydou's Nightmare and all characters will have to start making Constitution rolls as soon as they enter the area.

None of the NPC's in the room have lived this long by being foolhardy. Manuel, after his checking that George is definitely dead, will recognize that he is being drugged and probably ambushed and will try to get back up the inspection tube, if he can make his Constitution rolls. If not, he will be trapped in one of the shaman's horror visions. Hek and Jek will not reveal themselves until they are sure that everyone who is going to be affected by the hallucinogen has been, and they will not take on a superior number of clear headed enemies. Manuel, Hek, and Jek will probably surrender to anything they can recognize as a gun, if they don't think they can safely run for it.

All three of the NPCs will be primarily concerned with finding out who the characters are, how they arrived, and if they carry the plague. Having secured this information, they will try to bring it (and the characters if they think they are plague free) to their leaders. If they can't get the characters, they will at least want to get the characters' guns, particularly the tank killer (which Hek will recognize).

Assuming the characters place themselves in a position to demand answers, either side will be happy to go into the recent history of the *Bobo*. They each dwell on the bad behavior of the other that started the war and ran the tanker aground. They will also talk in glowing terms of the superiority of their plans for the future.

The Mayans want to take the captured tanker and go for help. They are pretty sure that the plague has exhausted itself, and if it hasn't, they are ready to take their chances on land. The Ivorians want to use the captured tanker as a pirate ship, checking oil platforms, other tankers, or sea habitats for sources of fuel that have not been in touch with the plague-infested land. They argue that until the land has recovered enough to contact them, there is no point in risking what may be the world's last high tech society. Both sides will emphasize that time is running out. None of these NPCs knows for sure how much fuel is left, but all know that it is very little.

There is a compromise that may occur to the characters that has not occurred to the *Bobo's* crew (at least this part of the crew). The *Bobo* makes a lot of food and since it has had no place to unload for months, it is nearly full. If the schlop was to be poured out, the reduced weight might be enough to allow the ship to float off the reef. At that point, the Mayans could take the other tanker and leave, and the Ivorians would have the *Bobo* to hunt for fuel in.

The problem with this solution is that neither side is sure the *Bobo* will hold together if it is floated off the reef (it will), and the Ivorians are not willing to risk it without being able to make inspections in the Mayan parts of the ship, something the Mayans will not allow. Secondly, neither side is comfortable with the amount of fuel that is left, and they would be even less so if it was divided to put both ships underway. This is not to say that the characters will not be able to convince the sides to compromise, just that they will have to work at it.

As always, the characters will have to be careful as they probe for information about the plague and world history. Nobody knows much about the plague so their knowledge from David's notebook should be enough there, but their ignorance of the pre-plague world may lead the NPCs to doubt their fitness of mind. The most dangerous effect of this would be for the NPCs to doubt the characters reassurances that they are not plague carriers. Everybody understands how many people will die if the plague attacks the *Bobo* and they will kill or die to prevent it.

Options - Any NPC's who escape will try to get to the stern or the surface and from there to their battle camps. If they have enough distance on their pursuers, they will stop at an active terminal and try to contact their leaders (1d10, 1-4 get their own side, 5-6 get the other, 7-8 get everybody (including the TimeLord), 9-10 can't get through to anyone). Whether they

make it to a camp or get through, the leaders' reaction will be to send Rollo or Tosh with a strong force (twice the number of the characters, equipped with gas canisters) to make contact and (more importantly) keep the other side from doing the same.

For the past couple of months, the two sides have been content to mount ambushes and small raids on one another, hoarding their strength. If they both get word that the characters are on the ship and each send a group, it is likely that the groups will encounter each other. Depending on the circumstances, this could result in either group backing off, or open conflict that might easily escalate into the largest battle since the initial days of the conflict.

Commander Gregory Tosh

Age: 40 Height: 188cm Weight: 83kg
Body Points: 30 Speed: 11

Strength : 11
Dexterity : 12
Constitution : 16
Intelligence : 14
Willpower : 12
Bravado : 16
Perception : 14
Appearance : 13
Stamina : 12
Power : 6

Skills:

Pistol : 10 Knife : 6
ULCC ops. : 16 Spear : 6
Navigation : 16 Swimming : 10
Motor yacht : 14



Equipment:

Hunting knife (5I/6I)
Pointed stick (9III/4I)

Forty year old Tosh is 188cm of regulation Ivorian Navy man. He wears his hair close, his face clean shaven, his white uniform properly laundered and pressed. He is formal in both address and manner. Tosh used to be a pipe smoker and will also ask the characters if they have any tobacco.

Tosh is the last remaining ship's officer. He is a passionate tribalist and only his love of the sea exceeds his love of the revolution. He joined the navy as soon as he was of age and was the original navigator on the Bobo. His preference is for doing the "right" thing, so he deplores this guerrilla war, but he obeys his orders. While not tactically a match for Rollo, his superior knowledge of the ship and greater number of troops has allowed him to hold his own.

Rollo and Tosh will first bargain with the characters, trying to at least get them to come back to the war camps where they can talk to the leaders. They will offer what they can (food and medical aid may be high on the character's lists) to get the characters on their side.

Neither Rollo nor Tosh will hesitate to force the characters to come with them, unless the characters have guns. If the lieutenants judge that they are out-matched, they will send a man for reinforcements and the rest of the force will keep discreet contact with the characters, surrounding them in a screen that will move when they do. The NPCs will use mirrors to look around corners and try to cover exits rather than actually keeping the characters in sight. Basically, the characters need some successful Perception rolls to realize that they are being followed.

At some point the characters must either negotiate with one side or the other, leave the ship, or come to blows. Keep in mind that all the NPC's are literate, skilled members of a future society. They understand guns. When the time for fighting comes, they will employ surprise and gas grenades rather than death or glory charges.

Also keep in mind that the ship is full of disease. TimeLords can counter the effects of bacteria and viruses simply by Jumping, but this is not always an option. Poisons and nerve gases can take them down, and are a lot quicker.

When the characters land, none of the (10) diseases loose on the ship will affect Caucasians. If your party includes blacks or Hispanics, then you are going to very quickly have a reason for the characters to throw in with one side or the other.

Rollo Rast Mussen

Age: 50 Height: 165cm Weight: 83kg
Body Points: 30 Speed: 13

Strength : 12
Dexterity : 15
Constitution : 14
Intelligence : 14
Willpower : 14
Bravado : 14
Perception : 15
Appearance : 8
Stamina : 12
Power : 6



Skills:

Rifle : 14 Eq. surv. : 10
Pistol : 10 Sec. sys. : 8
Military sci. : 14 Torture : 8
Martial arts : 10 Sword : 6

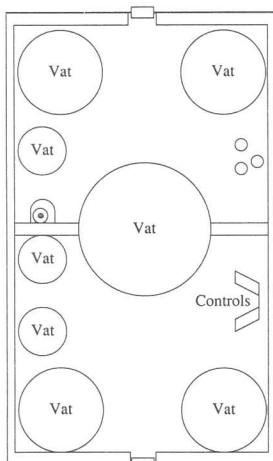
Equipment:

Ceramic machete (12I, armor piercing)

50 year old Rollo is 165cm of round bodied Mayan. He wears a dirty tan jump suit with no insignia and a shapeless hat. His oval face is creased by smile lines and he has a very ready laugh, but he is ruthless man at heart. He used to smoke cigars before the ship was cut off and he will ask the characters if they have any tobacco.

Rollo has grown up with the Mayan revolution. He began as a terrorist, became a security officer, and finally a secret policeman. De Costa is in charge of the Mayans, but Rollo is the tactical officer. He masterminded the piracy of the Fletcher and planned the attempt to hold it from the Ivorians.

Vat module



Note that there are three levels of catwalk around the edge, as the ceiling is 12 meters high

The caucasians aren't safe either. The brewers on both sides will have a caucasian disease ready within six hours of being told that one is needed. It will take them another two to get the vaccine. So, there should be an initial advantage for the characters if they have guns, but they should use the fact before the ship dwellers can counter attack.

Rodrego DeCosta - Mayan leader
Age: 35 Height: 178cm Weight: 76kg
Body Points: 29 Speed: 10

Strength : 10
Dexterity : 10
Constitution : 14
Intelligence : 15
Willpower : 12
Bravado : 14
Perception : 12
Appearance : 10
Stamina : 14
Power : 6



Skills: Equipment:
Politics : 14 Aeronautics : 10 None
Prying : 14 Pistol : 10
Deception : 10
Bribery : 10

Thirty five year old DeCosta is 178cm and has a trim build. He wears well laundered coveralls and polished boots. His English, French, and Spanish are all flawless, but accented. Like all good Mayan executives, he has a warm smile, a firm handshake, and a cold heart.

DeCosta is a son of one of the leading Mayan families and was on board representing both the government and his family, who arranged for the Mayan workers and were handling the acquisition of a Mayan ULCC. While technically just an observer, Captain Marks deferred to DeCosta and ever since Marks was killed early in the fighting, he has openly led the Mayans. He approved the grab for the Fletcher after Rollo proposed it.

Taking sides - Unlike the sterile areas, the non-sterile levels of the living quarters do connect from side to side at the cook and storage modules. Travel still tends to be from front to back, but side to side is a possibility that gets its use. At first the "warriors" (members of either culture on the non-sterile side of the door, outside) tried to defend the airlocks into their parts of the ship, but these positions were quickly abandoned as being too vulnerable. They were too close to the enemies doors and things were too open in the stern.

So the warriors went on the move. They still visit the airlocks regularly to pick up fresh supplies, but now they move around in one large group with flankers to scout for the other group. While they could go anywhere, the parties tend to stay in their own sections to be near their airlocks.

Whether willing or unwilling, the characters will first be taken to the side's battle camp where they will be questioned by DeCosta via a computer terminal (until the Ivorian hackers break into the link [5% chance a minute]) or by Seydou "in person." Once again the characters will have to explain why and how they are here and that they are not infected with the plague.

Seydou Baule - Ivorian god
Age: 93 Height: 174cm Weight: 68kg
Body Points: 27 Speed: 9

Strength : 7
Dexterity : 10
Constitution : 16
Intelligence : 17
Willpower : 16
Bravado : 16
Perception : 14
Appearance : 9
Stamina : 16
Power : 6

Skills:
Medicine : 17 Acting : 15
Chemistry : 17 Con man : 15
Biology : 17 Prying : 15
Tribal lore : 17 Deception : 15



Equipment:
None

Seydou is 93 years old, although he looks like a frail sixty. He is bald and clean shaven but very wrinkled. He wears a simple gray suit and black shoes and no jewelry. His eyes are very alert and his English has a light French accent.

Seydou is a member of the royal Baule family and at one time was twelfth in line for the throne. In the revolution, he was responsible for bringing the hill tribes of the North under the Baule banner. For a time he filled a succession of his government's positions, but his pro-mystic stand eventually pushed him into disfavor. He was given command of the Bobo to get him out of court. Seydou set about creating a loyalist/mystic crew, a process he accelerated when he saw the first signs of the counter-revolution.

The Ivorian crew of the Bobo revere Seydou as a god. Despite his simple clothes (compared to the wildly colorful costumes and masks of the others) he is the Ivorians greatest shaman and brewer. While his body seldom leaves his quarters in the sterile portion of the ship, a micro technology sound and video system he installed during the Bobo's construction allows him to appear both in the sterile and the open areas of the ship. Combined with the low grade hallucinogens that permeate the air and water, the image appears to be a real and allows Seydou to carry on conversations as if he were really in the room. The system does not work on the open deck, in sections where the power and water cables have been cut, or in the Mayan portion of the ship.

If they can provide satisfactory answers to these questions, then will be invited to join the side, and even to tour the sterile areas of the ship (in a clean suits and without their weapons).

Unless the characters are very skilled, they will probably be more valued for their guns than themselves although neither DeCosta nor Seydou will say so openly. Once the characters are on one side, that side will not willingly let them (and all their guns) go to the other side. The characters will be suffered to retain their weapons only so long as they are willing to use them for the that side's benefit.

The negotiations with DeCosta and Seydou will be lent an edge by the fact that there is very little fuel left, and both men are preparing a final assault. The Mayans have been working at the walls between their sterile areas and the Ivorians'. Their intention is to spray a "final" virus into the Ivorian areas, and

then follow it up with the mobilized might of all their citizens, even the sterile ones. They don't care about keeping the ship sterile because they are going to get off it as soon as they kill all the Ivorians.

The Ivorians are working on a more mystical solution. They have been created a newer, stronger hallucinogen and suggestion gas. They intend to contact the Mayan battle camp and spray the whole Mayan force. While the Mayans are under the effects of the gas, the Ivorian shamen (using Seydou's electronic net) will invade their minds and subdue their wills. The Mayans, reduced to willing slaves, will be used to get the Mayan airlock open, and then the Ivorians will disable it and enter with all their unsterile warriors. They are counting on the Mayan's shock at being betrayed by their own people and all the new bugs that the sterilized Mayans have never felt to carry the day.

Both men feel that because of the dwindling supply of oil, the final battle must be fought within forty-eight hours. Whatever the characters are going to do to put things right, they had best do it quickly.

The Fletcher - Originally, the *Fletcher* was fitted so that its whole superstructure was a sterile environment where Ray could live. When the crew of the *Bobo* took over, they cut and smashed their way into most of the sterile areas. They left Ray with only the bridge and the Captain's quarters behind it. They cut his control cables so that he could not sail the tanker away, and left him to fend for himself.

Other than for his Jumps, Ray has been content to stay in the bridge. He put on his environment suit long enough to repair the bridge controls and patch himself into the *Bobo's* Net, but given the homicidal mess that the other ship is in, he prefers to stay where he is. The characters may change that.

