Special Bestiary Issue

Challenge
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Management

If you read the credits, you'll notice that Challenge has a new art director—Steve Bryant.

I congratulate him on his new title—he deserves the recognition. Historically, I was listed as art director eons ago, and nobody has been credited with the position since I became managing editor almost two years ago. But as far as I'm concerned, Steve has been art director for a long time—contributing ideas and working hard to keep the visual aspect of this magazine at the top of the field.

Now that Steve holds an official position, I'm sure his enthusiasm will be boundless. And I'm also sure that he'd love to consider new artists and new ideas to make every issue of our monthly magazine look better than ever. Good luck, Steve.

SPECIAL ISSUES

I'm not a big fan of horror literature or of horror gaming, so I wasn't really looking forward to Challenge 46 (special horror issue).

But once I got my hands on it, my opinion quickly changed.

All of the adventures and “Quicksilver Sayonara” were truly excellent. I especially liked “Contagion” and “The Tree of Souls” even though I don't play 2300 AD or Space: 1889 right now. Still, a seminal issue!

Has the previously announced solitaire issue been killed? I have a suggestion for Challenge 60: an April Fool’s issue with a selection of funny, bogus articles: “Playing the Pacifist in Twilight: 2000,” “Magic in MegaTraveller” and so on.

I'm delighted to hear that Challenge is going to be published monthly. That's good news for those of us who write. I can imagine that the expansion of GDW's game line (Dark Conspiracy, Cadillacs & Dinosaurs) made an increased publication schedule for Challenge inevitable. Keep up the good news—and the good work!

Rich Ostorero
Sacramento, CA

Yes, the solitaire issue idea has been abandoned due to a lack of writer interest. Special issues on the current schedule include horror (Challenge 54) and introductory scenarios (Challenge 57). I'm intrigued by the idea of a gag issue for April Fool's Day—but it has to be usable, not just entertaining. Another good suggestion I've heard is a mystery issue. And, of course, this month is our bestiary issue—we'll see what kind of response it gets.

MORE 1889?

I am writing for several reasons. First is to let you know how much I enjoy Challenge magazine and how I am looking forward to seeing Challenge monthly. It is one of the very few magazines that I purchase.
Second, I wanted to let you know how much I enjoy the GDW games that I own (Twilight: 2000, Space: 1889, Cadillac and Dinosaurs, Merc: 2000).

Now comes the point of conflict that I have with the magazine. It seems to me that a great game like 1889 is not being given the same chance as other GDW games (I speak of Twilight and Mega-Traveller). I would like to know if it is possible from time to time to add a second 1889 article by having fewer Mega-Traveller articles. I do not wish to upset those people who enjoy Mega-Traveller as much as I enjoy 1889, but Mega-Traveller is a much older game able to draw upon material from Traveller, the foreunner of Mega-Traveller.

One of our purposes in going monthly was to provide more coverage of the games our readers are most interested in.

If you’re still looking for more Space: 1889 material, you might try the Ether Society Newsletter. For four issues, send your name and address, plus $8 US and Canada ($12 for foreign memberships) to Ether Society, PO Box 1646, Bloomington, IL 61702-1646 USA.

VARIETY SHOWS INTERNATIONAL SCOPE
I have been a fairly hard-core player and referee of GDW games since I was introduced to them in ‘79 and ’80. I have run and played Traveller and Twilight 1st edition, Mega-Traveller and Twilight 2nd edition. I grumbled a little each time you came out with “the new and improved” editions.

I have also read a good number of the JTAS and Challenges, and I have seen most of the changes they have undergone. I do like some of the changes made—in particular, the expansion to cover the other game systems out there. I don’t play many of them, but they have piqued my interest—in particular, Space: 1889 (applause for such a neat idea) and Cyberpunk.

It is very interesting to see the other games, opinions and variants, and to realize the truly international scope of roleplaying and boardgames, as well as the “corrections” (the Finnish weaponry letter) and the ideas which can lead to dialogue and an assuaging of stereotypes on both sides.

More power to you and a good job from this gamer, along with a cautionary “don’t rest on your laurels.”

Donald W. Ploutz
Lebanon, PA

Have any comments on this issue?
How about gaming in general? Letters from our Readers provides gamers an opportunity to air their views. The opinions presented do not necessarily reflect those of the magazine. Challenge reserves the right to edit letters. Write to Challenge Letters, PO Box 1646, Bloomington, IL 61702-1646 USA.

TWIN ENGINE GAMING PRESENTS:

OUT TIME DAYS is a highly interactive role-playing Play-By-Mail game with turns processed weekly. It has received excellent reviews, notably from Flagship and Paper Mayhem. Turn cost is $5.00. The game is open ended and 99% computer moderated. The rulebook may be obtained for $5.00 (refundable with startup). A special startup is available that gives you the rulebook, the startup turn, and five turns for only $15.00.

Dependable, weekly, error-free turns since 1984
It sounded simple enough. All we had to do was go into British Columbia to look for some elephants. How hard could a couple of pachyderms be to find anyway? You just look for walking gray houses, right? Yeah, right!

While we were all thinking over Roberts’ offer, Jones piped up, “But if they’re in BC, doesn’t that make them Canadian elephants? Won’t that be rustling?”

Everything stopped, and we all looked at Roberts.

When he burst out laughing, everyone heaved a sigh of relief.

He hadn’t flipped out!

The lower Fraser River Valley is still free of the blight of war in July 2000. The PCs, drawn by the apparent tranquility of the area, enter Bellingham, Washington for a little rest and relaxation. In the dark interior of a quiet little bar, they exchange a few words with Lieutenant Michael Roberts of the newly formed 1st Alternative Cavalry Regiment. When he learns that they have no pressing commitments at this time, he offers them a job.

The 1st Alternative Cavalry Regiment wants to conduct a reconnaissance of the Aldergrove, British Columbia area to search for elephants from the Vancouver Game Farm, Roberts explains. Divisional HQ will not sanction the mission, so Roberts is looking for outside assistance.

If they accept the mission, the PCs will travel along US Highway 539 and Canadian Highway 13 to the Vancouver Game Farm just north of Aldergrove. Roberts wants them to round up any elephants they find and bring them back to Bellingham. If the elephants have left the farm, the PCs are to attempt to track them for a week, then report back to Roberts.

Roberts says he will pay the characters one full tank of diesel for each of their vehicles if at least one elephant is brought back. If no elephants are captured, the PCs will be paid a full tank of methanol fuel for each of their vehicles.

Roberts only has 1000 liters of diesel (he pumped it out of an abandoned gas station in April). If this is not enough to fill the PCs’ tanks, Roberts will make up the difference in methanol.

STEP RIGHT UP, FOLKS

“Safari” is set in northwest Washington and southwest British Columbia during late July or early August 2000, filling in some of the gaps on conditions in America between 1 July 2000 (the start of game time and reference date for the American Combat Vehicle Handbook) and 25 November 2000 (the arrival of Task Force 34 from Europe at Norfolk, Virginia as detailed in Going Home).

The best bet for the characters in this adventure will probably be to head toward the Vancouver Game Farm, then question people as they get close. After all, if elephants are roaming the area, someone will most likely have seen them.

The mission will require cross-country travel which by vehicle would be difficult and slow due to fuel requirements (foraging and distilling). Roberts will therefore loan the PCs one of his elephants, named Dumbo, with a three-man, flak jacket-lined howdah. (Dumbo’s statistics are the same as those listed for Hephalemp.) It is Roberts’ hope that Dumbo will help attract

By Legion G. McRae and Michelle Sturgeon
and calm any elephants the PCs discover. Roberts will also send along a mahout (driver or handler), Corporal Lewis Birch. Any PCs not riding the elephant will be loaned horses.

**GET YOUR PEANUTS, POPCORN, CANDY**

The characters will probably not require many supplies or equipment for the journey—just food, basic weapons, personal items, etc. Roberts will be more than happy to provide what he can from the stores of the 1st ARC. Remember, though, firepower and cargo will both be limited by what the animals can carry.

**IN THE CENTER RING...**

The PCs are most likely civilians or members of the following units:

- **US Army:** 47th Infantry Division (Washington and Idaho), 104th Infantry Division (Light) (Montana).
- **Canadian Army:** 3/C-SCOT-R (British Columbia), 1/Regina Rifle Regiment (British Columbia), 1/Rocky Mountain Rangers (British Columbia).
- **Soviet Army:** 62nd Motorized Rifle Division (British Columbia), 120th Motorized Rifle Division (British Columbia), 76th Tank Division (British Columbia).

**ENCOUNTERS**

Use encounter tables found in *Howling Wilderness* for running this adventure.

**NEW AMERICANS:** Prior to 1 January 2001, any New Americans encountered will be discreet reconnaissance teams and will look like groups of refugees. These patrols will be made up of 2D6 personnel, both male and female, armed with an array of easily concealable weaponry.

**RUMORS:** During their travels in northern Washington and southern British Columbia, the PCs will encounter people with a variety of information. Roll 1D6: on a 1-2, the person encountered has heard no rumors; 3-4, one rumor; 5-6, two rumors. To determine which rumors a person knows, roll 2D6 and consult the Rumors Table.

**RUNNING THE ADVENTURE**

The referee can fill in the details of the adventure as the PCs make their way toward Vancouver. With some detective work and a little intuition, they will probably get the idea that the elephants have migrated from the Vancouver Game Farm to Fort Langley. Then, a meeting with Willie or some tracking will take them on to the Fort Langley National Historic Park. The most difficult part of the adventure, and perhaps the most humorous, will be treating the injured elephant's wounds and taking the two back to Roberts and the 1st ACR.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Rumor</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>I heard some kind of awful shrieking while I was moving south, over near Langley.</td>
</tr>
<tr>
<td>3</td>
<td>Foreigners have been seen in the Fraser River Valley, especially at night. No one knows what they're up to.</td>
</tr>
<tr>
<td>4</td>
<td>Cannibals have moved into the river valley. If you want to keep your head, you'd better stay away.</td>
</tr>
<tr>
<td>5</td>
<td>Some kind of cult has taken over Fort Langley park. People keep disappearing, and everyone's heard strange screams, especially at night. They've even seen spirits or ghosts or something.</td>
</tr>
<tr>
<td>6</td>
<td>Some kind of monster rampaged through Langley just last month. I heard some guy was killed. I'd stay away if I were you.</td>
</tr>
<tr>
<td>7</td>
<td>A bunch of escaped convicts have taken over Aldergrove. And they're out for revenge!</td>
</tr>
<tr>
<td>8</td>
<td>There's no getting north out of this valley. Chiliwack's nuke saw to that.</td>
</tr>
<tr>
<td>9</td>
<td>There are all kinds of tanks lying around north of Clearbrook.</td>
</tr>
<tr>
<td>10</td>
<td>Elephants? Sure there are elephants around here. I saw a bunch of them myself over near Clearbrook.</td>
</tr>
<tr>
<td>11</td>
<td>I heard they got elephants at the zoo north of Aldergrove</td>
</tr>
<tr>
<td>12</td>
<td>People have been avoiding Fort Langley lately. No one seems sure why.</td>
</tr>
</tbody>
</table>

**ORGANIZATIONS**

Referees may determine troop locations and specific weapons of organizations encountered.