When Ray feels the characters arrive, he will do everything he can to find and make contact with them. He will set the ship's sensors to look for small craft in the water (they don't work through the bulk of the *Bobo*, so the characters will have to come around to the *Fletcher's* side before the sensors work), he will scan the available video and radio frequencies, he will keep a visual watch as much as he can (very limited), and he will insert a search program into the *Bobo's* Net that is keyed to look for any reference to outsiders.

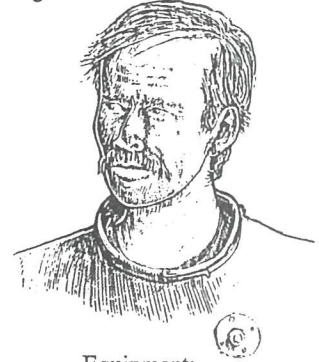
If Ray sees the characters, he has a Morris flasher to contact them with. If they appear on the radio or video, he will talk to them that way. If his search program finds the characters, then he will send his graphic message. If the characters actually get on board the *Fletcher*, there is an intercom system for use by the maintenance crews and Ray will broadcast over that. In all cases he will ask the characters to come to his bridge so he can negotiate with them.

When the characters arrive, Ray will give them an edited version of who he is and what he is doing here. He will answer any questions they have about the plague and the *Bobo*. He can tell them that the plague originated at factory in the Mexican desert and it was the work of a group of terrorists. He can tell them the day that the terrorists attacked and how long it took the world to go to hell.

Ray Copeland, aka Orville Marley, aka Trapdoor - TimeLord
Age: 50 Height: 180cm Weight: 78kg
Body Points: 29 Speed: 11

Strength : 11
Dexterity : 12
Constitution : 1
Intelligence : 15
Willpower : 12
Bravado : 12
Perception : 11
Appearance : 10
Stamina : 10
Power : 8

Skills:	Equipment:
Pistol : 12	Tanker ops. : 10
Martial arts : 16	Electronics : 10
Computer sci. : 14	Forgery : 10
Vacc. suit : 14	Disguise : 14
	Environment suit (6/4)
	Tool kit
	Colt gauss pistol (30I, ROF=20, RC2/3, 40 shots)



Ray is fifty years old although he only looks in his thirties. He has blond hair, blue eyes, and a blond mustache. When the characters see him, he will probably be wearing his vacc suit, which has a light sensitive covering that shifts it between sky blue and complete black. It bags only slightly more than a set of coveralls and the lexan helmet is clear for the whole front half of his face. His environment control unit is a small, flat box between his shoulder blades. His water, tools, and spare parts are contained in a belt. He has polo shirts and slacks available in his quarters.

Ray was born Orville on this very time line. He was a thirty year old Presbyterian minister with a rock polishing and gem cutting hobby when he found a Matrix at the bottom of a back bin in a rock shop. He made his first jump that night, and had a very hectic time trying to stay alive for the next few years.

By the time Ray had learned to control his Cube, he had fallen into the role of time-spanning angel of mercy. On many timelines he did all that he and his Cube could do to ease the sufferings of the ephemerals. He paid the price. Ray lingered too long on a holocaust world and had his immune system destroyed by a biowar agent. He got to a high tech world in time to save his life, but not to restore his body.

Being crippled took the joy out of time travel for Ray and he returned to his home time. Between friends and congregation, a lot of people had missed him. No one really believed his story of being commanded to serve as a missionary in Africa, but no one doubted it to his face, and there *was* the evidence of his ravaged body.

Despite offers to set him up a sterile home on land, Ray took a job as captain of an automated tanker, the *Fletcher*. The Net allowed him to talk to friends, and even return to the pulpit, while being at sea isolated him from germ-carrying humanity and gave him the privacy required for his advanced technology and occasional time jump.

Things were going pretty well for Ray until the plague, and then the *Bobo*. Ray, because his isolated electronics ran so long, was one of the few people who heard the SLA's announcement claiming responsibility. As the plague wrecked its havoc, Ray collected and analyzed the last gasps of the dying world. He became pretty sure of how the plague had spread and where it had to have started at. The problem was what to do about it.

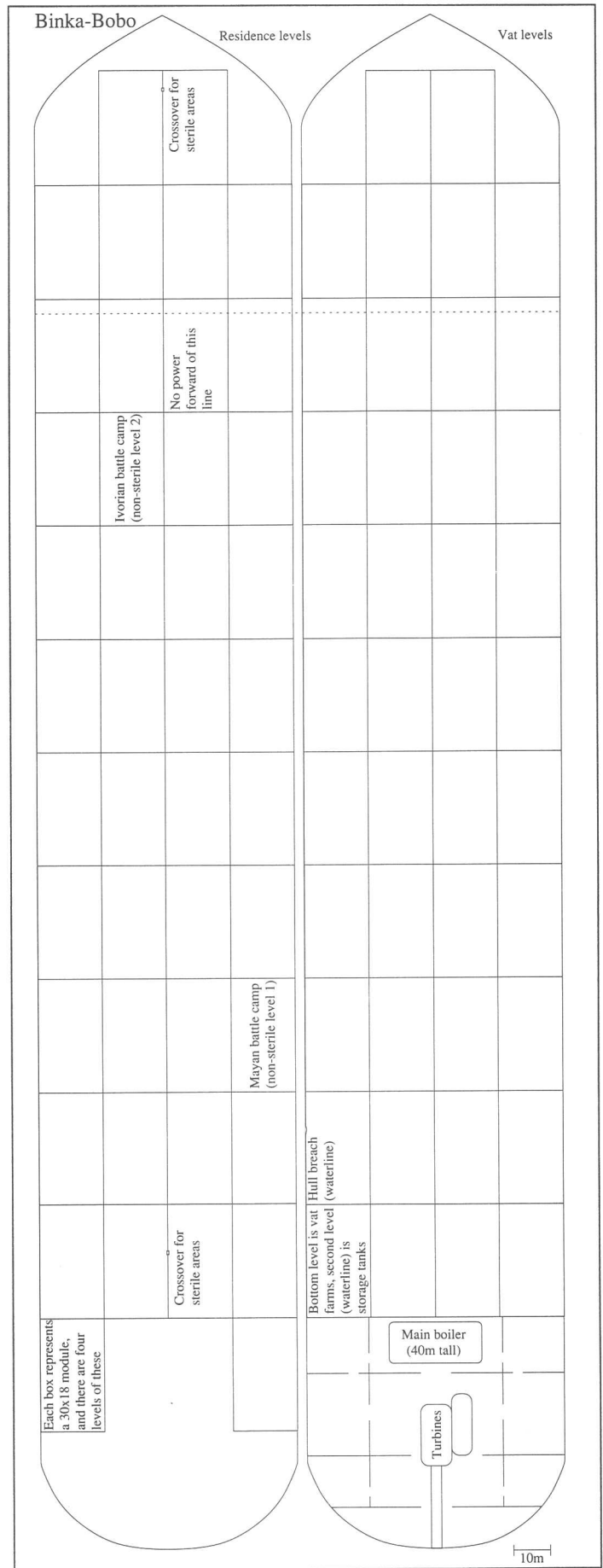
Crippled as he is, Ray is not really suited to facing down terrorists. He has jumped into time to try to find help, but all of his friends are currently either busy or missing or just as unsuited as he is. He has left messages where he could and is now waiting on his tanker for help to arrive. The characters are not who he was expecting, but they will certainly do.

What Ray wants is pretty simple. He wants the characters to go back in time and stop the plague from ever happening. He can charge the characters' Cube and set its destination for the factory on the right day, but the rest is up to them. He has no guns, explosives, etc., to offer. Not violent by nature (but quite capable of it should the need arise), his only weapon is his pistol, and he only has one of those. The best he can do is tell the characters where the Ivorians have left a cache of four gas grenades and a pot of poison (all of which are Mayan-specific). If the chance to save a world isn't encouragement enough for the characters, he will offer to set their Cube for a destination of their choosing once they have accomplished their mission. Even if he is incapable of doing this task, Ray will offer whatever it takes; he is not above lying, cheating or stealing to save his world. If he *can* program another Jump, he will give them the option of Jumping back to the island, where they can come back to the *Bobo* or *Fletcher*, or program the Jump now, so that their destination when leaving from Mexico will be fixed. He won't program a Jump back to the *Fletcher* or *Bobo*, because Jumps are fixed, not relative, and there is a chance that the vessels will have moved in the two week forward interval that he will set to prevent them from accidentally meeting themselves. At GM's option, the Matrix may take a bit longer to recharge if it has an extra pre-set location in storage.

If the characters agree to save his world, Ray will point out the sanitizer where they can pass their Cube through to him. If they are not willing to do this, he will reluctantly come out in the environment suit, but at some point he must hold the character's Cube to his own so he can charge and program it. This will take about 10 seconds. Ray will then hand it back and encourage the characters to go before the *Bobo's* crew catches up with them. He has an area of the *Fletcher* outfitted for time jumps, a large, thick plastic platform to handle "Jump bites", although he usually uses the more advanced "time door" feature to avoid this problem.

Note - Despite his *very* respectable skills, Ray is not a combat character. If worse comes to worse, he could shoot his way through to the characters on the *Bobo* to rescue them, but he is not constitutionally or morally suited to such work.

The characters may know enough about the nature of time to doubt Ray's story of wanting them to "undo" history. Ray has two answers, so use whichever your characters are more likely to believe.



1. Due to Ray's presence on this timeline with a Matrix, there is currently no branch from it where the plague did not happen. The characters will create such a branch, and then Ray can transfer to it and be restored to his friends. This will in effect leave two timelines, one with Ray, his Matrix, and the plague, and another with the characters, their Matrix, no plague and no Ray (for now). It will still leave a timeline where the plague happened, but it will be only one among an infinite number. For all practical purposes, they will have changed things.
2. The characters have been misinformed. If they change history, it is changed. If they make it so that the plague never happened, then it never happened.

Part 3: Saving the World

Sinaloa, Mexico

February 3, 2036AD, 9:58 a.m.

The Sinaloa Factory - The Omni Corporation's watchword is cheap, which is why they pick sites like Sinaloa. Since the land is infertile and miles away from any habitation or road, it could be had very cheaply. So cheaply, in fact, that the Corporation bought the land for the rail line and the factory for a tiny fraction of what it cost to build the factory itself. Not that the factory was expensive. Most of it was prefabricated and assembled on site; the fusion plant was airlifted in whole. The greatest expense was feeding and housing the construction crew for the three months that it took to get the plant up and running. Once the building crew had the plant operational, however, it was shipped out and the robots took over.

The Sinaloa factory is the largest of its kind in the world. It produces a variety of power supplies for a multitude of electronic devices that are distributed all over the world. The robots and the production lines run twenty four hours a day, seven days a week. Twice every day the train rolls in to drop off supplies and carry away finished items. And still Omni is back ordered. This is a time and a world hungry for power.

The factory has a central hall which connects ten production wings (five on each side). The middle two wings are dedicated to assembling common components that are used in the other wings to produce the various sizes of power supplies for the world market. There are three or four assembly lines in each wing, each with their own sections for sorting, assembling, sealing, and boxing. At the back of the building, the central hall expands into the robot shop where the parts and supplies for the various robots are stored and mounted. The main processors and memory units for the mainframe are also in this room.

On site storage is limited since the produce is supposed to be moving out as soon as it is done. There is some storage for finished goods next to the train doors on each side of the wings, but most finished goods are loaded in cartons and put on the waiting train cars. Parts storage is over the assembly lines. Parts are removed from holding bins and rolled down into the feeder trays of the line.

Power being cheap and all the machinery being electric, the whole plant is air conditioned. The robots roll in and out through hanging plastic strip doors. The outside of the plant is silver to reflect heat away.

The entire factory is wired with motion sensors that the mainframe uses to keep track of its assembly lines and robots. By monitoring where everything is supposed to be, it can detect where things are that shouldn't be. The most mundane use of this system is that the mainframe can follow a human moving through the factory, turning the lights on around him and shutting them down once he is past.

Every day around 10:00am and 10:00pm, a big ceramic diesel locomotive pulls a line of twenty cars past factory's switch, and then pushes them onto the electrified track of the factory's siding. From there the cars, which are self contained robots themselves, unhitch from each other and move to the factory wings, two to wing, one to each side.

While the newly arrived train cars are unloaded by the factory's robots, cars left from the previous trip, now full of product, will leave a siding on the factory's south side and line up to hitch up to the locomotive. This pulls them through the switch, on to the main track, and accelerates for Los Mochis.

The fusion power plant is beyond the factory in a circular dome of composite-covered lead and concrete. It is completely self contained and the only things going in are control cables and the only things coming out are power lines.

On the north side of the factory is the flat silver shape of Miles Norris's control bunker.

Miles Norris

Age: 41 Height: 170cm Weight: 81kg

Body Points: 30 Speed: 10

Strength : 10

Dexterity : 10

Constitution : 10

Intelligence : 16

Willpower : 10

Bravado : 8

Perception : 10

Appearance : 8

Stamina : 8

Power : 5

Skills:

Electronics : 15

Elec. repair : 15

Drinking : 10

Rifle : 6

Equipment:

Win. 9422 (10I, ROF=1, RC3/2, 15 shot)



Miles is the only human at the factory. He is a 41 year old Caucasian with dark hair and a bushy mustache. He stands only 169cm and carries a heavy gut inside his khaki coveralls. An electronic repairman and engineer, Miles has worked for Omni ever since his divorce ten years ago. It was a bitter break up; he wanted to get away from his wife and everything that reminded him of her. Southern Mexico did the job.

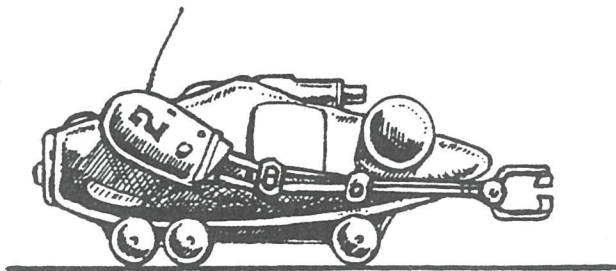
Like Omni's other caretakers, Miles works a one month on, one month off shift. He is basically a caretaker since the robots and the mainframe handle most of the work and repairs. He often goes whole shifts without having to do anything. It is only at the New Year's retooling and the mid-year overhaul that he is really busy. He uses the time to catch up on all the reading that he missed while he was a corporate engineer in the States. On his off months he either pursues women in Los Mochis, or else bops down to Maya or Costa Rica to do a little freelancing.

Miles is not a hero, and he is not going to get himself killed for the sake of this job, but he is not a coward either. If the characters don't sneak up on him, he will report their presence. Next, he will do what he can to defend the factory: locking everything up, remote controlling the robots, shutting down lights and air conditioning, even sniping with his gun from doorways and roofs, but always his main objective will be to stay alive until security arrives.

If Miles is captured, he will do as he is asked, although he will keep an eye out for a way to escape or foul up his captors plans. Whether the characters will be able to convince him of their mission is between them and their bravado, not to mention their role playing. Miles will be very skeptical, since he can't imagine anyone stupid enough to bring the world economy tumbling down. Once the SLA shows, he should be easier to deal with.

The Mainframe - The Mainframe is the real control at the factory. It has an Intelligence, Perception and Speed of 20, and 10BP. It maybe accessed by voice command from anywhere inside the factory or bunker, but if it does not have voice on record, it will ask for an authorization code, or a company I.D. or a visitor's number. What sorts of commands it will allow depends on which kind of number it receives. Miles' authorization code is good enough to get the mainframe to do anything short of detonating the reactor, including rebuilding the factory itself. A company I.D. would let the characters order robots about, turn assembly lines on and off, and so on; anything that doesn't effect the factory's long term output. A visitors code is good enough to have the mainframe open doors and turn on lights automatically for you. People without a code that the mainframe recognizes will get polite refusals to most requests, along with instructions about who to contact to be pulled out of here.

Name: Mouser		
Strength : 5	Length/Height: .5m	
Dexterity : 5	Mass: 10kg	
Constitution : n/a	Max velocity: 3m/sec	
Intelligence : 5	Preferred habitat: n/a	
Willpower : n/a	Spec. Attacks:	
Bravado : n/a	Taser (DV20V, RC1/1, ROF=1, 2 shots)	
Perception : 12	Skill =20, Initiative=14	
Appearance : n/a		
Stamina : 10		
Power : 1		
Body Points : 20	Armor Value : 4	
Speed : 5	Food Value : 0	
Armor Material: Plastic, 1 loc.		



Mousers are bullet shaped robots with telescoping, multi-jointed arms. In addition to the usual motion sensors, they have olfactory sensors that allow them to follow mammal and reptile smells. They use their tasers to shoot down varmints and pull the carcasses in with their arms. They will not shoot at a stationary target since their eyes aren't good enough to tell it from the surrounding scenery, but they are programmed to emit noise (trapped animal sounds) and wave their arms to get the animal moving. They maybe called off with a simple voice command. "Stop," "Human," "Man," and "Don't shoot" will all work equally well.

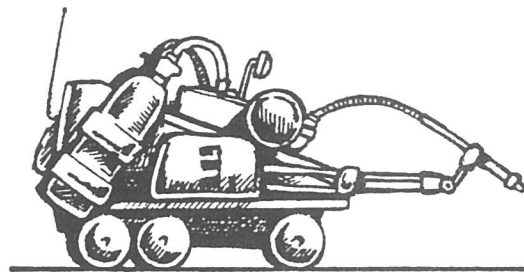
Among the things that the mainframe can do that the characters might find a use for: it contains the full blueprints of the factory and its buildings, which it can spit out of its laser printer at any depth of detail requested. It can link up with the Net to access the rest of the planet. Track people with its motion sensors. Solve logic puzzles. Adjust the heat and cooling. Remember that this is *before* the Plague, so worldwide access is possible and almost instantaneous.

There is a lot of data that can be conjured on the Net, even if the characters don't have Miles to help them. Icon screens and voice commands will get them a long way into a lot of places, and a lot of things can be charged to the company from this site. This is not, however, downtown Atlanta. The latest fashions cannot be ordered and expected to arrive instantly. Delivery of anything to this far south in Mexico is not easy, and getting it out to the factory is very difficult. No roads, no air field and permission must be gotten through the company to ride the rails. The characters are probably going to have to make do with the weapons that they have and those they can improvise.

The control bunker is a fairly innocuous place, more like a single family home than a nerve center. Its windows are light sensitive and polarize in proportion to the amount of sunlight they receive. Off a central corridor there are three bedrooms, a living room, study, kitchen, and dining room. The entire Southern side of the house is filled with controls for the factory, labeled by wing, assembly line, etc. There are two boards with the controls for remote control of the robots. Between these controls, the mainframe's expert programs, and Miles's direct control of the repair robots, there is seldom a need for him to go over to the plant. When he does, he takes the air conditioned tunnel under the tracks (3m wide x 3m tall). His food and water are stored under the house.

There is a three wheeled ATV for making outside inspections and Miles sometimes takes it out for joy rides, but he doesn't go far without his wrist phone. There are certain routine checks he has to run and the mainframe will notify the home office if he misses them without prearrangement.

Name: Sprayer		
Strength : 5	Length/Height: .5m	
Dexterity : 5	Mass: 10kg	
Constitution : n/a	Max velocity: 1m/sec	
Intelligence : 5	Preferred habitat: n/a	
Willpower : n/a	Spec. Attacks:	
Bravado : n/a	Spray tank (no skill, no damage)	
Perception : 8		
Appearance : n/a		
Stamina : 10		
Power : 1		
Body Points : 20	Armor Value : 4	
Speed : 5	Food Value : 0	
Armor Material: Plastic, 1 loc.		



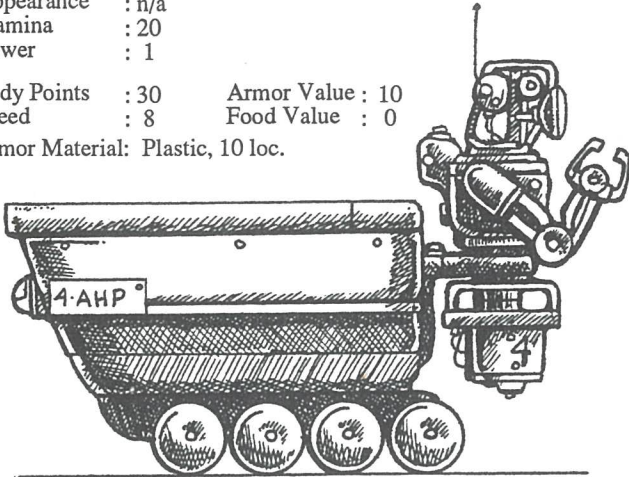
Sprayers have a wide, flat base, two tanks, and a spray assembly. They use telescoping arms to bring their spray nozzles into range of the nooks and crannies of the complex. They are called into action when the motion sensors pick up a lot of small movements in a limited area and the mainframe rules it an infestation.

Robots - All of the robots are capable of operating independently, with direction from the mainframe, or with direct human control. All are electric and run on batteries which they recharge from strips in their "ready" locations on the assembly line. They are built of plastic and composites. Most move on rollers with independent electric motors.

Name: Picker
 Strength : 12 Length/Height: 2m
 Dexterity : 5 Mass: 100kg
 Constitution : n/a Max velocity: 3m/sec
 Intelligence : 5 Preferred habitat: n/a
 Willpower : n/a Spec. Attacks:
 Bravado : n/a Grapple arms (12IV, Skill=20, Init.=7)
 Perception : 8
 Appearance : n/a
 Stamina : 20
 Power : 1

Body Points : 30 Armor Value : 10
 Speed : 8 Food Value : 0

Armor Material: Plastic, 10 loc.



Pickers and Haulers are basically self propelled wagons with telescoping arms, and Pickers are basically smaller versions of Haulers (Haulers have +4 Strength, and 40BP). Each use sonar and infrared sensors to identify and place the various objects that they are responsible for. Haulers work on the ground level, loading and unloading the trains. Pickers work on the upper level, keeping the assembly line stocked.

These robots normally will not fight, but they could be programmed to think of a human as something that needs to be hauled away, in which case they would try to secure the person. They may not score critical hits or misses, and they are +5 to be blocked or parried because they attack so slowly.

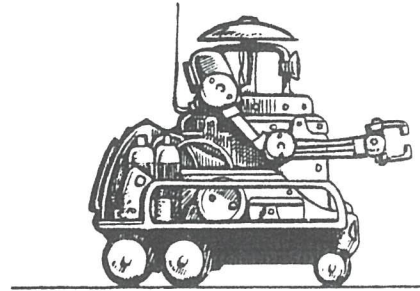
The Landing Zone - Considering that Ray programmed the character's landing based on an orbital photo, he did a pretty good job. The characters will come out of Matrix Lag to find themselves about 100 meters from the train tracks on the opposite side from the factory complex. The rail bed is not raised and other than the odd cactus and bush, they will have an unobstructed view of the factory some 900 meters away. They will be able to Jump back out in the minimum recharge time, subject to previous constraints.

As the Caribbean air dissipates from around them, it probably will not get any cooler for the characters. Indeed, depending on where and when they jumped from, it maybe a lot hotter. Everything said in the other parts of this module about direct sunlight and the effects of heat will apply here as well, with the addition there there are no constant ocean breezes here. Keep the characters conscious of the fact that they are hot and thirsty, particularly if they are still in armor.

Name: Mechanic
 Strength : 10 Length/Height: 2m
 Dexterity : 10 Mass: 100kg
 Constitution : n/a Max velocity: 3m/sec
 Intelligence : 20 Preferred habitat: n/a
 Willpower : n/a Spec. Attacks:
 Bravado : n/a Ceramic blade (5IAP, Skill=20, Init.=8)
 Perception : 16 Soldering iron (5II, Skill=20, Init.=8)
 Appearance : n/a Torch (8I fire damage, Skill=20, Init.=8)
 Stamina : 20 Tongs (10IV entangle, Skill=20, Init.=8)
 Power : 1 Hammer (15III, Skill=20, Init.=8)

Body Points : 30 Armor Value : 4
 Speed : 10 Food Value : 0

Armor Material: Plastic, 10 loc.



The Mechanics are the finest of the factory's robots. Their bases contain various spare parts, they use telescoping hands and sensor arrays, and they can command other robots and systems in their area. Each is assigned a part of the complex and programmed with a specialty. If it encounters something it can't understand, it calls the mainframe for help and the mainframe will send a repairbot with the proper programming.

Mechanics cannot be programmed to fight, but a human could actively direct them over Miles' link, or they could be assigned a task which somehow involves an opposing human. They will attempt to carry this out, but will be totally lacking in tactics or subtlety. Any melee action they perform is +5 to be blocked or parried because they attack so slowly.

The characters have a couple minutes to look around before the morning train arrives. There is a dry wash deep enough to hide them directly on the other side of the rail road tracks that will take a Perception roll (with distance modifiers!) to see from this side. If anyone places their ear to the tracks, they will hear the train coming, but they will have to hurry if they want to do it before it becomes visible. There is no smoke or hanging dust on the horizon, no other structures besides the factory, no roads in evidence.

Hopefully, the characters were convinced to leave all their electronics back in the future, but if they have a working radio, cellular phone, or some other communications unit, they will find that it can pick up at least static. All of the old TV and radio bands from our time are still in use, but radios and TV's built before 2016 will receive only distorted audio and video, a result of the devices being able to decode only a fraction of the signals. Any portable phone not built on this world or built before 2020 will be useless unless somebody with electronics skill and lots of spare parts can get in and adjust the hardware.

Assuming that the characters do have something that will receive a signal *and* that someone in the group speaks Spanish, they will probably be able to pick up enough information to

know that they are in the right year and on the right date and that there has been no outbreak of the plague large enough to make the news. If they have a two way communicator, the characters are going to need an account number or a way to fake one. Without an account number, most nets won't pick up, and those that do won't let the characters past the help screen.

Note - If you are really into this sort of thing, it should be possible (if they are willing to spend the time) for the characters to get hold of a credit or Net company and apply for an account. It is unlikely that they will succeed, but if they can keep making up reasonable answers to why the Net holds no records of them, then they should be able to get an account long enough to do some prowling on the Net. Always reward good role playing and intelligent problem solving, but getting an account in this situation should require both. Even in our world, it is very hard to get credit if the computers can't find you.

While the characters are at getting their bearings, the train will arrive and go through the motions described previously. The locomotive has a cab, but the characters will not see any engineer. If they get on board (easy enough while it is stopped and backing) they will find the cab locked, but it also has windows that can be broken. There is an emergency stop lever, but the rest of the controls require a key to release them to manual control.