**1ST ALTERNATIVE CAVALRY REGIMENT**

This unit was formally organized in May of 2000. What makes it unique is that instead of relying on tanks and APCs for transportation, members of the 1st ride elephants.

The elephants, originally belonging to the Bishop Brothers Circus, were set free in Bellingham in late 1999 when the crew and performers fled into the countryside. Many of the animals died in the intervening months. Roberts found the elephants grazing in a field in April and rounded them up with the aid of an infantry platoon subordinate to the 47th Infantry Division.

In May Roberts went to the divisional HQ with his idea for an elephant-borne "cavalry" unit—and was surprised to find his idea readily accepted.

Roberts was given command of the 1st Alternative Cavalry Regiment. Including leaders, the regiment consists of 45 members (20 Veteran, 15 Experienced and 10 Novice NPCs).

**MEETING THE 1ST ACR:** Patrols may be encountered anywhere within 50 or 60 kilometers of Bellingham, Washington. The regiment is billeted in the northern reaches of Bellingham.

**WEAPONS AND EQUIPMENT:** The regiment rides a "fleet" of nine Indian elephants. A mahout rides on each elephant's neck, and two other men are carried in a howdah mounted on each animal's back. Other regiment members ride horses.

The men are armed with an assortment of small arms, and the group possesses eight night vision devices (three image intensifiers, four IR goggles and one starlight scope), plus a few heavy weapons (M203s and M60s). All the men and all the elephants have body armor.

Each elephant wears a "coat" of interconnected Kevlar vests as a makeshift barding covering everything but the lower legs. Use the Human/Animal Hit Location (Quadruped) Table on page 198 of 2nd edition *Twilight: 2000* when conducting fire against the regiment's elephants. On forequarter and hindquarter hits, roll 1D10. On a 1-5, the shot hits the barding on the elephant's upper leg; on a 6-10, the shot hits the animal's unprotected lower leg.
Aldergrove Militia

The Aldergrove Militia is composed of civilians (citizen-soldiers) led by a small number of Royal Canadian Mounted Police (RCMP).

The militia has a hatred for the Razorbacks and will harass or arrest anyone suspected of belonging to the gang.

RCMP Staff Sergeant Bruce Colts commands the militia under the authority of Mayor Rousseau. Including leaders, the group consists of 100 members (20 Veteran, 50 Experienced and 30 Novice NPCs).

Meeting the Militia: The Aldergrove Militia can be encountered anywhere within 10 kilometers of the town of Aldergrove. The maintain vigorous patrols of the nearby countryside.

Weapons and Equipment: Militia members are armed with a variety of civilian and police small arms (sporting and assault rifles, shotguns, revolvers and automatic pistols). Half also wear police-issue body armor. They are dressed in a wide assortment of military combat uniforms obtained from local army surplus stores and from elements of the 47th Infantry Division during that unit's withdrawal south in late-1998.

Matsqui Razorbacks

The Razorbacks are a marauder gang composed of ex-convicts from the Matsqui Penitentiary and people recruited since the gang formed. Tom "Fang" Strakes is the maniacal leader. Those in his inner circle are all escaped cons, while most of the lower ranking members are recent additions. Including their leaders, the group consists of 130 members (40 Veteran, 60 Experienced and 30 Novice NPCs). The Razorbacks hole up in the Matsqui Penitentiary.

The Razorbacks have adopted as their standard a blood-soaked, inverted British Columbia provincial flag.

Meeting the Razorbacks: The Razorbacks can be encountered anywhere west of the ruins of Canadian Forces Base (CFB) Chilliwack. They patrol (raid) throughout the southern bank areas of the Fraser River, as far south as Sumas.

Weapons and Equipment: The Razorbacks are armed with a wide assortment of civilian and police weapons (sporting rifles, shotguns, revolvers, a few assault rifles and automatic pistols). A few members (Fang among them) have police-issue body armor. Most wear civilian clothes, although some take a sick pride in wearing their old prison uniforms.

INTRODUCING...

Presented below are a number of people the PCs may encounter in this adventure.

Lt. Michael K. Roberts

Roberts was born and raised in Houston, Texas. When he finished high school, he went to the University of Texas where he studied business management. He had just finished his doctoral studies when the US entered the war in late-1996. He enlisted in February of 1997, went through officer training, and in late 1997 was placed as a supply officer in the 10th Infantry Division (Mountain), then in Alaska.

After being cut off from his unit by the Soviet offensive of early 1998, Roberts made his way south. In northern Washington in March 2000 he linked up with elements of the 47th Infantry Division, then in cantonment in Bellingham. In May he was put in command of the newly formed 1st Alternative Cavalry Regiment.

Roberts is an Experienced NPC. He speaks English (10) and Russian (4).

NPC Motivation Results: Heart 7: Roberts is a dedicated leader has strong feelings of responsibility for the men and animals of his command. Diamond 3: One of the reasons he went into business management was to make money. He is ambitious and assartive, yet not unaware of the feelings of his fellow man.

Corporal Lewis Birch

Birch hails from Eagle Grove, Iowa, and served the entire war in the Pacific Northwest. He has been a member of the 34th Infantry Brigade of the 47th Infantry Division since it was called into federal service in November 1996. When his new friend Lieutenant Roberts found the circus elephants in April 2000, Birch immediately offered to help him round them up. Now Birch is one of Roberts' best mahouts and a dedicated "elephanteer."

Birch is a Veteran NPC. He speaks English (10).

NPC Motivation Results: Spade 5: Birch is not an unkind man, but deep down he feels he should have been given command of the 1st ACR. After all, he is more familiar with the men in the 47th than Roberts. Heart 6: He is friendly to everyone he meets and remains Roberts' friend.

Sheila Ford

Sheila Tompkins grew up in Vancouver and attended the University of British Columbia where she studied to be a veterinarian. At UBC she also met Greg Ford, another veterinary student, whom she married in her senior year. Once she and Greg completed their studies, they moved to Aldergrove, where she got a job at the Vancouver Game Farm. Greg was in the city on business when Vancouver was nuked in December of 1997, but she has never received confirmation of his death. She lives in Aldergrove with her daughter, Jaci, who is 20 years old.

Ford met Roberts when he first discovered the elephants and was instantly attracted to him. Her love of Roberts and of animals both motivate her interest in the well-being of the 1st ACR. If the PCs find the elephants and it becomes apparent that one is injured, they could easily enlist Ford's aid in treating the afflicted animal.

Ford is a 44-year-old Novice NPC. She speaks English (10) and Latin (5).

NPC Motivation Results: Heart Queen: Ford has always loved animals and is intensely drawn to Roberts. Heart 2: Ford likes a good conversation and is very talkative.

Mayor Walt Rousseau

Rousseau had just won the Aldergrove mayoral election in 1996 when the war started in Europe, involving Canada. The first year of the war went uneventfully in Aldergrove. Then, in late 1997, disaster struck! The nukes wasted Vancouver and Chilliwack, and strikes occurred in northern Washington to the south of the valley.

Reading the writing on the wall, Mayor Rousseau, with the aid of the local RCMP detachment, assumed practically dictatorial powers. He ordered the town closed, organized a civil militia,
Only major highways and roads are shown, although lesser roads crisscross the whole lower Fraser Valley. All highways and roads are fully paved and at least two lanes wide. Copses and rows of trees (mostly deciduous varieties) border fields, roads, buildings and creek beds throughout this agricultural area.
had obstacles and wire entanglements erected, and instituted stricter rationing of resources. Then the town waited.

When the seas of refugees broke upon Aldergrove’s barriers, the town held.

Now that the refugees have, for the most part, moved on, Rousseau has relaxed rationing to a degree and has opened Aldergrove to small-scale trade.

Rousseau is an Experienced NPC. He speaks English (10), French (9), and German (5).

NPC Motivation Results: Spade Ace: Rousseau is a very popular man in and around Aldergrove. He is a natural leader. Heart 3: Walt is very protective of “his people,” and won’t hesitate to act against any strangers who seem to threaten the town.

Tom “Fang” Strakes

Strakes was found guilty of the brutal murder of the Willis family on May 15, 1991. He was sentenced to five consecutive terms of life imprisonment at the Matsqui Penitentiary.

After Vancouver and Chilliwack were vaporized on the December 28, 1997, many of the prison’s guards stopped showing up for work. Those that did continue working were overpowered by a mass prison break, orchestrated by Strakes, early in January 1998. Once out, most of the prisoners dispersed into the countryside south of the Fraser River.

Some few, however, remained together and formed a gang.

Strakes claimed to be the gang’s leader and murdered all contenders, and he has been in that position ever since. It was Strakes who named the gang the Razorbacks. He was given the nickname of “Fang” by the other members of the Razorback because of his pronounced eye-teeth. Fang is obsessed with death and occasionally tortures and murders prisoners just to watch their pain.

Fang is a large (6'3", 240 lbs.), powerfully built man. His upper body is covered in blue-ink tattoos.

Fang is a Veteran NPC and is 32 years old. He speaks English (8).

NPC Motivation Results: Club King: Strakes is a homicidal maniac and wouldn’t give a second thought about the use of violence anywhere! Spade Queen: Fang never takes no for an answer.

**Willie**

Willie is the sole inhabitant of Fort Langley. He is half-crazed hermit who will be only too happy to chat with the PCs for awhile. If asked about elephants, he will relate the following tale:

"I went back to a place near the middle of the Fraser Valley, and there was a town there, and I heard there was a man who had a horse. He was a very good man, and he was very kind to me when I went there.

He was a very tall man, and he was very strong. He was a very good horse, and he had a very big heart. He was a very good horse, and he was very kind to me when I went there.

So I went there, and I met him. He was a very good man, and he was very kind to me when I went there. I knew he was a very good man, and he was very kind to me when I went there.