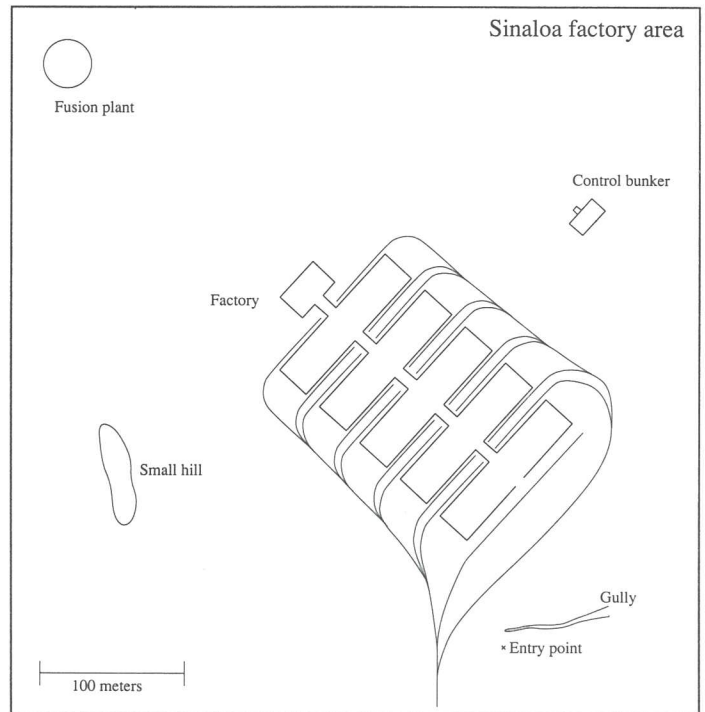
The factory tracks work with a third rail which the characters will want to avoid (zap!). The robot brains will notice the extra weight if the characters board one of the cars (they are sensitive to this so they can tell how full they are) and will routinely report it to the mainframe, which will probably blame it on a load shift and ignore it until it has the car somewhere that it can have the a robot check it. If the characters move about while the car is stationary, the mainframe will flag Miles, but will not put an urgent tag on it unless the characters are impeding the flow of parts.

When Miles will get around to checking in depends completely on what he is doing at the time. Miles likes to get up a little before 10am and take his breakfast into the control room with him, where he can watch the train and catch up on his morning news. In the evenings, he usually curls up with a book or the Net and there is only a 50% chance every five minutes that he will get up and check on what the mainframe wants.

When Miles does get around to checking on the train car, he will try to use the cameras (two in each car, mounted on opposing corners near the roof) to see what is happening. If the cameras are dead, he will send the train on to its spot and detail a mechanic to check it out. If the cameras are working and he sees the characters, he will use the intercom to question them. If he likes their answers, he might let them off near the bunker. If he doesn't like what they have to say, he will shift the whole car onto the full car siding and will call company security.

The train usually leaves and Miles usually finishes his breakfast at about the same time. Many mornings (including this one) he will then go out, fill the three-wheeler with gas and take a little joyride around the factory and then off into the desert. He will be gone about half an hour. If the characters stay hidden, there is no reason for Miles to see them.

There are locks on the factory and the bunker, but neither are activated; there has never been a need before. As long as the characters do not interrupt the work of the assembly line, they will be ignored by everything except the varmint robots (There is one of each kind in the bunker). If the characters create a stoppage that the robots cannot deal with, the mainframe will signal Miles to come back.



What can happen - With the arrival of the SLA fourteen hours away, there is a lot that can happen. What follows is a semi-organized set of notes on likely and unlikely happenings. Hopefully, even if the characters do nothing described below, there is enough information here to extrapolate a likely response.

If Miles knows that the characters are around, he will watch for them. If they go into the factory before coming to the bunker, he will use the communications there to try to find out who they are and what they want without giving up his own location. At first he will try to imitate the mainframe making routine inquiries. If his human-ness is detected, he will claim to be a remote operator sitting in Los Mochis.

If the characters come for the bunker first, Miles will yell at them while they are still at least a hundred meters away, and use his gun to try and keep them that far away while he gets their stories. If the characters return fire rather than talk, and if Miles feels that he will be overwhelmed, he will lock up the bunker and use the tunnel to get to the factory. In the factory, he will hide in the robot shop and use its auxiliary controls to run the robots in the bunker and factory against the characters.

Without Miles to do it by override command, the easiest way to shut down the factory is to take out its power. There is no command known to Miles that will do anything significant to the fusion reactor. Its operation is trusted to its own mainframe and it takes an executive order to do even an emergency shutdown from outside. Thus, to effect the plant's power, the characters must attack the power cables, a risky business at best.

The power cables are buried ten feet under the desert, insulated in composite and laid in a concrete cradle. They run to branches under the factory, the rails, and the bunker. In the factory they come up to a big circuit board at the front of each wing. With the rails, they come up in the terminus in front of the factory. With the bunker, they come up to a circuit box in the back wall of the control room. These are of heavy plastic and are secured with padlocks. The breakers are labeled on the backs of the doors and may either be thrown manually or by the mainframe. The computer may *not* override a manual shutdown.

Both the robots and the mainframe have their own power supplies (which will last the robots about two hours of continuous motion and the mainframe about a week) and there are red emergency lights that come on immediately when there is a power outage to the regular lights, even if the regular lights weren't on when the outage occurred. A general power outage may leave the computer deaf and blind, but it will still be thinking and recording.

If the characters get to see one of the spraying robots in action, they may get the idea of loading one of the Mayan or Ivorian potions into them. Transferring the contents of one of the gas bottles to one of the sprayer's insecticide canisters would be a pretty simple (if dangerous) job in the robot shop. With the right codes, the robots could be ordered to do it for the characters. Once the sprayers were armed with the bio agent, the character would either have to control them directly or program them to spray at the right moments.

Also, almost anything that the characters do in any of the buildings will be recorded in one way or another. Maybe just as a string of motions, maybe as actual voice recordings. The mainframe has a lot of memory that it keeps for maintenance data.

The SLA - The SLA (Semonic Lateral Allies) is a Mayan splinter group that professes to seek redress for the wrongs done to the Mayan people by the white man and his half gringo allies. Their rhetoric is straight from the days of the Mayan separation, but the SLA doctrine lacks the sincerity of those earlier days.

What the SLA is about is money. Every one of their "terrorist" acts has had at its core a commercial benefit to the very limited membership of the SLA and this attack on the world's electronic underpinnings is no exception. The SLA has received a very large bounty from Herbert (pronounced Aye-bear) Inc, Omni Corp's largest rival, to completely discredit Omni. Herbert provided the virus; all the SLA has to do is plant it and then claim credit once the outbreaks begin.

Neither Herbert or the SLA understood just how far the virus would spread, or how bad the damage to the world's infrastructure would be. By the time the SLA is ready to claim credit, the Net will already be dying. Their guns will turn out to be of more use than their money (carefully converted to gold and coins) as they compete with the rest of the world for food and shelter. Herbert, standing ready with their immune parts, will find their facilities quickly over run by refugees simply because they still function. There will be no time to think of earning a profit as the Herbert techs rush to save the industries that they depend on.

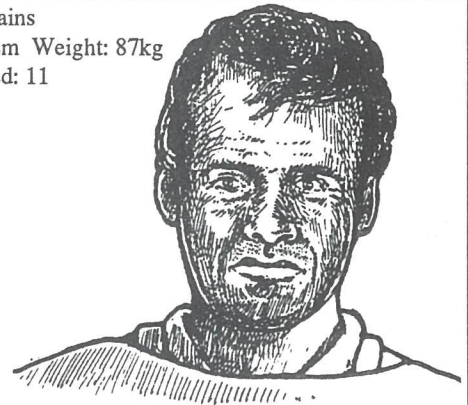
Gore Valdez - The Brains

Age: 43 Height: 178cm Weight: 87kg
Body Points: 31 Speed: 11

Strength : 11
Dexterity : 11
Constitution : 12
Intelligence : 17
Willpower : 14
Bravado : 15
Perception : 12
Appearance : 15
Stamina : 11
Power : 7

Skills:

Pistol	: 10	Banking	: 10	Equipment:
Con man	: 15	Forgery	: 10	Makarov (17I)
Bribery	: 15	Disguise	: 10	Tangler pistol (entangle)
Deception	: 15			40/30 torso armor
				30/15 head/neck armor



Gore is rogue in the worst sense of the word. Forty three years old, he is a trim bodied 178cm, has black hair, wears an immaculately groomed mustache, and smokes American cigarettes with considerable panache. The son of a Mayan banking family that managed to keep its money through the revolution, Gore had all the best schooling and training. He has impeccable taste and manners, but he also has a wide streak of larceny and cruelty. He is as comfortable ordering the right wine with dinner as he is cheating a widow out of her life's savings.

Gore never really hit it off with the banking trade. He embezzled millions from the family bank before he was caught and cast out of the bank and the family. He turned to a life of fraud and robbery and has been rich and poor, in prison and out, ever since. The SLA is his latest and most successful scam.

While in other situations the SLA members might be dressed in anything from Gore's tailored suits to Ralf's cut off jeans, for this mission they will all be wearing light sensitive, khaki coveralls over polymer body armor (as level IV vests but massing only 6.0kg). In the train they will have available composite helmets (as bulletproof helmets, but only mass 1.5kg), autorifles, and a tank killer.

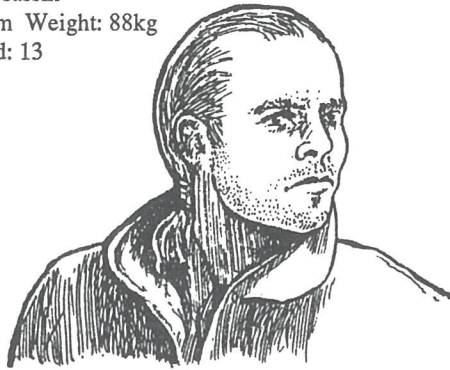
The plan - For the SLA to fulfill their contract, it is not enough that they simply drop a canister into the ventilation system of the factory. The virus comes in little time release gel capsules designed to take the place of an insulation capsule common to all the power supplies that the factory makes. To spread these, the safe insulators need to be replaced with the plague ones and for maximum effect they need to continue to be replaced for a full week. As Gore sees it, the only reliable way to do this is to take over the factory and hold it for that week.

Fortunately, to Gore's way of thinking, this presents little problem. Due to its isolated location and its automated nature, all that needs to be done is to capture Miles and have him reprogram the robots to introduce the diseased capsules instead of the normal ones. Once this is done, the robots will run the factory as normal. They can stick around for a week to make sure that nothing goes wrong, then Miles can suffer a fatal heart failure, and they can go home to spend their money.

Lester Horte - The Assassin

Age: 27 Height: 183cm Weight: 88kg
Body Points: 31 Speed: 13

Strength : 13
Dexterity : 14
Constitution : 14
Intelligence : 12
Willpower : 15
Bravado : 14
Perception : 14
Appearance : 14
Stamina : 14
Power : 6



Skills:		Equipment:	
Pistol : 12	Knife : 10	Tangler pistol	
Rifle : 14	Running : 10	Ares FMG (20I)	
Autoweapon : 12	Security sys.: 10	Ceramic knife (10I/9I), AP	
Martial arts : 10	Climbing : 10	40/30 torso armor	

Twenty-seven year old Lester is an even 6 feet tall, clean shaven, and wears his shoulder length blonde hair in a pony tail when he is on an operation. Vain, self centered, and a show off, Lester sees himself as more of an artist than a soldier. He will take unnecessary risks and enjoys taunting his opponents. Unlike Gore, he is not so much cruel as insensitive. As long as the suffering is not his, it means nothing to him.

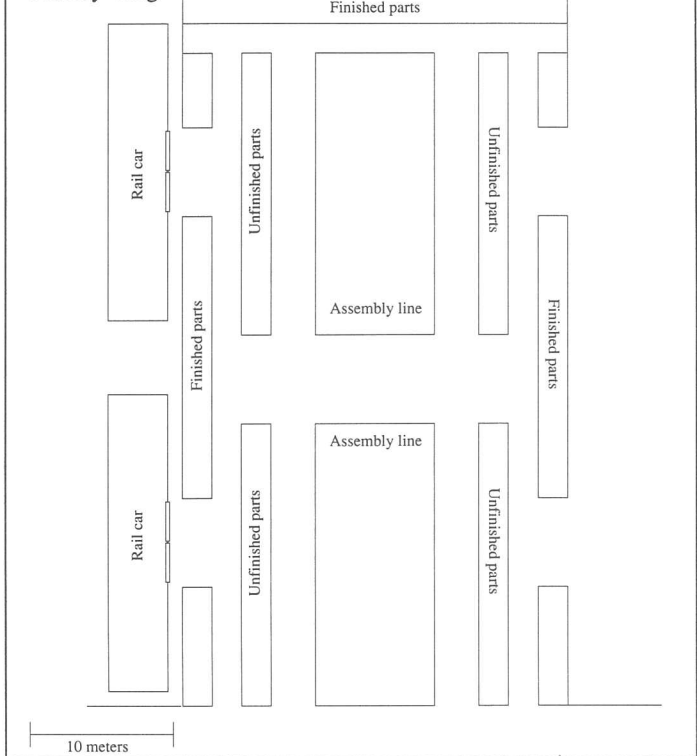
Originally from a small village in the mountains, Lester ran away to join the army and made it into the elite paratrooper brigade. He saw action in Africa and the Mexican States before pledging himself to a coup-minded colonel whom he bailed out on when he felt things going sour. He spent two years as a mercenary before joining the SLA.

To this end, the SLA established their staging area up the rail line from the factory. They reopened an old section of the track and moved their railcar-housed facility into Sinaloa. When the characters land, the SLA will be about 15km down the line from where the factory switch is and will have been there for about three days. They have already broken into the computer system and made some exterior modifications to the bunker and factory.

One of the first things the SLA did was have Hector insert a program into the mainframe so that whenever a security alert is signalled, a call goes to the SLA aboard their train as well as to the headquarters in Los Mochis. On the day of the takeover, the program will automatically divert all calls, security and otherwise, from headquarters to the SLA train. Hector has set up his microcomputer on the train to imitate the headquarters responses. To notice the switch, the factory's mainframe will need a -18 to Perception rolls and Miles a -9, for their first tries. Each try after that will reduce the minus by three.

In addition to Hector's program, Jeffery has planted a relay on the top of the factory that will let him jam the factory's normal transmissions and replace them with a recording of an optimally running plant. Jeffery estimates that they can run this recording for at least four hours before there is any chance of it being noticed by the home plant. More likely they can run it for days. (After four hours, if the recording is still on, roll a twenty sided die. On a one, the loop has been noticed. Repeat this roll once an hour until either the loop is turned off or a one is rolled).