He was a very good man, and he was very kind to me when I went there."

**Elephants**

Hephalump is a bull Indian elephant, and Woolzle is a cow. Woolzle is quite sick. About a week ago, a hunter wandered into Fort Langley National Park and surprised the two elephants. He fired a shot from his rifle at Woolzle, wounding her. Shortly thereafter, the hunter was killed in an encounter with Hephalump.

Woolzle’s wound wasn’t very bad initially, but now it’s infected. Anyone can see that she won’t make the trip back to Bellingham without a veterinarian’s care. The elephants are friendly, but they are scared and confused. A PC should be able to befriend them if he is quiet, gentle and slow-moving. Anice handful of grass wouldn’t hurt either! Dumbo, the elephant Roberts loans the PCs, and his mahout will also help befriend the animals.

**Hephalump**

Meat: 1D6x80 kg


**Woolzle**

Meat: 1D6x80 kg

Move: 10/5/15/8/30 # Appearing: 60 # Attack: 20% Hit #: 4(2) Damage: 5D6(3D6) CON: 26 (13).

**TWILIGHT: 2000**

The entries in parentheses are Woolzle’s current, wounded ratings. With the proper care, she will be able to get back up to her full statistics again.

**Places of Interest**

Below are descriptions of the locations in and around the lower Fraser River Valley.

**Abbotsford and Clearbrook**

These two towns, which have grown together, were devastated by the hordes of refugees streaming east after the nuclear attack on Vancouver on December 28, 1997. Looting, rape and murder drove out the inhabitants who survived, and the towns are now almost completely abandoned. The Razorbacks use them as supply centers to supplement their rapine of nearby settlers and travellers.

A small settlement in the northeast corner of Abbotsford has so far been able to fend off the ravages of the refugees and Razorbacks. Approximately 300 people live in what they call North Abbotsford.

Anyone entering Abbotsford or Clearbrook will meet 3D6 Razorbacks on a 2D6 roll of 1-7. Razorbacks encountered will attack—unless they are obviously outnumbered or outclassed.

**Aldergrove**

The town of Aldergrove is under the sway of Mayor Walter Rousseau. In January 1998, he assumed almost dictatorial powers and organized the citizens into an effective militia using the local RCMP detachment as a cadre.

When the sea of refugees from Vancouver arrived, they were faced by strong obstacles patrolled by armed guards. After trying unsuccessfully to bulldoze into the town by sheer numbers, they moved on to Abbotsford instead.

Now Aldergrove has a shaky trading system established with what is left of Langley, and the militia will allow small groups of people inside. About 900 people now live in the town of Aldergrove.
Matsqui Penitentiary
This prison was built to hold maximum-security convicts. When the war went nuclear, the inmates staged a takeover and broke out. The penitentiary is now the home of the Matsqui Razorbacks, a gang of escaped convicts who have recruited some new members.

Anyone coming within two kilometers of the prison will encounter 3D6 Razorbacks on a 2D6 roll of 1-8. Razorbacks encountered will attack—unless they are obviously outnumbered or out-classed.

Vancouver Game Farm
The now deserted game farm is located about three kilometers north of Aldergrove. The animals there were decimated by the refugees from the west in January 1998. Those that survived, including two Indian elephants, fled into the countryside. The elephants have moved gradually west and are currently sheltering in a large copse immediately to the east of the Fort Langley National Historic Park.

Langley
Large tracts of Langley were razed during the refugee migrations in late 1997 and early 1998. But the eastern parts of the town, including the small airport, were spared because the citizens there fought the refugees to a standstill more than once in running battles through the city.

Now, about 500 people live in Langley’s eastern quarter. They conduct trade with Aldergrove and with the few travelling merchants brave enough to wander the valley.

Langley possesses a functioning DNC-6 Twin Otter aircraft, 1100 liters of avgas, and pilots and mechanics to maintain and fly it. The citizens will use their secret weapon only as a last resource to save the town. They have dynamite, grenades, and Molotov cocktails stacked up to drop as bombs.

For details of the DNC-6 Twin Otter, see “Air Module II” in Challenge 28.

Fort Langley
The small town of Fort Langley was obliterated by the seas of refugees which flowed over the valley in 1997 and 1998. Many of the buildings are gutted from fire. Many more are simply abandoned. Most are broken down.

The sole occupant of Fort Langley is Willie, a friendly but half-crazed old hermit. The only other encounters here will involve scavengers from the town of Langley to the south.

Fort Langley National Historic Park
The Fort Langley National Historic Park is on the site of a restored and maintained Hudson Bay Company fort built in 1827. A log palisade surrounds the fort. Inside the palisade are a number of timber buildings. Just to the east of the fort is a large copse of alder trees.

In July 2000, the vicinity of the fort, and the copse of alders in particular, is the home of Hephalump and Woozle, the two Indian elephants from the Vancouver Game Farm.

Nobody from Fort Langley will go near the park, which is situated northeast of the town, because of all the “unholy screaming” coming from the place.

NEW SKILLS
This adventure is based upon the ability of people to use animals, sometimes exotic ones, for different sorts of work. The skills required to do this are not available in Twilight: 2000 game rules, so two new skills are presented here.

Animal Training and Handling (INT)
Ability to break (if necessary), train, and handle various types of animals. It is suggested that the only animals this skill should be usable on are elephants, horses, dogs, camels and homing pigeons. When this skill is taken, the animal it applies to should be specified, and the skill may be taken more than once for a character to work with more than one type of animal.

Veterinarian (EDU)
Ability to render first aid/medical care to injured or ill animals. If used to treat humans, add one difficulty level to all tasks.

CONCLUSION
If the players are interested in an ongoing campaign in the Vancouver area, the referee could link this adventure to another Twilight adventure, “Red Maple,” previously published in Challenge. The referee would simply need to give the PCs a reason for going to Vancouver Island and equip them with a small boat.

For more information, see “Red Maple” in Challenge 36. 

Maps of the Fraser Valley and the rest of southern British Columbia can be obtained from: Tourism British Columbia, Parliament Buildings, Victoria, B.C., V8V 1X4, Canada.

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21st EMPEROR'S BIRTHDAY GAME, September 14 at the Century Center in downtown South Bend, IN, across from the Marriott Hotel. Contact Mark Schumaker, PO Box 252, Elkhart, IN 46515.

OUTSIDE-CON 4, Sept. 20-22 at Montgomery Bell State Resort Park in Dickson, TN. Contact BAND HQ, PO Box 835, St. Bethlehem, TN 37155.

VALLEYCON 16, September 27-29 at the Regency Inn in Moorhead, MN. Write to Valleycon 16, POB 7202, Fargo, ND 58109.

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FOXCON, September 27-29 at Elgin Community College in Elgin, Illinois. Send a SASE to FOXCON, POBox 115, Dundee, IL 60118.

PEW KAHN XI, October 12-13 at the New Villa Inn in New Cumberland, PA. Write to M. Foner’s Games Only Emporium, 200 Third St., New Cumberland, PA 17070.

BORDERCON, October 12-13 at Salem Econo- lodge (NH), Interstate 93, Exit 2 (half way between Boston, MA and Concord, NH). For more information, you can write to Denice Keller, c/o Econolodge, 1 Keewayden Dr., Salem, NH 03079.

ARTYCON III, October 12-14 at the Caisson Recreation Center, Fort Sill, OK.

MILEHICON 23, October 18-20 in Denvermetro, Colorado. Write to MileHiCon 23, PO Box 27074, Lakewood, CO 80227.

BORDERCON '91, October 18-20 at the Rodeway Inn in Kansas City, Missouri, sponsored by the Role-Players Guild of Kansas City and the Heart of America Historical Miniatures Gaming Society. For information, write to BorderCon '91, PO Box 7457, Kansas City, MO 64116-0517.

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Like the Ancients, the Hhkar were considered to be a vanished race.

But the Hhkar returned in force, an event scholars never considered possible. Could the Ancients do the same?

By Michael R. Mikesh

Scout ships venturing to the coreward sectors at the end of the Long Night heard vague stories of wars with a race of "fire breathing dragons," and contact specialists in the Vargr Enclaves described "lizardoids" or "saurians."

Records made no mention of such a species in that part of what was once settled Imperial territory, and the first scout missions sent to contact the "dragons" never returned. Imperials instead learned what they could of the beings through other inhabitants in that part of space.

According to Vargr in Amdukan sector, huge sublight ships arrived at the Urinir system in -222 and laid siege to Urinir. At first, the newcomers were held off by the technologically superior Vargr. But the ships kept coming in a seemingly unending stream from coreward. The Vargr and remaining human inhabitants surrendered after three years, but even then the ships kept coming.

Urinir was but a backwater world during the First Imperium, known for its extensive pyramid ruins. From similar ruins on neighboring worlds, xenoarchaeologists knew the original race was spacefaring, but believed it died out as a result of a plague. We now know the race migrated en masse, but we do not know why. Just as mysteriously, they returned, over 10,000 years later in -222.
PHYSIOLOGY

The Hhkar is an impressive life form for its size and apparent strength. Having evolved from a reptile-like carnivore/killer, the modern Hhkar is roughly humanoid in appearance and possesses a heavy tail for balance. The hands have three fingers, with opposable thumbs for grasping. Short, semiextensible claws on each finger are treated as claws +1. The thick skin, fatty muscles and tiny scales give the saurian the equivalent of jack (armor rating 1).

Eight subspecies are known in Amdukan sector. Others may exist in other parts of space, but so far have not been encountered.

Vocalization: Hhkar speech uses hisses, growls, coughs, hacking, snarls and sharp inhalation or exhalation. Their vocal equipment consists of a complex system of tissues in their throat which generates a wide variety of sounds. They seldom use their lips—while they are speaking, their mouths are left ajar. Some words require a sound made by snapping the jaws shut, represented in writing by a "k". Although they can understand human languages with training, they cannot speak them. Conversely, humans cannot speak the Hhkar language and have difficulty representing it in a written form.

Respiration: Although the Hhkar breathe oxygen, they are renowned for their adaptability to atmospheres. Their homeworld (called Ssarr in legend) possessed extreme levels of sulfur compounds. Climatic and geological instabilities varied the concentrations from insidious to merely exotic levels, and sometimes added other taints. Having evolved under these conditions, the Hhkar can live in atmospheres breathable by humans if they take precautions to preserve their health. But they prefer worlds with atmospheres at least tainted with sulfur compounds.

Smoking: The story that Hhkar breathe fire probably stems from the fact that they smoke heavily—and must do so. The tainted atmosphere of their original homeworld provided many of the nutrients and minerals they needed. But its composition was unstable, so proto-Hhkar learned to supplement their diet by burning and breathing the smoke from certain vegetation, sometimes treated with minerals. Later, they developed the practice of smoking for nutrition, medicine and pleasure. Smoking also took the place of eating as a social function. On Ssarr, food dissolved in minutes in the corrosive atmosphere, so animals had to be eaten immediately after slaughter. Smoking, however, was more leisurely, offering an opportunity for Hhkar to gather and socialize. Smoking grew into a social custom—and its functional importance increased even more once the Hhkar began settling worlds with alien environments. Other species often find the scent of the concoctions smoked to be disagreeable.

Smoking, among the Hhkar, is a pastime rich in customs and varying tastes. Many of these traditional forms have been adopted by citizens of the Julian Protectorate and the Domain of Antares. Its not unusual for Hhkar to own large plantations growing a variety of plants for their use. They also grow tobacco and related plants for trade with humans and Vargr. Hhkar do not find opium pleasurable, so they never grow opium and like plants, at least not for themselves.

Life Cycle: Hhkar begin life as an egg, hatching after about 21 weeks. Juveniles are light of frame, and possess greater speed and agility than adults. Unlike human children, they do not play. Instead, they begin work within weeks of hatching, with older juveniles supervising and teaching the younger. Hhkar reach maturity at age 22, reaching 2.5 meters in height and 250 kilograms in weight.

Hhkar all begin as males, then transform into females later in life. They can apparently change gender at will, sometimes cycling from one gender to another up to six times throughout their life span. Although preceded by a variety of subtle biochemical changes, sexual transformation only takes a few days and involves the shedding of skin.

Approximately once a year, females enter estrus and mate, laying clutches of one to six eggs. Hhkar are not monogamous and do not establish permanent relationships. Hhkar usually lay their eggs in a heavily guarded communal area called 'ahrghuurt'k (caves of life). These are usually building complexes near the center of the community dedicated to the care of eggs.

Females oversee the activities of juveniles. Although they will protect the juveniles with their lives, they exhibit no signs of affection and give no special treatment to their own young. They sometimes kill individuals judged deformed, slow to learn, or difficult to control.

Being a violent race, Hhkar frequently die in conflicts among ssaahk (family groups) before the end of their natural life spans. Those that do grow old, though, do not suffer the physical effects of old age, thanks to the renewing process involved in changing gender. Reports of Hhkar living for centuries, some for over a millennia, led Imperial scouts to think the race was nearly immortal. This, however, is not true. Hhkar generally live almost 200 years—but most of their actual life spans they spend in natural suspended animation. Although they can enter this state of suspended animation at will, younger Hhkar seldom do. Those that survive to old age, though, do so with increasing regularity and duration. This has served Hhkar society by bringing the knowledge and experience of past generations forward in time. Generally, elderly Hhkar die while in a state of suspension and by their own will, according to the Hhkar.

Senses: Hearing is not as acute among Hhkar as it is among humans, and Hhkar have no sense of smell as such. Instead, they "taste" the air with their highly developed tongues. Hhkar can see further into the infrared spectrum than can humans, but blue light is invisible to them. They also have a highly developed magnetic sense, useful in the environment of their metal-rich homeworld. Magnetic-sensitive lines extend from the brain along the full length of the limbs and tail, along the chest, and around the head.

Hhkar generate small but complex magnetic fields. By their magnetic sense alone, Hhkar can distinguish one individual from another more easily than humans can identify associates by voice. Hhkar can also readily determine each other's physical and mental states via these fields.

PSYCHE

The Hhkar mind can shift between a wide variety of states, which can be triggered by a combination of stimuli such as warmth, light, dampness, sound or taste. These might occur in nature, or might be purposefully created to induce a specific mental state.

Some of the waking states include a learning mode, combat mode or zombie (laborer) mode. Each mode is unique, and a Hhkar in one state can appear to be a completely different being from himself in another state.

Gender, to a certain extent, is a state of consciousness. An individual Hhkar might have certain knowledge and skills while in one gender, and a completely different set of knowledge and skills in the other gender. "Gender-specific" knowledge and skills will be lost when an individual changes gender but will be regained when he switches back again. Therefore, gender shifts are often delayed until after a Hhkar's career.

Hhkar can also enter a wide variety of dream states. These serve as recreation, aid in decision making and learning, and provide spiritual insight. Hhkar generally spend much of their time asleep, in one dream state or another.

Unlike most sophonts, Hhkar do not naturally cycle regularly between being asleep and awake, but instead sleep when it suits them. Observers have noted that Hhkar sleep long and often, but can go without sleep for many days with apparently no loss of ability. Still, they can schedule their sleep to coincide with any regular pattern if the situation calls for it.
A close relationship exists between the Hhkar mind and body, more so than in humans. Alter the Hhkar body, and you can alter the mind. Alter the Hhkar mind, and you alter the body. Thus, the Hhkar may use physical stimuli to help them enter the more difficult states of consciousness.

Conversely, Hhkar medicine depends heavily on the patient's mental state. Individuals skilled in medical techniques know how to use the mind to manipulate the metabolism to lieu of drugs. Some methods look like hypnosis, while others seem like tribal rituals. Suspended animation is even used for an individual awaiting special care. Despite appearances, "mental medicine" is surprisingly effective against a variety of ailments and injuries.

Hhkar rarely use drugs. In many cases, the imbalance between the mind and body brought on by a drug will cause the Hhkar mind to plummet into one of many nightmare states the Hhkar call hell.

It is not known whether Hhkar can be trained in psionics. They believe psionics pervert the soul by turning it inside out. While psionics allow the spirit to interact with the temporal world, it is forever barred from the higher planes. When a psionic dream, he can only enter the "hells," which do not seem terrible to him because of the perversion of his own soul. Hhkar will react violently toward anyone known to be a psionic.

RELIGION

The many religions of the Hhkar all involve planes of spiritual existence, but they differ in the specific planes they focus on, theological interpretations and means of achieving these planes. An approximate religious profile for the Hhkar religions collectively would be: 86598-A (see World Builder's Handbook, Digest Group Publications, 1989).

Hhkar believe their dream lives are as valid as their waking lives and have religious significance. According to their theology, through death they may retire to one of these "higher planes" until they choose to reincarnate. They also believe in "lower planes," states of consciousness that leave them at least aware of the real world, although with different perceptions. This makes normal reality the lowest plane of all, yet it remains perhaps the most important since it is the junction at which all other planes meet.

Pathkirs (priests) serve as guides for the devout, helping them to reach the appropriate states of consciousness. By using their magnetic sense and their bodily fields, the priests can successfully instruct others where mere words and illustrations would fail. Their task is made easier when, during gatherings, the fields generated by other knowledgeable members also serve as guides.

SOCIETY

The Hhkar species is not native to the Amdukan sector, having arrived there aboard armadas of sublight ships. The culture adapted to that environment after many centuries in interstellar space. To this day, a significant percentage of Hhkar prefer to reside in space habitats rather than on the world. Many of these habitats are jump capable, letting entire communities continue their star-wandering lifestyle, although usually within the confines of the Hhkar Sphere.

Hhkar base their society around the sssaaahk, a group which has common racial or familial characteristics. Each individual places the needs of his sssaaahk well above his own needs and obeys without hesitation the orders from the patriarch of his sssaaahk. The patriarch has absolute authority over the affairs of the sssaaahk, controlling the use of all lands, buildings, vehicles, companies and other resources.

Certain physical features characterize each sssaaahk. Sssaaahk members born without the proper features are usually killed as juveniles, and those that survive to adulthood are ejected from the sssaaahk. These are known as the raabr, individuals who belong to no sssaaahk. They have lower status in Hhkar society and usually serve in the employ of a sssaaahk.

Individuals among the raabr who exhibit characteristics associated with a sssaaahk other than the one they were born into may petition that alternate sssaaahk for membership. It usually takes generations before they can attain that status.

Males dominate Hhkar society in the role of warriors, diplomats, travelers, and decision makers. Females remain in the background, rearing young and performing lesser services within the Hhkar community. This is not truly chauvinistic since all Hhkar alternate between the two genders.

Instinct guides the Hhkar into their new roles after a gender shift, and where instinct falls short, society fills in. Many Hhkar behavioral cues are transmitted and discerned by their magnetic sense. Non-Hhkar find these cues difficult to discern, even with electronic aids.

Honor: Hhkar males will defend their honor fiercely, ensuring that adequate recognition be given to an individual's prestige. Failure to accord honor where it is due can lead to combat, although seldom to the death. Because social cues are often transmitted via the magnetic sense, visitors may be surprised to see two males apparently spontaneously grappling, falling to the ground biting and clawing, seemingly without provocation. Oddly, Hhkar bystanders take no notice of the event, and the participants act as if nothing happened once the confrontation is resolved.

Honor and prestige play an important role in obtaining the right to mate, which is usually judged by communal consensus. Specific procedures differ among sssaaahk and individual communities.

Conflict: Conflicts among sssaaahk are quite common and take many lives. The interstellar government, however, imposes rules and limits on such feuding. In most situations, the only weapons used are small arms.

GOVERNMENT

Eight major sssaaahk, known as the Patriarchy, form the top of a pyramid government, with lower-ranking sssaaahk dominating those ranked lower still. The patriarch of each sssaaahk holds a good measure of power and freedom to act in the interests of his family's well-being and honor. But the eight major sssaaahk hold ultimate authority in overseeing the interests of the Hhkar Sphere as a whole.

This governmental structure parallels the Aslan in many ways. But while the Aslan Tlauku is not a true governing body, the Hhkar Patriarchy is. It retains control of the Hhkar Navy (astroguard) and ground forces (planetguard), and enforces its will over all Hhkar. It also reserves the right to conduct diplomatic relations outside of the sphere, although diplomats are never members of a major sssaaahk.

HISTORY

The Hhkar is a species older than humanity, having achieved civilization about -75,000 and space flight around -50,000. Xenohistorians have reconstructed an early history through deductive reasoning, largely based on Hhkar religious writings and traditional stories. According to the best reconstructive hypotheses, the homeworld, Ssrar, is a geologically violent planet. The earliest sssaaahk might have stayed in one place for decades or centuries. But as conditions changed, they had little time to adapt, so they instead migrated to lands more suited to their lifestyle, letting a more suitable sssaaahk occupy the lands they vacated. Despite their transient nature, the developing Hhkar tended to build permanent structures that could endure the harsh environment. Even if they abandoned these structures for centuries, they might return to

Challenge 52  19
**Hikaru Subsector**

This subsector has a long history of war involving the Hhkar, and the Hhkar Sphere encompasses most of the subsector. Only four other Hhkar worlds lie outside of Hikaru, all in Urru (subsector H).