Factory wing



Jeffrey Cortez - The Tech

Age: 30 Height: 178cm Weight: 83kg
Body Points: 30 Speed: 12

Strength : 11
Dexterity : 13
Constitution : 11
Intelligence : 16
Willpower : 10
Bravado : 11
Perception : 13
Appearance : 12
Stamina : 10
Power : 6



Skills:		Equipment:	
Elec. eng. : 14	Comp. eng. : 10	Tangler pistol	
Elec. repair : 14	Comp. sci. : 10	40/30 torso armor	
Electrician : 14	Security sys.: 10	30/15 head/neck armor	
Mech. repair : 10	Pistol : 7		

Spectacled and always with an air of distraction, thirty-year old Jeffery seems more like young university professor than a hardened terrorist. He wears his hair and his beard short. The most reserved member of the group, he is usually being picked on by one of them. He will try to be alone to do his part of the job.

Jeffery's father was a doctor which means that he comes from one of the few middle class families in Maya. A tinkerer from an early age, he graduated with honors from an American technical school before returning to Maya and joining up with the pirates. His coworkers were mostly whites and he grew dissatisfied with constantly being treated like a trained dog. He was recruited at a party by Gore who was in the midst of scheme. Joining in that night, Jeffery got a 20% cut and has been with Gore ever since. It was Jeffery's smoldering dislike of Anglos that gave Gore the idea for the SLA.

The plan for the attack is straight forward. At midnight, Lester and Jeffery will don starlight goggles and ride electric ATV's to within 100 meters of the bunker. If Miles has lights on, they will wait until fifteen minutes after he turns them off, and then close in on foot. If there are no lights, they will go straight in. If the front door is locked, they will cut through the lock with Lester's knife. When they are ready, they will signal Hector. Hector will switch on the jamming and cut in the recording (the communications reroute is already going), and then set about keeping the computer from noticing the two shapes its motion sensors are picking up.

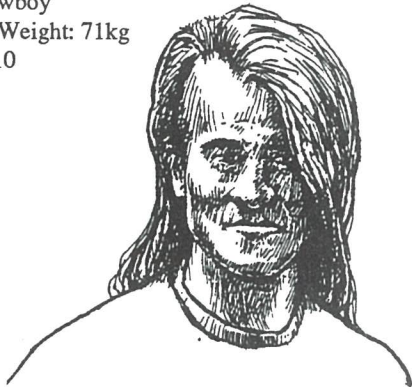
When Hector sends the all clear, Lester and Jeffery go in, find Miles and subdue him, with the tangle guns if necessary. After explaining to him what he has to do to stay alive, they will take him to the control room and order the train brought up from the siding 15km back. This will take about half an hour. For the sabotage, Ralf will do the honors, putting the car full of plague carrying capsules into place by one of the common construction modules. Miles will then be put to work reprogramming the factory while Jeffery and Hector watch to make sure he doesn't pull anything.

And that is pretty much the plan. From there is just a matter of keeping one eye on Miles for trickery and another on the horizon for company interference. Unless a party of TimeLords shows up...

Hector Lortinez - The Cowboy
Age: 23 Height: 170cm Weight: 71kg
Body Points: 28 Speed: 10

Strength : 8
Dexterity : 12
Constitution : 10
Intelligence : 18
Willpower : 12
Bravado : 10
Perception : 13
Appearance : 13
Stamina : 9
Power : 6

Skills: Equipment:
Pistol : 8 Chemistry : 10 Tangler pistol
Comp. sci. : 18 Biology : 10 40/30 torso armor
Security sys. : 18 30/15 head/neck armor
Music : 18



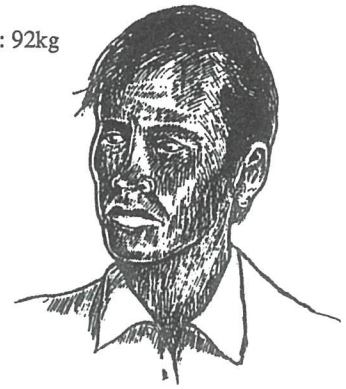
Hector is the prototypical computer cowboy. Twenty-three years old with a whiplash body and smile, he wears his hair shoulder length and over his left eye. He is 170cm tall and uses color shifting nail polish. Hector and Lester are cut from the same cloth; Hector is also vain and a show-off to the point of self endangerment. Hector is not as self-centered but most of his affection is reserved for his family.

A slum kid from the capitol, Hector came up the old fashioned way, learning from a master. Smart and gutsy, he went farther faster than most and has never held a day job in his life. He had just reached the point in his career where he was starting to need the real world help to get at the worthwhile accounts when he broke into the wrong database and had to pay a lot of blood money to keep his life. Broke and on the run, he gladly hooked up with the SLA.

Ralf Martiniez - The Teamster
Age: 35 Height: 185cm Weight: 92kg
Body Points: 32 Speed: 14

Strength : 16
Dexterity : 12
Constitution : 13
Intelligence : 12
Willpower : 14
Bravado : 14
Perception : 11
Appearance : 14
Stamina : 13
Power : 6

Skills: Equipment:
Pistol : 10 Hovercraft : 10 Tangler pistol
Boxing : 14 ATV : 10 40/30 torso armor
Wounding : 6 Locksmith : 14 30/15 head/neck armor
Mech. repair : 14 Rail vehicle : 10



Ralf is a thirty five year old body builder and driving enthusiast. He stands 185cm, has his hair cut short along the sides of his head and left long in the back. He is dark even for a Mayan and likes to leave off his shirts or at least leave them open. Ralf has worked hard at his body and is proud of it. He is the SLA member most likely to help a drowning man and the only one who is religious.

Ralf has been a bike and off-road racer, a mechanic, a teamster, a burglar, and a logger. He is not particularly proud of the morals of the other SLA members, but this is the most money he has ever made. Besides, everyone has learned to leave him alone when he says to. Ralf's great joys in life are arm wrestling and driving his bike very fast.

Alternatives - There are two ways that the SLA can find out about the characters even before they ride up on their ATV's. If Miles sees and reports the characters, then the message will go to the train instead of Omni Headquarters. Gore will want as many details as he can get, and then he will say that there are security personnel in the area (possibly looking for the characters) and that he will send them posthaste. He will send as many of his men as there are characters including himself if necessary (but not Hector, who he will put to work on finding and jamming the character's communications) on ATVs. If they have a report of the characters being armed, they will bring the helmets and the autoweapons and approach cautiously, maybe stopping a couple times on the way in for quick, visual reconnaissance.

Once they close in, Gore will want the characters alive, and the SLA will try to play the role of Omni security officers, at least long enough to disarm the characters and get close to Miles. Yes, it is quite possible that Miles may end up helping the terrorists hunt down the characters, but unless the characters have him scared badly, he will probably ask some pointed questions about why Gore and company are out of uniform and why they don't have the proper code words. Of course, if he waits until they are close, and asks these questions to their faces, it will be too late.

The SLA will use tanglers as the weapons of choice, unless the characters demonstrate firepower sufficient to overcome the SLA's body armor. If it looks like a shooting war, the SLA will not hesitate to let rip with the autoweapons.

The other way that the characters might tip off the SLA to their presence is if they do something serious to the factory, like killing its communications or killing all its power. In this case, Gore will order the jamming and the recorded responses started and then will send Lester to scout what has happened at the plant. Depending on how strong the characters look and where they are, Lester will either try to take them himself or else send back for help (most likely the former). From there things are pretty much like the first mess.

Omni Security Forces

Age: 27 Height: 180cm Weight: 82kg
Body Points: 30 Speed: 11

Strength : 11
Dexterity : 11
Constitution : 10
Intelligence : 10
Willpower : 11
Bravado : 9
Perception : 9
Appearance : 9
Stamina : 9
Power : 5

Skills:

Pistol : 7 Criminal law: 6
Rifle : 8 Security sys.: 5
Club : 8 First aid : 5
Brawling : 6

Equipment:

Tangler pistol
Stun club (8III + 40V
shock vs. AV1/0 or less)
20/10 torso armor/helmets



The security guards wear blue, police type uniforms and short billed caps. They have bullet proof helmets and type III vests available, but unless they have been told that there is a lot of shooting going on, they will not have them on due to the heat. They have headset communicators available but they will probably only be using hand sets unless they are in armor. They will be travelling in open roofed hovercraft, powered by gasoline engines.

Obviously, these are not the elite death commandos that the characters maybe picturing them as if they have read their cyberpunk novels. Omni recruits these guards locally, trains them at a base in Portland, and brings them back to Mexico to serve. Omni has (some) death commandos, but they aren't stationed in a nowhere outpost like Los Mochis. If things get really out of hand, then the commandos might make an appearance, but it will be at least six hours before a team can be flown in from the states. Intervention by the state militia is much more likely if things get that out of control.

There are three ways that the characters can find out about the SLA. They can scout far enough down the track to find the train, they can watch the factory long enough to witness the SLA attack, or they can find evidence of the SLA tampering (either in the mainframe, or the relay on the factory roof).

The best way to find the SLA train is at long range, from the ground. Among the other goodies that they are using, the terrorists have put out motion sensors at 1000 meters from the train and are using a passive radar set to keep tabs on the sky. Any person or craft setting off the sensor can be observed with hidden, starlight capable cameras. There are gun ports built into the command car and the engine, but Gore is more likely to try and pass the group off as salvage hunters than he is to commit murder, at least until he finds out that there is no one expecting the characters to return.

The train consists of an engine and two cars, one the command car where the SLA and their equipment stay, the other the freight car where the capsules are stored. All three are rusted and dented and look as if they may have been here for years rather than days. Only close inspection will show the tell-tale signs of recent use.

Again, the best way to watch the SLA assault on the factory is at long range. The SLA won't be looking for trouble and with the goggles on, Lester and Jerry aren't likely to see it. If the characters are patient enough to wait for the train to roll in and smart enough to figure out what it is doing here, then all they have to do is roll a grenade into it and the world is saved.

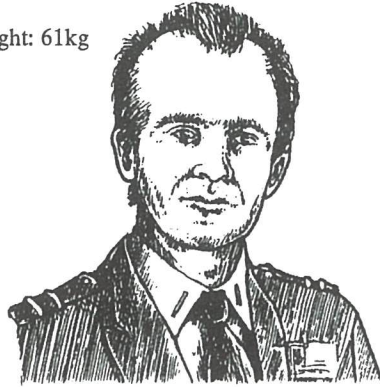
The SLA will take a dim view of having their train blown up. If they know or think they are better armed than the characters, and if Hector believes that Omni headquarters still does not know what is going on, then they will stick around long enough to kill at least one of the characters, just for spite. If the characters demonstrate superior fire power or if they kill one of the SLA, or if Hector thinks word has reached the headquarters, then the rest of the SLA will retreat, set the self destruct on the train's command car (if it is still in one piece), and take off for the other place.

If the characters find the SLA tampering without alerting the SLA, then they will conduct the assault as normal and the characters will be that much better prepared to meet it. If the characters tip off their discovery (the signal relay has tamper alerts built in) then the SLA will continue to monitor the traffic between the factory and Los Mochis. If security forces are not immediately summoned, Gore will launch the assault early, telling the Lester and Jeffery to be very careful. The goal is to secure the factory before any alarm can be raised. If security is raised, Gore will sit tight on the train. If their train is found, they will try to brazen things out as a salvage crew, executing the officers if necessary to preserve their freedom. If they have to kill anyone, they will abandon the mission. If not, they will wait two days to let the hubbub die, and then attack anyway, changing the plan as required.



Lieutenant George Peabody
 Age: 32 Height: 165cm Weight: 61kg
 Body Points: 26 Speed: 11

Strength : 11
 Dexterity : 12
 Constitution : 10
 Intelligence : 9
 Willpower : 10
 Bravado : 12
 Perception : 11
 Appearance : 10
 Stamina : 9
 Power : 5



Skills:	Equipment:
Pistol : 11 Criminal law: 8	Tangler pistol
Rifle : 9 Security sys.: 8	Stun club (8III + 40V
Club : 11 First aid : 8	shock vs. AV1/0 or less)
Brawling : 8	20/10 torso armor/helmets

George is 165cm of rail thin Anglo. He is only thirty-two but already balding, a fact that leads him to wear his regulation hat constantly. He is clean-shaven and his brown eyes protrude slightly in their sockets. George would like to have been a career army officer, but he flunked out of the academy. He would have liked to rise high in the company security, but his lack of political skills has held him back. Still, he puts the best face on what he has and takes his job very seriously, much more seriously than his men in fact.

George will be leading any part of security guards that comes from Los Mochis. If there is a mystery, he will do his best to conduct a police style investigation ("Don't touch that, it might have finger prints on it!") and if there is gunfire, he will do his best to be George Patton ("You take that squad and go lay a covering fire while we advance in tandem."). His intentions and his theory will be good, but his practice will leave something to be desired.

Aftermath - Once the SLA has (hopefully) been defeated, the characters may want to wait around for the Omni Security Forces (especially if injured). This is unless they have managed to conduct the whole enterprise without alerting them. Since the SLA is blocking transmissions, all this requires is that Miles be sold on not contacting the company headquarters, and that the factory's output is not impaired. If no one from the outside world knows they are there, they can hang out till the Cube recharges and then Jump away.

If the security forces are coming, it is probably best that the characters wait for them unless they have some fast, stealthy way of crossing the desert. Even if they take the SLA's ATV's, it will be hard to avoid pursuit and capture in the open desert without shooting at the security forces, an action that when added to any disruption of the factory will bring out the local militia and get Omni's commandos moving. Killing people is one thing, but killing people *and* interfering with profit is something else entirely.

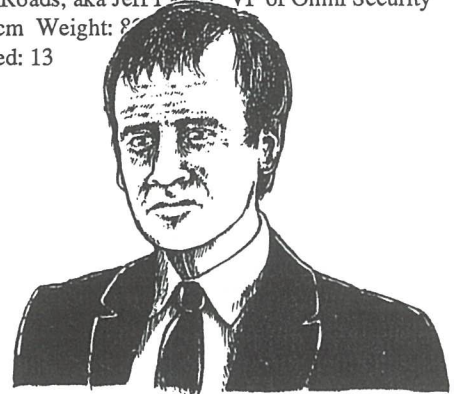
How the characters are treated by Omni at the adventure's end will have more to do with how they treated Miles than whether they stopped the SLA or not. If Miles has been convinced that they were fighting a real threat and that they did the best that they could in against it, than that will probably be enough for the Omni security forces to treat the characters with a modicum of respect during their debriefing. If Miles is not

convinced, the characters will find themselves escorted to holding cells in Los Mochis where they will await criminal charges and possible psychiatric examination (depending on how much talk of time travel they have been doing). This will not involve a strip search and the characters should have no difficulty keeping the Cube and jumping out when it is ready (provided they can all get together in one place...).

There is another possible option, if the characters stick around long enough to encounter it.

Ian Edwards, aka Ian Roads, aka Jeff Parker VP of Omni Security
 Age: 42 Height: 185cm Weight: 85kg
 Body Points: 30 Speed: 13

Strength : 12
 Dexterity : 14
 Constitution : 13
 Intelligence : 16
 Willpower : 15
 Bravado : 15
 Perception : 14
 Appearance : 14
 Stamina : 14
 Power : 7



Skills:	Equipment:
Pistol : 14 Prying : 13	Walther P-38 pistol
Rifle : 12 Con man : 13	
Autoweapon : 12 Security sys.: 15	
Martial arts : 14 Acting : 13	

Forty two years old, 185cm, black-haired, blue-eyed, impeccably dressed, and elegantly mannered with a trace of a British accent in his speech, Jeff will remind the characters uncomfortably of Gore, if they had a chance to spend any time with the terrorist. The two men look completely different, but there will be the same attitude of bored superiority and contained menace.

Ian is a former British spy who was left unemployed by one of the shake-ups in the British Secret Service. He entered Omni's security branch, doing industrial espionage personally before moving up into a supervisory position ten years ago. Now he is the head of the covert side of Omni security. It will take the report on the characters 1d6 hours reach him, and after that it will take him six hours to get to Mexico, but he will for the simple reason that the characters are not going to be in *anyone's* records. As far as the Net is concerned, they don't exist. The possibilities this presents a mind like Ian's may be imagined.

If the characters are interested, Ian will clamp a security muzzle on this whole incident and set the characters up in one of the company villas until he can find a mission to test their loyalty. Sending them in to get the antidote to the plague is a likely one, but that is a story for another scenario.

Mr. Parker can be a very interesting individual. While he has no desire for time travel (he has all the power he wants here), he is a shrewd manipulator, and will quickly find which buttons make the characters jump. He may eventually find out about their abilities (almost certain, since everything they do or say will be monitored), and will use his knowledge to manipulate them at every turn. For instance, while they may be housed in luxury at a company villa, it will have no useful supplies for adventuring. Likewise, if he has them do some tasks that require weapons, he will try to split the group to prevent "escape".

Timeline - At the beginning of the module are some notes on the world of 2035 A.D.. This section contains a timeline that shows some of the people and events who helped shape that world. Should your characters decide to base themselves in this time, the following section may help you generate more adventures for them.

- 1991 Guag Paulin leaves the advertising agency in Paris where he has worked for only a year to pursue his interest in animated computer graphics. His short feature "The Spirit of the Dead is Daydreaming," will earn him an Academy Award in 1995, but it is his full length feature **Woman Watching** in 1998 that will revolutionize the film industry. The first fully digitized feature movie, **Watching** will seamlessly combine original, sampled, animated, and live footage to tell the tale of a boy seeking his estranged mother. By 2005, computers will have completely transformed the way movies are made, even as movies themselves will have lost most of their market to more interactive entertainments.
- 1992 The first large scale Integrated Data Network (IDN) lines open between New York and Chicago. The foundation for the next generation of the Net, these fiber-optic cables carry more data than standard phone lines, allowing the transmittal of real time graphics and video. Within two months, Aces, a video game allowing up to six players at different terminals to fly World War I biplanes against one another, will be released. Students using modified copies will cause significant overhead on academic Net use until a custom program is distributed to block it and similar releases without professor-level access privileges.
- 1993 Houston hosts the World's Columbian Exhibition celebrating the 500th anniversary of the European Discovery of America. There are no living descendants of Columbus to attend, but President Bush is there to throw the switch that lights the Discovery Nettle, the tallest free standing monument in the world. The Exhibition features the standard slew of World Fair exhibits, but the hit is the 75 meter Ferris wheel built of concrete. While generally successful, the Exhibition is marred by native American protests and a dangerous drug fiasco. In mid-August, a pro-Indian group contaminates the exhibition's entire water supply with a designer hallucinogen that results in thousands of attendees seeing visions and seeking medical care.
- 1994 In Southern Peru, two Inca girls are brutally raped and murdered. When local police produce evidence that the attackers were government soldiers, Lieutenant Drey Alfredo, himself an Inca, is convicted of the crime by a closed door military tribunal. Drey is held incommunicado, but fellow officers tell the press that Drey spent the evening in question in a neighboring village with his girlfriend. When the girlfriend comes forward, there is a public outcry (particularly among the Incas) for Drey's acquittal so that the true killers can be found. Before the affair is over, Drey will be tried and again found guilty by another military tribunal. He will be awaiting a civilian trial when he is freed during the Inca Revolution in 2014. The case will become a rallying point for native peoples in North and South America.
- 1995 Marci Gliemo, the head of a research team working for the Singapore-based Teach Corporation, announces the creation of the first room temperature superconductor and begins perhaps the most complicated round of patent battles since Whitney's Cotton Gin. While actually requiring below zero degree Fahrenheit refrigeration, Gliemo's conductor is a quantum leap over all other superconductors. It will become the basis for a whole new era of technology, effecting computers, electronics, power (production, storage, and use), transportation and medicine.
- 1996 In response to Gliemo's conductor, what came to be known as the "Singapore Flu" swept the world as thousands of scientists, engineers, and entrepreneurs set out to become the "Superconducting IBM." Fortunes will be made and lost over night, new products will come and go in a blur, and the world economy will crest and fall, all to the tune of endless lawsuits, trade legislation, and raucous news coverage. Not since the birth of the American automobile industry at the beginning of the century have some so many jumped so whole heartily on to the bandwagon of a new technology. By the year 2000, it will be estimated that fully 10% of the trading done on the world stock exchanges is in "S.F." stocks.
- 1997 On August 27th, Carrac Herd opens the Second Annual Conference on Native American Freedom in Basel, Switzerland. Two thousand Native American leaders attend, twice as many as the year before. Along with other business, the Indian Defense Fund is established to pursue legal action designed to return Native Americans to their ancestral homelands. Later memoirs and investigations will reveal that the first ever meeting of the United Indian Militia occurred during the early morning hours of the Conference.
- 1998 Lidel Henfield becomes the world's first superconducting fatality. While he is working on a superconducting battery assembly, a coolant hose bursts and sprays him with liquid nitrogen. Surprised and stunned by the shock of the cold liquid, Lidel falls from the ladder he is standing on and breaks his neck. Lidel's widow will sue "Tricolor Associates" and in 2001 will become its owner when the courts award her a cash settlement that is higher than the value of the company.
- 1999 The First Maya Revolt begins. Trained and supplied by the United Indian Militia, Mayan peasants, mostly landless or jobless farmers, take up arms against the Mexican Government. The Mexican army is so unprepared that the rebels are able to take control of the Yucatan Peninsula in the first twelve hours. Three years of desultory skirmishing and bloody terrorism will end when the Mexicans unleash a Mayan specific retrovirus into the area. One hundred thousand Mayans die in the first six months, and two thousand more will die after the surrender from mutant viruses that resist the government vaccine. The Mexican authorities maintain control at the cost of their national prestige and world sympathy swings firmly behind the remaining Mayans.

2000 Millions crowd Rome for the Millennium Fair. Among them are Mr. and Mrs. Charles Applegate of Rio de Janeiro, who are accompanied by Mr. Applegate's mother. On their third day in the city, the elderly Mrs. Applegate falls ill. She remains at the hotel to await the doctor while her son and his wife go out to see the Fair. Returning that evening to the hotel, the Applegates find that their keys will not open their room door and that the mother does not answer their knocks. Enquiring at the desk, the couple is informed that they are at the wrong hotel. Protesting violently the whole way, the Applegates are taken to another of the chain's hotels across town. At this hotel, their keys open the doors and their luggage is in the closets, but there is no sign of the mother. The hotel has no record of her checking in, or of a call being made to the doctor on her behalf. The police are called in, but dismiss the Applegate's claims when they find no record of the mother having entered the country. After two days of fruitless complaints and investigation, the couple return to Rio.

It takes months for the story to emerge, and it is never confirmed, but while her son was away, the hotel doctor diagnosed the Applegate mother as a carrier of a new form of retrovirus, perhaps a mutant strain from the Maya Revolt. The hotel, through it's parent corporation, and with the approval of all the other investors in the Fair, pressured the Italian government into covering up the incident. Billions had been invested in the Fair and the men behind that money did not want fears of plague scaring away tourists.

In October, one month before the scheduled end of the Fair, there is a new retrovirus outbreak in Europe. Some medical researchers will trace the plague's origins to the Millennium Fair.

2001 Tikki Katori of Vancouver, Canada purchases Teach Corporation and merges it with his own Ojibwa Group to form Core Utility. Katori takes the step in order to compete with the newly merged Sprint/Apple corporation. Sprint/Apple will dominate the telecommunications market in America for the next decade, but will be out stripped on the world stage by Core U.

2002 Carrac Herd escapes from prison in Mexico where he has been held on charges of Conspiracy to Commit Terrorism since before the Maya revolt. Herd disappears for three months, then resurfaces in St. Petersburg. He quickly reestablishes openly the networks he had been running secretly in prison.

The Indian movement has learned its lesson in the Yucatan. The world is moving past the days of farmers with assault rifles and guerrilla bands led from grass huts. With the proper connections, modern telecommunications allow revolutions to be led more effectively half a world away than they can be on site because the leaders can operate openly. This openness is required for assembling the modern weapons of war. Viruses are replacing bombs as the weapons of terror, vaccines are replacing anonymity as the terrorist's defense, and high tech strike teams are replacing the fanatical martyrs as the instruments of decision. None of these things can be assembled as well on a Yucatan hill top as they can in a St. Petersburg high rise.

2003 In South Africa, Roul and Kraig Bolter launch the first of their sky freighters. Over 200 meters long and 60 in diameter, these helium filled, solar powered (with superconducting battery back up), diamond-ribbed blimps will become the work horses of Africa's intercontinental commerce as climbing gas and diesel prices combine with disintegrating road and rail nets to push trucking and train prices out of reach. Similar ventures will succeed in Russia and Australia and China, but the blimps will not be able to compete with the expanding electric rail nets in Europe and America.

2004 "Let them choke on their own blood for a change," responds Peruvian Interior Minister (and head of Peru's Internal Security Directorate) Pleve when asked about government attacks on three Inca villages that leave 2,000 dead and another 10,000 without homes. The attacks come in response to a series of raids by Inca commandos (hired, trained, and supplied out of St. Petersburg) on Peruvian government buildings, particularly their Internal Revenue Ministry. Herd and the other leaders of the U.I.M., despite their public protests, are encouraged by Pleve's ordering the attacks. The attacks show that the Peruvian government has not learned the lessons of the Mayan Revolt.

2005 North Korean President Sun Kim dies in a helicopter crash, leaving no declared successor. The Party Congress, taking advantage of the power and the prestige given to it by of a series of democratic and free market reforms, puts aside attempted coups (one by Kim's widow and another by a junta of army generals), and petitions to join South Korea. The process will take two years, popular demonstrations in both countries, and a mutiny by the North Korean army, but in 2007 the world's maps will have to be changed. Again.

2006 Dr. Carl Dessler, heading a team of researchers at Hamburg University, announces a procedure for implanting cloned hair roots into the scalp. Unlike previous hair implants, these will grow after being put in. Health testing will delay entry into the market of the procedure for two more years, but by the beginning of the next decade, baldness will have become purely a matter of choice among men and women in the industrialized nations of the world.

2007 Despite a Hispanic majority in many Southwestern states (Texas, Arizona, New Mexico, etc.) the United State Congress enacts the most restrictive immigration legislation ever aimed at Central and South Americans. The laws are in response to the continuing native unrest throughout the region which is sending a flood of refugees North. The laws will have no effect on the flood, but they will increase the money that "relocation agents" can charge for their services.

2008 American Curtis Gray wins the World Kick Boxing title in a five round knock out in Hong Kong over Thailand's Tran Tock. Curtis, at 27, is the oldest fighter to ever hold the title, and he is the first Caucasian to win it. A former golden glove titleist from Chicago, Curtis won a Gold medal on the U.S. Karate team in the 2000 Olympics. After winning two world Karate titles and losing a string of dojo's to bankruptcy, Curtis travelled to the Philippines and joined the kick boxing circuit.

In a sport dominated by teenage orientals, Curtis had no trouble getting matches as a curiosity. Undefeated in these matches, it still takes him four years to overcome the sport's prejudice against older and non-Oriental athletes and finally secure a title bout. Sprint/Apple (looking for a way to cut into Core U.'s world market) agreed to sponsor the bout and give it a world wide broadcast. One hundred and fifty million people tune in world wide (although the bout gets only .5% share in the U.S) and Curtis' first defense six month later will set the record for world wide viewers of a sporting event. Curtis loses the title in 2011, fights three more bouts (losing them all) in the next six years before retiring for good. By that time, three of the top ten contenders will be non-Oriental and half of them will be over 20. Kick boxing will be the most watched sport world wide.