Today, the Hhkar Sphere is a member of confederation of the Julian Protectorate and is at peace with its neighbors. Still, the Julian Star Legion maintains a large naval base at Kargar as assurance.

The Hhkar absolutely forbid contact between the Droyne on Ahbrazz and outsiders. Although the two have been at peace for over a century, hostility has not faded.

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<td>903 Jh</td>
<td>F5 V M9 D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hrukka</td>
<td>2411</td>
<td>B8573K6-7</td>
<td>M Lo Ni O:2313</td>
<td></td>
<td>904 Jh</td>
<td>F7 D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gaaabrik</td>
<td>2412</td>
<td>B86A4L5-8</td>
<td>J Ni Wa</td>
<td></td>
<td>424 Jh</td>
<td>K9 V M5 D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hkassilizk</td>
<td>2414</td>
<td>C58A5J5-8</td>
<td>M Ni Wa</td>
<td></td>
<td>222 Jh</td>
<td>F3 VI</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Koookazz</td>
<td>2418</td>
<td>B6518LB-5</td>
<td>F Po</td>
<td></td>
<td>523 Jh</td>
<td>F7 VI</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kernighan</td>
<td>2420</td>
<td>E58A666-7</td>
<td>Ni Ri Wa</td>
<td></td>
<td>904 J--</td>
<td>F9 D M7 D</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Hikaru subsector contains 27 worlds with a total population of 12.46 billion. The highest population is 10 billion at Skkyhrk; the highest tech level is D at Skkyhrk. The data column lists the population multiple, the number of planetoid belts and the number of gas giants.

**Key:** Cp: Subsector capital O: nnnn: Owner: (hex number of owner) Dn: Droyne population (where nx10 is the percent of the total population).
reoccupy them when conditions changed. These edifices were treated with reverence in Hhkar culture.

As the Hhkar population increased, war grew more common, with different ssaaahk often competing for the same land. To reduce conflict, the system of dominant and subordinate ssaaahk was formed.

Technology advanced slowly but steadily over the millennia. Scouts explored their planet, then other planets and eventually other star systems (without jump drive).

The Hhkar abandoned their homeworld about -50,000. Scholars have long debated the reason why Ssrar was abandoned. The few Hhkar accounts humans have been privileged to see do not explain why. Nor do the writings hold open the possibility that they might one day return. The most widely accepted hypothesis notes that the Hhkar have not do a developed terraforming technology. Hhkar industrialization may have set in motion a runaway environmental metamorphosis, ultimately making the planet as uninhabitable as Venus in the Sol system. But this theory does not explain Hhkar secrecy about the event.

Another mystery is the Hhkar abandonment of Skkkyrk (Amdukan 2213), named Urnin during the First Imperium. The present inhabitants claim they are not descended from the occupants who left Skkkyrk and its neighboring worlds some 10,000 years ago. And they will not suggest a reason why those Hhkar migrated or where they might have gone. That the Hhkar left Skkkyrk, which was a stable and habitable world to them, weakens the hypothesis that Ssrar became uninhabitable.

When Hhkar returned to Skkkyrk in -222, they planned to dispassionately exterminate the entire population of over 10 million. Vargr emissaries negotiated a marginally better fate (complete surrender) with great difficulty. After the surrender, the Hhkar killed only those inhabitants who were not productive members of the society. This included the elderly, disabled and unemployed. All the rest were technically enslaved. No additional births were allowed, so the present population would be the last generation. Nonetheless, a small population of Vargr still survives in subterranean tunnels.

With the conquest of Skkkyrk, the Hhkar captured jump technology as well and began a program of expansion. Their technology level advanced also—drawing on knowledge from when their technology was much higher still—rising from TL10 to TL12 by the late 300s.

The Hhkar expanded their sphere steadily, replacing conquered world populations with their own. This effectively ended in 377 after the Battle of Kargar. In that battle, Hhkar war fleets engaged and with great difficulty defeated a small fleet of the Julian Star Legion protecting the Kargar system (Amdukan 1812). Impressed by the cleverness and tenacity of the Julians in that first encounter, the Hhkar gave the commander, David Lindquist, an execution of honor and withdrew from the system. Despite sporadic skirmishes, the Hhkar grew more cooperative with the Julians after that, particularly with the Julian megacorporation Menderes. Today, Hhkar operate numerous industrial plants on Skkkyrk constructed by the Menderes Corporation.

TECHNOLOGY

Xenologists estimate the Hhkar current tech as TL13. The technology profile of Skkkyrk is D6-EDBAA-CCCD-FF-G (see World Builder's Handbook).

The exotic environment of the Hhkar homeworld, as well as their magnetic sense, directed Hhkar advancement along unexpected paths, leading to engineering techniques unfamiliar in the Imperium.

The Hhkar discovered metallurgy and electricity early and quickly became masters of magnets. Instead of rollers, gears and ball bearings, they use magnetism to guide and drive mechanical action. Their urban vehicles generally employ magnetic levitation. They even use magnetism in their decor, although this is invisible to humans.

Magnetics also opened a way to the stars. Before finally acquiring jump drive from the Vargr, the Hhkar used ramscoops to hurl their ships at speeds near that of light. A ramscoop is essentially an enormous fusion-powered rocket, its nuclear reaction contained by a magnetic bottle. Instead of voluminous on-board tanks, however, it fuels itself by sweeping hydrogen from interstellar space with a colossal magnetic field.

The products Hhkar make are astonishingly durable, nearly unbreakable and virtually impossible to wear out, with few individual components. Humans and Vargr seldom find these products suitable for their purposes since they tend to be incompatible with usual operations, being overly heavy and "strange." The Menderes Corporation contracts with the Hhkar to make products and components following specifications more attractive to markets in the Julian Protectorate. Items most commonly produced depend on magnetism for operation, and are known for being well developed and effective. Hhkar gauiss weapons are in particularly high demand.

Menderes owns a full quarter of all the manufacturing on Skkkyrk.

REFEREEING THE HHKAR

Hhkar characters are generated much the same as human characters. Strength and Endurance are rolled 2D+3. All other characteristics remain 2D. Later modifications may not increase Strength higher than 18 (1).

Social Standing actually reflects the status of the ssaaahk. Hhkar with Social Standing 11+ come from a major ssaaahk. Social Standing 7-10 indicates one of the lesser ssaaahk. Social standing of 6—means the Hhkar is from among the raabrr and possesses an individual Social Standing, interpret this after applying all modifications from the generation process.

Aging effects still apply to Hhkar. When Hhkar change gender, they lose all positive modifications to Strength, Dexterity, Endurance and Intelligence as a result of the generation process. Education effects are unaltered, although all skills go to 0. Renewed males tend to learn again those skills for which they have a skill 0. It's recommended that referees only allow first-cycle males as player characters.

Career: Hhkar will seldom be in Imperial service. Those few that are will only be found in the Domain of Antares, mainly in the Scout Service.

Most Hhkar that PCs will encounter will instead be associated with the Julian Protectorate at large. As such, virtually all careers will be open to them. They will favor the navy, armies, marine, army, belter, and merchant professions. Several Hhkar may also be found among pirates or hunters, nobles or diplomats. Doctors will specialize in Hhkar medicine.

Careers from within the Hhkar Sphere are not presented here.

Skills: Hhkar from the sphere generally have little experience with outside technology. In trying to operate human or Vargr hardware or employ technical skill on such, Hhkar have a penalty to task rolls to be determined by the referee. If their careers were with the Julian military, they have no penalty.

Gravitics skill is rare among Hhkar within the sphere. Replace Gravitics with Magnetics, and Gravitic Vehicle with Magnetic Vehicle.

Hhkar cannot receive Carousing skill. Replace that with Tolerance skill. A Hhkar must have at least Tolerance-2 before he will join a crew with no other Hhkar members.

Hhkar with whip-like tails have more of an affinity for aquatic environments. They automatically have a minimum of Swimming-1 in campaigns that employ this skill.

Appearance: Considerable diversity ex-
ists among Hhkar, although individuals appear rather alike within ssaaahk. "Noble" Hhkar will have the features associated with one of the major ssaaahk. Others may be created, guided by the tables below.

**SKIN COLOR (3D6)**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-13</td>
<td>Olive</td>
</tr>
<tr>
<td>14</td>
<td>Dark olive</td>
</tr>
<tr>
<td>15</td>
<td>Brown</td>
</tr>
<tr>
<td>16</td>
<td>Maroon</td>
</tr>
<tr>
<td>17</td>
<td>Light brown</td>
</tr>
<tr>
<td>18</td>
<td>Gray</td>
</tr>
</tbody>
</table>

**MARKINGS (2D6)**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-7</td>
<td>None</td>
</tr>
<tr>
<td>8</td>
<td>Motting</td>
</tr>
<tr>
<td>9</td>
<td>Flecks</td>
</tr>
<tr>
<td>10</td>
<td>Striping</td>
</tr>
<tr>
<td>11</td>
<td>Two-tone</td>
</tr>
<tr>
<td>12</td>
<td>Special</td>
</tr>
</tbody>
</table>

**FEATURES (2D6)**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-7</td>
<td>None</td>
</tr>
<tr>
<td>8</td>
<td>Small spinal ridge</td>
</tr>
<tr>
<td>9</td>
<td>Large spinal ridge</td>
</tr>
<tr>
<td>10</td>
<td>Small horn</td>
</tr>
<tr>
<td>11</td>
<td>Armor plates</td>
</tr>
<tr>
<td>12</td>
<td>Other</td>
</tr>
</tbody>
</table>

**TAIL (1D6)**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Whip-like</td>
</tr>
<tr>
<td>5-6</td>
<td>Club-like</td>
</tr>
</tbody>
</table>

**SPECIAL FEATURE (1D6)**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>None</td>
</tr>
<tr>
<td>5-6</td>
<td>Special (e.g., long snout, double ridge, webbed digits, wrinkled flesh)</td>
</tr>
</tbody>
</table>

**Combat:** In weaponless combat, Hhkar have a variety of natural weapons. All may employ either teeth or claws. Those with club-like tails may use them as clubs. Only one weapon may be employed in a given combat round. Brawling skill applies as a DM.