- 2009 On July 4th, seven years of planning, propaganda, diplomacy, and terrorism will culminate in the "Heaven Blow," the official beginning of the Second Maya Revolt. Computer viruses planted months and years before shut down 60% of Mexican communication and transportation. Whole barracks of soldiers fall to the effects of timed viruses they had been exposed to days before. Mayan commandos strike on a nationwide basis at Mexico's civil and military leadership. Only 35% of the targeted leaders are killed outright, but another 35% are out of communication (wounded, cut off, hiding) for the critical first 48 hours. The corporate community is also targeted, but only those corporations that have not supported the U.I.M. over the years. By the morning of July 6th, Mexico as a sovereign nation has ceased to exist. On July 8th, Carrac Herd arrives in Ciudad del Carmen and declares the founding of the Yucatan Free State. Mexico will reform around Mexico City and the Gulf of Mexico states. The Chihuahua Republic takes the Western states.
- 2010 In December, the largest hologram ever projected is placed over the Eiffel Tower causing it to appear as a giant Monet Champaign bottle every night until New Years, when it pops open and sprays "champagne" into the Paris sky.
- 2011 Yuan Shin, a Chinese national working at the Tokyo Museum of Natural History, steals a set of three thousand year old Chinese scrolls from the museum. He will hide the scrolls in his apartment for a year and then attempt to sell them to Chinese authorities for six hundred million Yen. The Chinese arrest Yuan and return him to Japan, but keep the scrolls.
- 2012 Casimir Funk, an Ethiopian materials engineer under contract to the Nairobi-based Omni Corporation, tests a system employing microbots to assemble circuit boards. The process does not create smaller or better boards (current ones are already very small and fast), but it does allow them to be made more cheaply by eliminating the need for humans to manipulate the microtools.
- 2013 The **New York Times** on-line service (citing the proliferation of holographic data stations in homes) goes to a three dimensional cross word. Although Arthur Winne remains listed as the crossword editor, the puzzles are now put together exclusively by an expert computer system.
- 2014 The careful planning of the U.I.M. is upset when Pavri Grinci assassinates Peruvian Interior Minister Pleve in his bed in Lima. Immediate and apparently spontaneous demonstrations of support break out around the country. Protesters in La Oroya storm the government prison and release 500 prisoners, including Drey Alfredo.
- The U.I.M.'s planned revolt is still a year away, meaning that besides a few computer viruses, almost no Mayan Revolt style weapons are in place. While the U.I.M. leaders argue over whether to support the revolution or not, Drey is smuggled on to an Army base by sympathetic officers and makes an impassioned appeal via the military communications net for Inca soldiers and their friends to sabotage to the government's weapons of terror. Fighting breaks out immediately on the country's military bases. Pleve's successor tries to order the use of Inca specific viruses, but Alex Jablok, a German scientist at the government brewing lab who has an Inca wife, destroys the entire stockpile.
- The Inca Revolution will drag on for three years of skirmishes and protests, but will never approach the lethality of the Mayan Uprising. Home grown Inca rulers, thrust forward by the speed of events, will be suspicious of the late arriving U.I.M. aid, and they will refuse all viral weapons. The Treaty of Trujillo will create a new Peru with a more representative government, but it will be heavily grounded in the old system and bear little resemblance to the barbary coast that Maya is.
- 2015 Do Sui is arrested in China for distributing obscene materials. Do, a homosexual, has run a series of electronic data sheets for gays in China, where homosexuality is still officially illegal. After being tolerated for years, Do becomes a target when he begins to emphasize health issues in the face of China's growing number of retrovirus cases. This puts him at direct odds with government claims that only retrovirus cases in China are those suffered by foreigners who have contracted the diseases elsewhere. After serving 30 days on a labor farm for his conviction, Do flees to St. Petersburg where he links up with the U.I.M. and takes advantage of their telecommunication evasion techniques to continue distributing his data sheets back in China.
- 2016 Sarro Arango, the Mali-based North African bandit and smuggler, leads 200 of his followers on a raid into Ivory Coast where they loot the government military garrison and hospital. The government forces chase Arango, even crossing the border and spending two weeks illegally on Mali soil, but fail to capture him. The frustrated commander blames his failure on collaborators from the local tribes and executes five (probably) innocent men. It is the spark that brings the region's smoldering tribal unrest into the open.
- 2017 Core U. teams with Japan's Tempo Industries to begin the Catapult project, the largest ever space effort by private industry. Over the next fifteen years, Catapult will use the latest in nuclear, materials, and computer engineering to construct a linear accelerator in Borneo for the purposes of regular manned space flights and ultimately a permanent, manned space factory.
- 2018 A new retrovirus outbreak in California results in the completion of San Francisco's Bay Tower, the first of a new generation of skyscrapers. Originally begun in 2010, the Tower stalled at 100 stories when its builders went bankrupt. The Tower stood in limbo (no money to be finished and too dangerous to knock down) until a new company sold investors on the idea of a sterile

island community. With 50,000 inhabitants and 3 million square meters of room (about twice as tall with eight times the room of the Empire State Building), the 200 story tower would be a city unto itself, one where only healthy people committed to staying that way would be allowed in.

Having been done once, the super skyscrapers will be built again and again in the next twelve years as other uncompleted towers (New York, Tokyo, Singapore, Hong Kong) are finished and new ones (Atlanta, Moscow, Nairobi, Beijng) are started. Several of these attempt to maintain sterile island communities, but it proves impossible.

- 2019 In Ciudad del Carmen, spice is added to the traditional Sunday bull fights by having undercards of modified animal fights. At first the animals are merely modified for more stamina, strength, etc., but as time goes on the crowds get bigger for these matches, claws are lengthened and toughened, armor is added, size is increased, and more. The animals will fight each other, or sometimes humans (criminals in the beginning, professionals later) armed to make the fights competitive. The sport will spread to other countries, the media exposure will become greater, and programs for genetically engineering human gladiators will just be getting up to speed when the Plague hits.
- 2020 Generations of hate, terrorism, protest, and diplomacy climax in March when the Israelis (in a nationwide referendum) vote to extend citizenship and voting rights to non-Jews. The criteria are strict and almost guarantee a Jewish majority for years to come, but the millions of Arabs inside Israel are finally given a voice in its government. In exchange for this and an easing of travel restriction on Arabs coming in and out of Israel, The United Arab States formally recognize Jerusalem as part of Israel and extend the vote (in those Arabs states that have it) to their Jewish populations.
- 2021 Five years of tension and protest burst into open war as the Tribalist Revolution sweeps the Ivory Coast. There are strong divisions within the Tribal rebels with the chiefs and their warriors preferring open, stand up conflict, while the priests and "witch doctors" prefer the U.I.M. sponsored tactics of virus and surgical strike. In the end, it is the Bauli tribe which most fully integrates the two approaches and seizes control of the country.
- 2022 In Southern Afghanistan, construction is halted on a nuclear power plant when workmen uncover a fantastic 11th century tomb. Christian icons and Latin scrolls reveal it to be the last resting place of a Catholic king who founded a city state on this cite after being driven out of (Modern) Turkey by the armies of the Arab conquest. Although the name appears no where in the found artifacts, the king is immediately named Prester John. Among his treasures are three different Bibles, two in Latin and one in Greek, which all differ significantly from modern Bibles and each other. Unknown commentaries, and ten lost Greek plays are also found. Not since the discovery of the Dead Sea Scrolls have the world's historians, archaeologists, and religious leaders had so much new information to deal with.
- 2023 Almost 100 years to the day after an earthquake leveled Tokyo and killed over 100,000 people, the city is struck again. The casualties this time, however, are five. New materials, designs, and stringent building codes pay off. Whereas the 1923 quake leveled the city and destroyed 700,000 dwellings, many Japanese sleep through this one and barely 600 homes are destroyed.
- 2024 New Delhi Humorist Sasha Russan on Prime Minister Druma: "He is the ideal Banquet Minister. In any other role he is a complete disaster, but there is no one better at making dinner conversation and toasts." On Icelandic playwright Tom Bernard: "We both know there is something wrong with the world. Neither of us know how to fix it, but we're both willing to try at so much per word." On world summits: "Our leaders seem to love conferences. Any excuse to leave their offices. If there was an egg laying summit in Quebec, we would send more officials and lay more eggs than any other nation."
- 2025 Vice President Rose Tayloe becomes the first female president in U.S. history when President Shriver is struck down by a retrovirus after a tour of plague cities in Africa. The first President to die in office since his grand uncle John Kennedy, speculation will never stop that Shriver was assassinated. Tayloe will continue Shriver's policies of humanitarian aid, but will not implement his planned intervention in the Moroccan Civil War.
- 2026 Tetsuo Ami releases the first of his "Border Lines" interactives. After failing out of Kyoto Arts college for producing work "consistently without merit," Tetsuo has spent ten years becoming a cult figure with his low budget but high quality interactives while living on the charity of various relatives. After rejecting many previous offers from various "Divine Five" divisions (the five entertainment conglomerates that hold the 70% of the world's entertainment hardware and own the rights to 60% of the world's software), Tetsuo signs with tiny Soft Cell Distributors of Canada because they promise him complete creative freedom.
- With much better design hardware to load his own software into, "Border Lines" is a greater departure than any of Tetsuo's previous works. The images are cut down, stylized, and often transparent. Tetsuo uses the memory this saves him to load up the smartest expert systems on the market. These so closely mimic a human controller that Tetsuo is accused of using one during test marketing.
- 2027 BoBo refitted.
- 2030 Deux Plateaux Uprising
- 2035 NanoVirus Plague

Pistols

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Notes
1	Tangler pistol	50mm	1/-	-	+2	+0	PIST	USA	1.00	S/2	13	500	3	SA/C	3	1	M	.75	11	5	
2	Colt Gauss pistol	3mm	2/3	30	+1	+1	PIST	USA	1.20	S/3	14	1200	40	AT/C	20	1	M	.50	5	2	
3	Walther P-38	9mm	2/3	20	+2	+2	PIST	GER	.95	S/2	9	600	8	SA/C	4	1	M	.20	9	6	

Rifles

#	Name	Cal.	RC	DV	IA	Init	Skill	Nat.	Mass	Bulk	Tech Lev	Cost	Clip	Action	ROF	H	R	Cl.Mass	AV	BP	Notes
4	Tangler rifle	50mm	2/-	-	+2	-1	RIFL	USA	4.00	S/5	13	800	5	SA/C	4	2	M	.75	11	10	
5	Rem. Tank-killer	10mm	4/4	120	+2	-3	RIFL	USA	14.0	S/8	13	2000	50x2	AT/C	10	2	M	6.0	14	22	

Melee weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Len	Tech Level	H	AV	BP	Notes
1	Pointed stick	9III/4I	+0	-5/-3	CLUB/SPR	1.80	VS/5	-	.70	4+	1	8	7	B,P
2	Ceramic Bowie knife	8I/7I	+1	-1/+0	KNFE	.30	S/2	80	.30	12	1	7	3	C,P
3	Ceramic machete	10I	+0	-2	SWRD	.50	S/4	150	.55	12	1	7	4	C
4	Thrown dart	3I	+1	+0	DART	.20	VS	5	.15	3+	1	4	1	P
5	Blowgun	4I	+1	+0	BLGN	.70	VS/7	15	1.0	2+	2	5	2	P
6	Stun club	8III	+2	+0	CLUB	1.20	VS/5	200	.75	13	1	8	3	B

New firearms

- 1,4. **Tanglers** - If hit by a tangler slug, roll location. That location and all the ones adjoining it are immobilized. For the next two phases, roll d20 with hits on 15- and 10-, respectively. If any of these score, roll another hit location. Those locations and all those between them and the original hit are immobilized. Each layer of tangle tape has AV7 and 4BP. The tape bonds to objects with a Strength 15 glue that dissolves after one hour exposure to air or water.
Like the ceramic blades, tanglers are another wildly useful high tech weapon. They can be used to hang people from walls, to seal doors and plug holes, to bind loose items and disable moving parts. Like ceramics, they are at least licensed in all civilized countries and restricted to police and military units in most.
2. **Gauss pistol** - The Earth of this module has never gotten around to producing anything but a few experimental gauss weapons. Ray brought this one back from one of his time jumps. It has an integral laser sight. He has four clips for it.
3. **Walther P-38** - Stats are identical to those in the 2nd ed. **TimeLords** rules. Jeff Parker keeps it as a useful antique, which he has a small emotional attachment to.
5. **Remington "Tank killer"** - Double barreled, drum fed, composite construction, bullpup design, alternately firing caseless ceramic armor piercing and explosive rounds. The TK is a fearsome conventional weapon with a dangerous amount of recoil, especially with the recoil-compensating gyrostabilizer knocked out of commission (half recoil when working). With the laser sight working, it was theoretically a hip-fired weapon, but most characters will want to brace it against something before switching to full auto. It has both a built-in bipod, and provision for being attached to a tripod or other fixed mounting.

New melee weapons

- 1 **Pointed sticks** - These are the average stats for the pointed sticks that are the melee weapon of choice on the *Bobo*. They are created from any heavy piece of metal that can be ground to point. P is the most common attack as the sticks' points are almost always poisoned.
- 2,3 **Ceramic knife and machete** - These are effectively nonelectric vibroblades. They will eventually cut through anything that isn't harder than they are (diamond, other ceramics, etc.) and so are licensed weapons in most civilized countries. Their uses are nearly endless. While it may take some time, characters can hack holes in the side of the *Bobo* with one of these, and the blades will still retain surgical sharpness.
4. **Darts** - Metal darts with composite fins, these are the Mayan missile weapons of choice. They will always be poisoned. Commonly carried in bandoleers of three on the forearm.
5. **Blowgun** - Plastic tube with metal darts, this is the Ivorian missile weapon of choice. The darts will always be poisoned and are commonly kept in quivers of ten at the waist.
6. **Stun club** - Representative of the batons employed by security forces the world over. The electric current is activated by a button in the handle and needs only touch the target to do damage of 40V.