**Equipment:** The size of the Hhkar should be remembered when selecting gear. Many items that smaller beings use are too small for a Hhkar. Trigger guards, for instance, will cause problems for their larger fingers and semi-retractable claws.

Hardware specifically designed for Hhkar can be ordered through the Menderes Corporation, whose area of operation includes Antares sector and all of Vargr space trailing of Corridor. Components adhere to Julian standards, so servicing and replacing expendables such as ammunition should not be overly difficult.

**Playing the Hhkar**

Few sophont species can stand isolation from their race for long periods of time, even with alien companionship. Male Hhkar, however, can tolerate it well. From lesser ssaaahk, thousands of males leave the Hhkarsphere to "scout," some in small groups, some alone. They may pursue full careers before finally returning to their homeworlds to share their experiences at communal hearing halls. Others may roam space for reasons related to religion or official business such as trade.

Hhkar will generally regard all non-Hhkar (hhkarkh) as beneath any effort of respect, or disrespect for that matter. This especially applies to Hhkar from major ssaaahk. These usually use lesser ssaaahk to mediate with non-Hhkar for them. Hhkar with Tolerance skill might feign politeness at times, especially in military situations. Otherwise, they will merely treat non-Hhkar as useful or potentially useful creatures, and nothing more.

Individual non-Hhkar can earn status, and maybe even respect, by demonstrating exceptional performance at something important to the Hhkar. This respect is hard to come by, although military decorations and rank will bias the Hhkars' view.

A character who falls short of Hhkar expectations will usually find himself the subject of insults and harsh criticism. The same applies to worthy enemies. But the Hhkar will never insult an individual who has no status—to do so lowers the Hhkar to the other's level. A Hhkar will never admit to being wrong to a creature (either Hhkar or non-Hhkar) without status.

**Worlds Generation**

Hhkar favor worlds whose atmospheres are at least tainted with sulfur compounds. Higher concentrations that would rate the atmosphere as exotic, corrosive, or even insidious are even better. To determine if an atmosphere has sulfur compounds, consult the World Builder’s Handbook.

Because of the parallels between the Hhkars and Aslan government, star charts frequently employ government codes developed for the Aslan instead of more conventional codes:

**G. Small Station or Facility:** Either operated by an off-world ssaaahk or controlled by a company; population must be 3-10.

**H. Split Control:** Different parts of the world are owned by several on-world ssaaahk, an analogy to human Balkanized worlds.

**J. Single On-World Ssaaahk Control:** Other small ssaaahk may be present, but they will be dominated by the stronger ssaaahk.

**K. Single Multiworld Ssaaahk Control:** The world is controlled by a single ssaaahk whose span extends over several worlds, but not necessarily adjacent.

**L. Major Ssaaahk Control:** The world is controlled by a member of the Patriarchy.

**M. Subordinate Ssaaahk Control:** The world is controlled (but not owned) by a subordinate ssaaahk answerable to a member of the Patriarchy.

Orbiting cities and space habitats are common in Hhkar space. When using World Builder’s Handbook to determine their presence, disregard concerns about the atmosphere and presence of native life. If the world has a tech level of 9+, roll 2D-2. If this roll is less than or equal to the world’s population digit, then the tech level minus 6 of the population is in permanent orbit.

**Base Codes:** The Hhkar do not use Aslan base codes since the Patriarchy controls all Hhkar naval forces. A Hhkar naval base is represented by a J, a military base by an M, and both by an F.

Other characteristics of the world and system may be generated normally.


This article was written with the kind assistance of members of the History of the Imperium Working Group (HIWG).
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An explosion of undetermined origin destroyed the jump-6, Fast Fleet-class courier Metternich today, just two minutes after it cleared Sharim Downport's airspace. All hands were lost.

Observers and sensor operators at Sharim Downport report that the explosion originated in the forward area near the bridge. The Fast Fleet-class courier is not equipped to carry explosive or inflammable substances in this area. Local experts are therefore expressing some concern that the explosion may have been the result of sabotage.

The Metternich was under special registry to the Imperial Regency of Intelligence and Security and was heading rimward after completing a mission within the borders of Strephon's Imperium. The nature of the mission has not been disclosed. However, local officials speaking under guarantees of anonymity revealed that Senior Regent Irena Thorfel had arrived on planet with the ship and may have been on board at the time of the explosion.

Despite bitter feelings toward the regency, local spokespersons for Lucan's Imperium denied any involvement, as did representatives for Dulinor and Strephon. There has been no comment from the sizable minority that supports the Ziru Sirkaa.

Zeda/Dagudashag

Forces from Lucan's Imperium have gained absolute control of this high-population world after three days of fierce planetside and orbital fighting.

The naval and ground forces of Strephon's Imperium were overwhelmed by the size of this assault, which seems to be the leading edge of a major offensive.

Expert observers estimate that Strephon's forces suffered heavy losses during the fighting, including two BatRons, at least four CruRons, and an unspecified number of carriers and escorts. Lucan's losses are unknown but are believed to be considerably lighter.

The only announcement made thus far by the Lucan's occupying forces assured the general population that their "liberation from the pretender Strephon's yoke" is permanent and that a "great number" of assets are committed to ending the existence of his "illegitimate Imperium" in the adjoining Gushemege sector.

Spokesmen for Strephon's faction planned an underground press conference in response, but never arrived at the designated site. No explanations were received.

Anaxias/Delphi

Associate Operating Officer Haling Pracapas, spokesperson for Tukera Lines, announced today that the megacorporation had recently completed negotiations with the Nermis and Dreead'n systems (2421 & 2322 Silver Laurel/Hinterworlds) regarding the construction, maintenance and protection of a deep-space refueling site at sector parsec coordinate 2321.

This development is an important step toward realizing the benefits of the trade agreement finalized between Margaret's domain and the Hiver Federation on 187-1121.

With the addition of this deep-space refueling site, jump-2 convoys can move across the Hinterworlds sector between Spica and Delphi without passing through the regions occupied by the Nullian League.

When asked if this ambitious construction project had been motivated by a desire to sidestep league systems, Pracapas responded, "Analyses showed that it was more economical to build a deep-space refueling site. The league charges very high trade tariffs and fees. There is no hidden political agenda in our decision; this is strictly business."

Astute observers of regional politics point out that Dreead'n's contributions to the deep-space site can hardly be construction-related. A central operating area for a number of associated starmerc firms, Dreead'n's inclusion in the deal ensures Tukera a strong military presence proximal to this potentially vulnerable transport link.

Shakhamash/Gushemege

After two weeks of constant and bitter fighting, Lucan's naval elements have driven off the Strephonist defenders of this system.

Losses on both sides were heavy, although experts agree with the assessment of Lucan's Admiral Rapida Amani that the Battle of Shakhamash represents a "crippling blow" to Strephon's Imperium.

From the beginning, Lucan's 17 numbered, colonial and reserve fleets enjoyed an immense numerical advantage. Local Strephonist commanders had assumed that Lucan's forces in the Dagudashag Salient represented his entire invasion force. Consequently, the massive attack upon Shakhamash came as a complete surprise.

Lucan's commitment of an additional 17 fleets makes this the largest campaign to be launched in two years. It also indicates that most military analysts throughout the Imperium grossly underestimated the number of fleet assets that Capitol was willing to risk in a campaign against Strephon's Imperium.

Official spokespersons within Lucan's naval command have revealed that the offensive will carry forward into the very heart of Strephon's Imperium and will not stop until the "pretender" has been killed or captured.
Amdani/Daibei

In an ill-timed blow to the fortunes of Strephon's war-wrecked Imperium, the Imperial Regency of Intelligence and Security announced today that Strephon's claim to the Iridium Throne has been officially disallowed and, therefore, formally declared void.

Regents from IRIS were compelled to eliminate the individual who claims himself to be the "real" Strephon when they were denied permission to conduct a number of routine tests. These tests are required of all would-be successors in order to determine the validity of their claims. The tests are designed to discover if the test subject is either a robot or a cloned entity.

This news was delivered by Senior Regent Irena Thorfel, who had been presumed lost in the tragic (and still unexplained) Metternich explosion which occurred just outside Sharim (Gushemege sector) Downport airspace several months ago.

Thorfel refused to explain how she survived this disaster which, according to official reports, claimed the lives of all hands and passengers aboard the Metternich.

However, she did make a number of pointed remarks suggesting Ziru Sirkaan involvement in the incident. "I am sure that various individuals on Vland are now happy that the Metternich incident didn't prevent me from delivering my findings. With the supposed-Strephon's claim now formally disallowed, a number of powerful Vilani commercial entities will find their own interests easier to pursue. It's a pity—and quite ironic—they felt it necessary to ensure this favorable result by attempts at sabotage."

Nullia/Hinterworlds

Drastur Kelbis, head consul of the Nullian League's Senior Committee, made a public address today, warning that various commercial interests in the Hinterworlds sector were unhappy with Margaret's new Hiver trade agreement.

Citing the recently announced "Deep-Space Site 2321" initiative (also being referred to as the Nermis Deal), Kelbis accused Margaret's domain of "purposefully and maliciously undercutting the commercial livelihood of the league and other mercantile entities" within the Hinters.

He also pointed out that Tukera Lines has been busy negotiating preferred port rights along the jump-1 route leading from Perseus to Pusan (2222 to 2129, Silver Laurel/Hinter) over the past 90 days.

TNS reporters have been unable to find any statements of disapproval regarding these trade agreements, other than those issued by the league itself.

When asked to specify which other "commercial interests" in the Hinters had voiced disapproval of these new mercantile developments, Kelbis dismissed the question as being "both snide and specious."

Kelbis also warned that the Hivers, Margaret and "her lackeys" (referring to husband Blaine Tukera, private owner of Tukera), would be wise to realize that such overt economic maneuverings could easily be seen as the opening of a trade war. Kelbis urged an increased use of economic negotiations and restraint, before "the situation progresses to open conflict."

Atudew/Corridor (2810 C595000-8)

The independent seeker KeLlanae Touz Agud was disabled by planetary defenses during its final approach to Atudew yesterday after traffic control reported it as an "unidentified vessel of Vargr origin."

Automated defenses rated the seeker hostile and fired upon it before the system defense boat GaKhiu was able to respond and make a positive identification.

The KeLlanae Touz Agud was identified as the former Jewel of Corridor, an independent prospecting vessel operated by Gordon Irakakigka, a human of mixed-Vilani descent. There were no casualties reported in the incident, but port authority officials described Irakakigka's reaction to the incident as "impassioned." The KeLlanae Touz Agud underwent minor repairs and continued on its way.

Phaln/Gushemege

After almost a month of intense fighting, local units of Strephon's Imperium surrendered to Lucan's forces here on Phaln.

There was little joy among Lucan's command staff, who have lost over 350,000 men in the fighting.

Although the Strephonists fared little better, their stiff resistance has blunted the two-pronged Gushemege campaign, which Lucan's general staff has dubbed the "Extermination Offensive" (referring to its intended objective of eliminating Strephon's Imperium).

Naval spokespersons refused to comment on rumors that the offensive has so battered the nearby systems that it has become impossible to repair even minor battle damage due to the destruction of suitable starport facilities.

There are also unconfirmed rumors of disproportionate losses in TankRon assets.

These various factors suggest that the recent decline in the pace of the Extermination Offensive may in fact portend a complete standstill.

If this were to be the case, it is unknown how long Lucan's forces could remain on site, given their already overextended logistical situation.
Stalkers are a minor race maintaining a xenophobic state at the heart of the Hinterworlds sector. While humans call the species "Stalkers" in reference to their two-meter necks, their common name is "Outcasts of the Whispering Sky," and the scientific name translates as "Makers of Brightestness" (or, in human terms, "intelligent communicators").
The variations are interpreted and represented as speech. Most Stalkers interpret and speak to their society (and some Stalkers have wondered how such a sane intelligent species are capable of anything so chaotic). Entry into a human environment bombards Stalkers with all sorts of unclear, abrupt visual stimuli—some of which may be critically important, others of which may be irrelevant or even purposely misleading (such as advanced holograms, which create near-perfect optical illusions).

Almost as bad, the normal quiet of the Stalker environment suddenly is swept away by the constant yakyakyak of human speech, mechanical alarms and decorative tones. The average Stalker is repelled and confused by this hyperactive and illogical babble.

**SOCIETY**

Because they communicate through light patterns, when a Stalker looks at stars twinkling in the night sky, he "hears" an almost audible murmur. It seems that all of existence is whispering, but in a language Stalkers don't understand. For this reason, their common (nonscientific) name for themselves is "Outcasts of the Whispering Sky." This self-perception as a race selected to be outcasts from universal knowledge and communication deepens their tendency toward dour xenophobia.

Stalker society is built around "great watchers," who are essentially wise and accomplished male elders. Heritage and inheritance are traced matrilineally, which provides the culture with an unusual degree of gender-balanced power sharing.

Stalker young are kept sheltered until sexually mature, and parents are belligerent and tireless defenders/chaperones/overseers. The young expect and are reassured by this, however, and Stalkers are very clannish and dependent upon contact with their own kind, even as fully mature adults.

Stalker "wanderers" occupy an interesting (if occasionally ambiguous) place in society, somewhat akin to the "contrary-man" of the Dakota Sioux. The average Stalker considers a wanderer to be somewhat mad, since this individual is willing to spend time among strange, chaotic species and before the reassuring contact of other Stalkers. However, returning wanderers are instant celebrities, since it is primarily through such individuals that the Stalker populace learns more about the worlds and species beyond their small sphere of control. The wanderer is therefore a simultaneous sage/madman in the eyes of other Stalkers, and his social status varies with the environment and circumstances in which he meets other Stalkers.

**HISTORY**

The inherent conservatism of Stalkers is not just a product of their sensory physiology, but their overall evolution. The Stalker is descended from carnivore stock, but is nearly unique among intelligent species in that its particular descent is from the "siren" subcategory. The early Stalker dwelled in shallow lakes, ponds, swamps and marshes. There, with its cumbersome trunk resting on the bottom, the Stalker would attract surface creatures by playing brief flitters of light across its eyecones—looking like the reflection of a smaller creature just below the surface. If the surface creature moved closer to investigate, the Stalker would abruptly extend its neck and seize the prey in its mandibles, then drag the creature

**INTERACTION WITH HUMANS**

Communication with humans (and most other species) is achieved via a "light translator," which the human focuses on a Stalker's eyecones. The variations are interpreted and represented as speech. Most Stalkers use the complementary audio translator, which converts human vocalizations into light patterns displayed on a flip-down cuprothallium plate. Most such units are equipped with a directional microphone to eliminate other noise from being picked up.

Because of their way their vision and hearing have developed, Stalkers find humans almost maddeningly chaotic. Entry into a human environment bombards Stalkers with all sorts of unclear, abrupt visual stimuli—some of which may be critically important, others of which may be irrelevant or even purposely misleading (such as advanced holograms, which create near-perfect optical illusions).

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Stalker society is built around "great watchers," who are essentially wise and accomplished male elders. Heritage and inheritance are traced matrilineally, which provides the culture with an unusual degree of gender-balanced power sharing.

Stalker young are kept sheltered until sexually mature, and parents are belligerent and tireless defenders/chaperones/overseers. The young expect and are reassured by this, however, and Stalkers are very clannish and dependent upon contact with their own kind, even as fully mature adults.

Stalker "wanderers" occupy an interesting (if occasionally ambiguous) place in society, somewhat akin to the "contrary-man" of the Dakota Sioux. The average Stalker considers a wanderer to be somewhat mad, since this individual is willing to spend time among strange, chaotic species and before the reassuring contact of other Stalkers. However, returning wanderers are instant celebrities, since it is primarily through such individuals that the Stalker populace learns more about the worlds and species beyond their small sphere of control. The wanderer is therefore a simultaneous sage/madman in the eyes of other Stalkers, and his social status varies with the environment and circumstances in which he meets other Stalkers.

**HISTORY**

The inherent conservatism of Stalkers is not just a product of their sensory physiology, but their overall evolution. The Stalker is descended from carnivore stock, but is nearly unique among intelligent species in that its particular descent is from the "siren" subcategory. The early Stalker dwelled in shallow lakes, ponds, swamps and marshes. There, with its cumbersome trunk resting on the bottom, the Stalker would attract surface creatures by playing brief flitters of light across its eyecones—looking like the reflection of a smaller creature just below the surface. If the surface creature moved closer to investigate, the Stalker would abruptly extend its neck and seize the prey in its mandibles, then drag the creature
underwater until it drowned. Waiting just under the water (with occasional breathing through the audiorespirator ducts on the head) also allowed the Stalker to avoid the surface creatures that otherwise would prey upon it. Consequently, a conservative “hid-ing/juking” psychology became part of its evolutionary legacy.

That legacy turned toward actual intelligence when the Stalker homeworld began drying up. As water levels dropped, some Stalkers learned to work together to dig deeper marsh bottoms, locate spring sources and excavate them into lasting ponds—which became the first centers of Stalker society.

As these social areas became overcrowded, internal bickering over limited survival resources grew. The onset of warfare spurred the full realization of tool use and the dawn of true Stalker intelligence.

**CHARACTER GENERATION**

Stalker NPCs can be generated using standard *MegaTraveller* generation tables. However, Stalkers receive a +1 on their Dexterity roll and a −1 on their Endurance roll. They average 200 kilograms. Stalkers have problems interacting with most other species, so all interpersonal tasks or reactions to other species receive an automatic DM of −2 (−1 for Hivers). The louder, more boisterous Vargr types will incur a −3.

**IDEAS FOR PLAY**

Since Stalkers tend to remain in a fairly small astrographic region, their degree of participation in a campaign depends upon its location. If it is set in an area within or proximal to the Hinterlands, Stalker NPCs can be integrated in any number of ways—especially as traders, diplomats, or wanderers. If the campaign is set some distance away from the Hinters, the only reasonable opportunity for contact with a Stalker is if the NPC is a wanderer.

The following adventures ideas can be expanded into full-blown adventures or incorporated as items of local color.

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**Wanderer**

The PCs encounter a Stalker which is missing its eye due to some old injury. This renders the being—ironically named Shines—Blindly—as a deaf-mute among its own kind. Although many Stalkers suffering such a loss would commit suicide, Shines is determined to go on by learning to live in a primarily auditory world.

Through customized human surgery, this Stalker is now able to hear in normal human ranges and has been rigged with a vocoder, enabling easy discussion with any species that use audio as their primary means of communication.

Shines is a wanderer now, an easy task for him since he is no longer visually bewildered by the chaotic environments of most other cultures. He is quite gregarious and is normally guided around by a small seeing-eye robot.

When the PCs encounter Shines, he is in a starport extrality zone, casting about with his arms, making cries of distress: Some young hoodlums deactivated his robot and stole it. Most other individuals in the starport are giving the strange, scarred, frantick Stalker a very wide berth. However, if the PCs take an interest in Shines and his problem, he will become a loyal friend and ally.

While his primary skills now lie in the areas of Liaison and Journalism, Shines can offer the PCs one uncommon benefit—the ability to secure them access to the Leenikatok ringword (an Ancient artifact) within the Outcast sphere of control.

Only four other missions have ever been allowed in for research/investigation by the xenophobic Stalkers. This could represent a major cultural and (via sales of sensor recordings) financial gain for the PCs.

**Homeworld**

The PCs are asked (by human authorities) to journey to the Stalker homeworld to pick up a trader who has outstayed his welcome and is now in Stalker custody. Upon arriving at system 214-389 (1328 Bruia/Hinters), the PCs get to experience the strange environment of the Stalkers, who insist on maintaining the planet in its primordial state. Technology is kept to a bare minimum. Industrial development and construction are reserved for other worlds (once again reflecting the Stalker emphasis on that which is native to them and their comparative disregard for that which is foreign).

The PCs will find that the Balkanization of the world (along family lines) has created a problem—although one family holds the trader in custody, a rival family claims that it was the first to order him detained and thus has the right to oversee any extradition proceedings. The PCs will have to navigate a maze of alien family politics to get the trader released alive. And they’d better hurry, because Stalker tempers are growing short.

**Cargo**

The PCs encounter a Stalker merchant on the Nullian League world of Rouen (1925 Silver Laurel/Hinters). The Stalker has a problem—his ship has been impounded by league authorities, who are cracking down on all Stalker traffic that passes through their ports. It seems that the league suspects the Stalkers of supplying the ongoing resistance forces among the human inhabitants of Angerhelm (1026 Bruia/Hinters), who are trying to repel an invasion by league forces.