Poisons, gases and diseases - The following list represents a sample of the vast variety of lethal chemicals which the Mayans and Ivorians have brewed up to devastate each other. Despite the wide variety of chemicals, the actual effects are all along the lines of those given below; new generations and types tend to be attempts to defeat old antidotes rather than create new deaths.

Both the Mayans and the Ivorians employ poisons that are quick to incapacitate and slow to kill. They want to take prisoners in battles they win and still do casualties in battles they lose.

Name - Seydou's Dream/Nightmare (Ivorian)
Normal Dose - .1g
Admin. - R (smoked) for Dream/C for Nightmare, usually sprayed from aerosol grenades or painted on surfaces.
Effects - 5 seconds, (-2 STR, DEX, WIL, PER, SKL) 10sec/1minute, (+1 STR, DEX, WIL, PER, SKL) 5 minute/infin.
Treatment - Stimulants
Notes - The difference between the Dream and the nightmare is that the Nightmare will not affect blacks and the Dream will not affect anyone but the Mayans.

This drug causes its users/victims to have visions. At the -2 level to PER, things will be a little fuzzy, but otherwise normal. At -4 to -6, user/victim will have pleasant/woeful olfactile and sonic visions of the African veldt, complete with animals. At -8 to -12, Seydou himself may appear. He will seem to be directly before the user/victim and may talk and converse with him to his heart's desire, until the drugs effects fall below the critical level. Alternately, in the -8 to -12 range, Seydou may choose to send a vision of happiness/death. If he does so, the user/victim will need a Willpower roll to leave/enter the circumstances described by the vision. In the nightmare state, the visions may cause the victim to attack randomly with any weapon currently in hand.

Name - Ashes, Ashes (Mayan)
Admin. - C, usually sprayed from aerosol grenades or painted on surfaces.
Normal Dose - .2g
Effects - 20sec, (-1 DEX, INT, WIL, PER, SKL) 5sec/ 2 minutes, (+1 DEX, INT, WIL, PER, SKL) 1min/1hour.
Treatment - Stimulants, antidote
Notes - The initial stage induces vertigo and stupor. Victims tend to fall down and not care. If Dexterity reaches a -10 modifier, character must make a roll to remain standing every time they move, make a melee attack or use a weapon with recoil (+5 modifier if hanging on to something).

Name - Lightning Poison (Mayan)
Admin. - N
Normal Dose - .1g
Effects - 5 sec, (-1 All) 1sec/10 sec, (-1 All) 5 minute/1hour, (+1 all) 1hour/infin.
Treatment - Antidote
Notes - Induces convulsions during the initial stage, during which the BP damage is lethal and may be whole body or specific area (depending on where the victim falls, rolls, etc.). In the second stage, the convulsions end. The BP is still lethal, but counts only toward eventually fatal results.

Name - Generic poison (Mayan and Ivorian)
Admin. - N
Normal Dose - .1g
Effects - 10sec, (-1 All) 10sec/5 minutes, (+1 All) 1hour/infin.
Treatment - Antidote
Notes - BP damage is lethal, but only counts towards eventually fatal results.

This is a *gentler* poison than either side is capable of. Included as something to stick in characters since it will take at least three minutes to kill them, and probably more like six. You should only have to dose one character before the others get the idea that even pointed sticks can be dangerous, especially if they demand that the characters throw down their weapons before any antidote is given out. Either side will have no compunctions about letting characters die from the effects of the poison, and the characters will certainly not have the antidote on them.

Name - Trophy Poison, Ivorian
Admin. - N
Normal Dose - .1g
Effects - 0 sec, (-2 all) 5sec/1min, (-1 All) 5min/2hour, (+1 All) 5min/infin
Treatment - Antidote
Notes - Induces paralysis and pain during first stage, and just pain in the second. BP damage is lethal but counts only for eventually fatal results.

Name - Seydou's Death
Admin. - R
Contagion - 14
Effects - 4 hours, (-1 PER [sight], STR, STA) 5min/100min, (-1 BP)1hr/1week, (+1 All) 1day/infin
Treatment - Antidote, antibiotics.
Notes - Induces blindness and weakness during first stage. During second stage, BP damage counts as lethal, but only for eventually fatal results.

Name - Red Plague
Admin. - R
Contagion - 12
Effects - 3 hours, (-1 All) 10min/6hours, (+1 All) 1hour/3hours, (-1 All) 10min/3hours, (+1 All) 1hour/infin.
Treatment - Antidote, antibiotics
Notes - Vomiting and diarrhea occur during the first and third stages. From onset until cured, the victim will suffer itching rashes. BP damage counts only for eventually fatal results.

Name - THC Patch
Notes - These come on rolls of wax paper and are the primary form of recreation among the lower classes here. They are usually placed on the back of the neck for the fastest action. All the effects of marijuana without having to smoke.

Albert Macias - Pre-generated character
 Age: 23 Height: 175cm Weight: 70kg
 Body Points: 28 Speed: 12

Strength : 10
 Dexterity : 14
 Constitution : 11
 Intelligence : 15
 Willpower : 10
 Bravado : 14
 Perception : 14
 Appearance : 10
 Stamina : 10
 Power : 7



Skills:		Equipment:	
Automobile : 14	History : 9	Rem. 870 shotgun	
Comp. sci. : 13	Dart : 8	Katana	
Sword : 10	First aid : 7	Starlight goggles	
Shotgun : 8	Brawling : 5	Elec./mech. toolkits	

Albert is a planner and a researcher. He will be the one formulating the perfect plan, carrying the best gun, and shooting from the best cover. However, he is prone to impulsive acts of destruction, such as shooting equipment that lets him down in crucial situations. As shown, he is based on roughly 345AP and 620SP, and has 100SP to spend on at least 3 cultural and non-combat skills.

James Power - Pre-generated character
 Age: 22 Height: 173cm Weight: 63kg
 Body Points: 27 Speed: 13

Strength : 10
 Dexterity : 16
 Constitution : 10
 Intelligence : 15
 Willpower : 11
 Bravado : 14
 Perception : 11
 Appearance : 11
 Stamina : 12
 Power : 7



Skills:		Equipment:	
Wrestling : 16	Pistol : 7	Colt Python	
Photography : 13	Dart : 7	Survival knife	
Beast riding : 11	Running : 7	Binoculars	
First aid : 11	Camping : 5	Superglue	

Jim (as he prefers to be called) is a free spirit. He will be the one most likely to follow his own counsel and keep his own stash. He has the mutant ability to meet people he knows in unlikely places. As shown, he is based on roughly 357AP and 711SP, and has 50SP to spend on at least 2 cultural and non-combat skills.

Charlie Hite - Pre-generated character
 Age: 21 Height: 188cm Weight: 91kg
 Body Points: 32 Speed: 11

Strength : 10
 Dexterity : 13
 Constitution : 11
 Intelligence : 17
 Willpower : 8
 Bravado : 13
 Perception : 10
 Appearance : 15
 Stamina : 11
 Power : 8

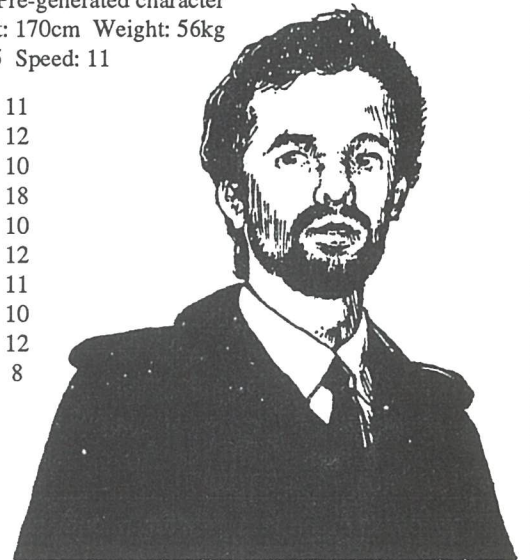


Skills:		Equipment:	
Art : 14	Motorcycle : 8	Gov't .45 pistol	
Cooking : 9	Photography : 8	Mac-10 (.45 ACP)	
Mech. repair : 8	Imp. wpn. : 6	Survival knife	
Pistol : 6	Boxing : 5	Rolex watch	

Charlie is a charmer and comedian. He will be the one looking for the best way to make an adventure fun. He is extremely susceptible to romantic entanglement. As shown, he is based on roughly 354AP and 473SP, and has 200SP to spend on at least 5 cultural and non-combat skills.

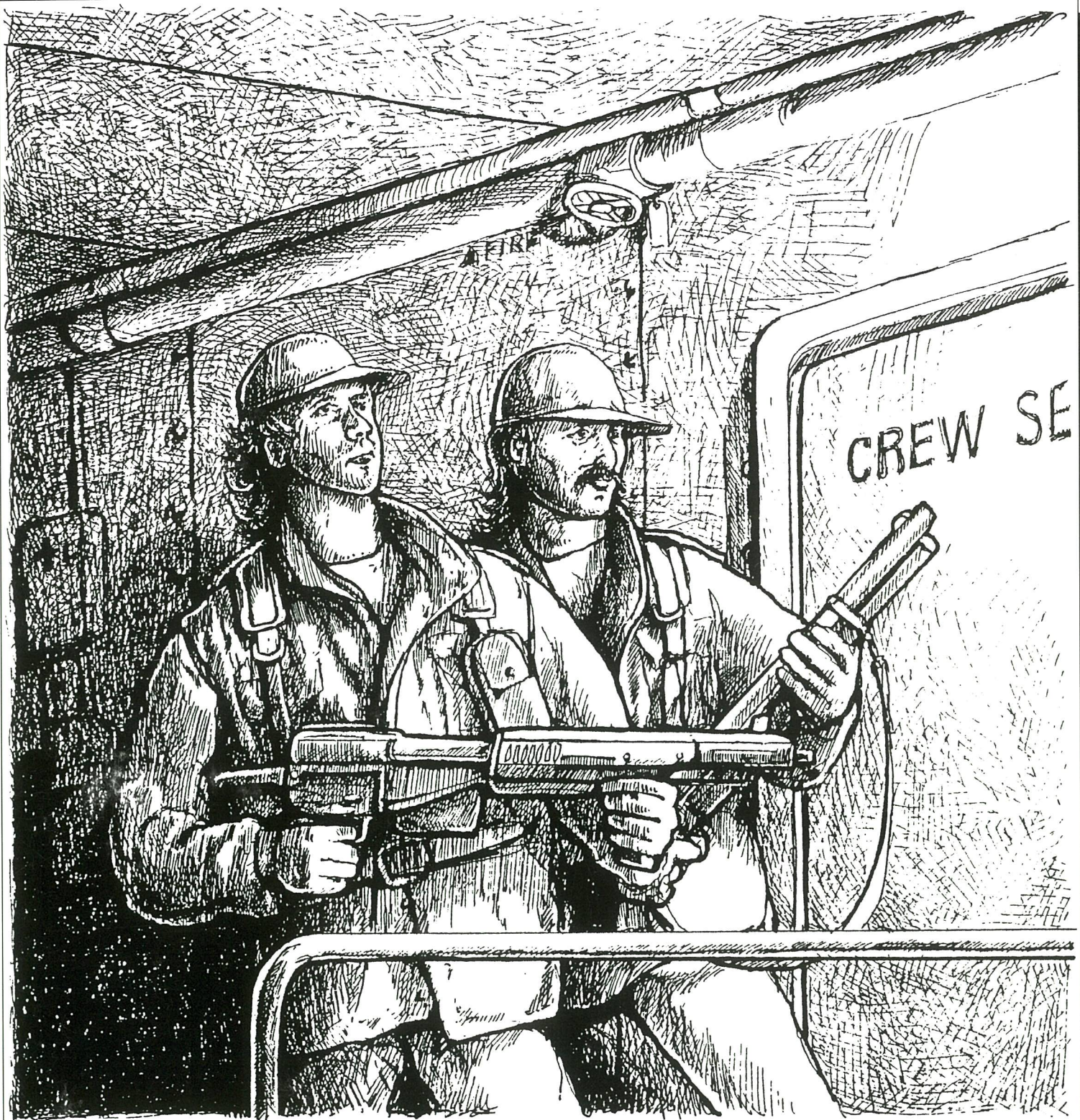
Chris Macias - Pre-generated character
 Age: 24 Height: 170cm Weight: 56kg
 Body Points: 25 Speed: 11

Strength : 11
 Dexterity : 12
 Constitution : 10
 Intelligence : 18
 Willpower : 10
 Bravado : 12
 Perception : 11
 Appearance : 10
 Stamina : 12
 Power : 8



Skills:		Equipment:	
Economics : 14	Power boat : 6	Walther PPK	
Area kn. (DC) : 10	Pistol : 6	Survival knife	
Dart : 9	Rifle : 6	Heavy darts (poisoned)	
Blowgun : 7	Martial arts : 5	World atlas	

Chris is a schemer. He will be the mostly likely one to suggest devious ways to the goal and the advantages of the double cross. Is occasionally too curious for his own good. As shown, he is based on roughly 340AP and 431SP, and has 300SP to spend on at least 5 cultural and non-combat skills.



Adventures set in a world you might live to see, even without time travel. Information is cheap, but technology is expensive. Science is advancing, but fewer and fewer are learning it. Knowledge is power, but only the wrong kind of people are grasping it.

Supertanker of Death will pit the players against everything from genetic monsters to invisible vermin, with low-tech warfare in high-tech settings, an experienced but handicapped TimeLord, and a chance to alter the future history of the planet in an attempt to stop a worldwide plague.

Recommended for a group of 3 to 6 beginning to intermediate level characters, who have not yet been burdened down by invincible high-tech arsenals.

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