While the matter of the ship impounding may be resolved in a matter of weeks, the cargo cannot wait—it is a large tank of bioluminescent worms (native to Caramond, 2731 Aquila/Hinters) which are now alive but will begin to die within 10 days if not taken to a proper facility. When "schooling," these worms emit a light pattern that Stalkers find immensely soothing. Will the PCs help the Stalker get his cargo into Stalker space? As humans, the league will permit them to make the run. Ω

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For more information, see "The Hinterworlds" in Challenge 39.
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Things That Go Bump in the Night

By Lester W. Smith

One of the most important themes of *Dark Conspiracy* is that everything changes, continually. Consequently, players ought to find their characters facing new plots, new creatures, new challenges every time they play. It is in that spirit that we present to you the following trio of new beasties for use in your *Dark Conspiracy* adventures.

**Deathmist**

- **# Appear:** 1
- **Initiative:** 3
- **Agility:** 4
- **Attack:** 80%
- **Strength:** —
- **Skill/Dam.:** —/1D10
- **Move:** 5
- **Constitution:** —
- **Hits:** —

In appearance, deathmist looks much like any thick fog, but it is actually a semisentient, semicohesive creature. It is white in color, sometimes with streaks of sooty gray or dingy yellow swirling within, and it often has a slight odor of sulphur. Deathmist hangs easily upon the air, propelling itself by extending pseudopods and drawing its bulk slowly forward. A typical deathmist will easily fill an area eight to 10 meters in diameter.

Wind direction and speed strongly affect a deathmist's movement. For that reason, the creatures prefer to lurk in still air, such as inside buildings or in dead-end alleys. If they can get upwind of their prey, however, they can use the air currents to move more quickly than normal.

A deathmist attacks living creatures by entering their breathing passages, then solidifying to choke off their air supply. (Treat the attack as strangling—page 79 of the *Dark Conspiracy* rules—except that armor has no effect.)

A deathmist is never harmed by normal weapons; they pass right through them. Heat can destroy deathmists, however. Normal sunlight burns one off within one minute, and a raging fire in half that time. Bonfires and torches can hold one at bay, and even a cigarette lighter or a match is sufficient to make a deathmist's Initiative rating drop by one point (extra lighters or matches do not cause any additional loss, however). The best defense against deathmist is generally to run away from it.

The creatures are native to a multitude of proto-dimensions, most of which they have scoured of all other life forms. Occasionally, they find their way through a dimensional portal into our world, where they enjoy a terrible, if brief (just until sunup) period of glutting their hunger.
Needlebeaks

# Appear: 1D6 Initiative: 4 Agility: 6
Attack: 40% Strength: 1 Skill/Dam.: 8/2D6*
Move: 15/30/60 Constitution: 2 Hits: 3/5

*Halved on any attacks not specifically versus the eyes.

One of the results of the Earth becoming a nastier place to live has been that many normal animal types have adapted to become more aggressive. Such is the case with what have commonly come to be called needlebeaks. Needlebeaks are apparently a new species of raven, one that is faster and more durable than normal, and which specifically targets the eyes of its victims.

Treat attacks by needlebeaks as aimed attacks against the head (a Difficult level task). If for some reason a needlebeak cannot attack the eyes (they are covered by goggles, for instance), it will still attempt to attack the head, but its damage rating is halved. Only if the target's entire head is covered will a needlebeak attack other hit locations. In such a case, it will generally give up and fly away instead.

Seekers

# Appear: 1D6 Initiative: 5 Agility: 8
Attack: 85% Strength: 2 Skill/Dam.: 4/1D6
Move: 12/24/48 Constitution: 2 Hits: 3/6

Some of the Dark Races such as morlocks and dark elves have taken to breeding gigantic rats and training them to track prey in the same way as bloodhounds. Among the Dark Minion hunters who have encountered them, the common term for these rats is "seekers." Seekers are not only much larger than normal for rats (some mass as much as greyhounds), they are also much more intelligent. Fortunately, very few of them exist, and they do not seem to reproduce as quickly as normal rats. Otherwise, they might take over the world on their own. Ω
Episode Four: Tricolor Conspiracy

After a journey through unknown space, the mission team of Operation Back Door arrived in the home system of the Yill. There they encountered a special envoy named Vishzuss'zruha'zhill (nicknamed Vish), a Yill who established communication with the group members and then escorted them to an important meeting with Yill leaders.

The Yills wanted to learn more about the humans and were also quite interested in allying with them against a mutual foe—the Kafers. The PCs were on their way home with this information when sabotage stranded them in deep space and their friend Vish was kidnapped.

AIA Deputy Director Larkin sent them to retrieve Vish and uncover the French supremacist plot that lies behind his disappearance. The characters have followed the trail to Earth, where they are to meet with Herman Unterer, an AIA informant.

VIVE LA FRANCE
Where: Lubeck, Germany, Earth.
What: The characters learn about Tricolor.
When: The PCs arrive in Lubeck, they will have no problem locating Herman Unterer, who lives in a historic home two doors

By Charles E. Gannon

Operation Back Door
down from the former residence of Thomas Mann (now a national landmark). After hearing the PCs' tale of woe and asking a few questions about Larkin, Herman will recommend that the characters go to the IEX campus in France and look for Dumaine in the Sapientology Complex. He may not be there, but any messages for him would be addressed to the campus and forwarded. Find the forwarding address, and you've probably found Dumaine. After all, he still has to maintain his position with the IEX, although he is working for, as Herman will put it, "those Parisian madmen." Questioned as to whom these madmen are, Herman will tell the characters what he knows of Tricolor—which is quite a bit, thanks to his sources in France. His comments can either be formulated by the referee, or the information in the sidebar on page 36 can be presented as a general synopsis.

Herman is unsure why Tricolor would want Vish. Clearly, something underhanded must be involved, but Herman has no information that would suggest what that might be. Getting that information, he concludes, is the characters' job, anyway.

However, he can provide them with one last piece of information—the pass-code for entry to the building belonging to the Sapientology Division (Dumaine's).

**CAMPUS CRASHING IN CAMPAIGNE**

**Where:** IEX HQ, St. Denis de la Campagne, France, Earth.

**What:** Finding out where Dumaine has gone.

After the characters arrive in St. Denis de la Campagne, they should prepare for a brief nocturnal visit to the campus of L'Institut des Études Xénologiques (IEX). Observation of the site will show that its sprawling grounds are not very heavily or aggressively patrolled, but the individual buildings show signs of increased security measures.

Getting to the sapientology building under the cover of night should be an Easy task, and the pass-code will get the characters in without a hitch. However, it will be more difficult to dodge the internal walking patrols, particularly if the characters are using visible lights to inspect darkened offices, etc. If the characters have had the forethought to purchase active IR or light amplification goggles, they should find it relatively easy to avoid attracting the guards' attention.

A quick search of the confidential electronic mail system (accessible from the head secretary's terminal) will indicate that for the past four weeks, all of Dumaine's mail has been forwarded. However, there is a security restriction on where it is being forwarded to. Cracking the security restriction to discover the forwarding address is a computer-related task, which will be easier if the operator is cyberenhanced and can jack directly into the system.

Once access is obtained, the characters will discover that Dumaine's mail is being rerouted to an electronic mail account registered with Nanobiotech Associates, located on Mars in the new Rushtown community at the foot of Olympus Mons. Dumaine has recently received a large volume of mail from Sverker Olavson—a Swedish Nobel Prize winner. One of the PCs will recall that Olavson's most recent work involved research into achieving a finer understanding of Pentapod biogeneering, particularly in the area of recombinant genetics and viral vaccines.

A fair amount of correspondence from Mars has also been sent to Olavson, all bearing Dumaine's name.

Searches of Dumaine's office and the rest of the facilities will turn up nothing of interest, except for the fact that any other IEX database shows Dumaine as being on assignment somewhere in the American Arm. Dumaine's office is particularly sterile, as if someone took great pains to remove anything that might offer a clue to his location.

Once the characters have avoided the interior walking patrol, they will be able to slip away into the night and get off the IEX campus without a hitch. In the event that they are detected by a guard, they will have to disable that guard in one turn. Otherwise, the guard will alert IEX's security forces. The response will be swift and home in on the location of the guard's communicator.

The next logical step for the characters is Mars. They can start that journey by hopping on a shuttle and finding a flight departing for the L-5 in-system transit hub. There is no service available to Mars for the next 36 hours. However, given their credit line, the PCs will be able to charter a courier on short notice (although the price will be exorbitant).

**BOOMTOWN RATS**

**Where:** Boomtown, Olympus Mons, Mars.

**What:** Observing Dumaine and learning of his plot.

Arriving on Mars, the characters are treated to the dubious charm of the newest American resurgence there—a modular, pressurized urban sprawl named Boomtown. Located approximately 300 kilometers north of the older American colony, Boomtown is the direct outgrowth of the tantalum strike made in Olympus Mons several years ago. The chaotic cluster of buildings holds almost 10,000 inhabitants, most of whom are workers directly involved with the production of tantalum. The corporate execs are taking up residence in the old American colony domes, which are now coming out of mothballs at an impressive rate.

Dumaine's address at Nanobiotech Associates corresponds with the only "high-tech" industry in Boomtown. Nestled among a clutter of cheap modular housing, saloons and other lesser reputable establishments, it strikes a discordant note with its surroundings. Nanobiotech seems something of a mystery to the locals, which the PCs will learn from various barflies that haunt the taverns. In fact, as far as anyone can tell, the employees live in the complex. Only a couple of security guards ever come out for a drink—and then only on weekends.

A little research behind the corporate structure of Nanobiotech shows it to be a small private firm conducting peripheral research in support of IEX initiatives. Observing the installation will reveal subtle but potent automated security systems, along with 13 armed and armored guards (Experienced NPCs with rigid armor vests and SG-77 assault rifles). Access is restricted to authorized individuals—a clearance that is awarded neither frequently nor quickly.

If the PCs show a little knowledge of detective work, they will look for clues in the one interface the supposedly closed system still has with its environment—its waste. The trash coming out of Nanobiotech is mostly quite mundane, ranging from domestic consumables to broken lab beakers and half-eaten sandwiches. However, if the PCs inspect the contents of the surgical sharps containers, they will discover dozens of small ampules that have been used to hold Ylii blood samples (determinable only via microscope). A close inspection of the food will turn up evidence of some sort of Ylii protein compound, most of which is uneaten.

If the PCs decide to get an analysis of the Ylii blood from someone with a knowledge of hematology, they will only get one clear result—each separate blood sample seems to contain traces of a virus, but no two viruses are the same. And although the blood sample will baffle the analyst, he will feel that the viruses he's seeing are not friendly ones.

**SUGGESTIONS FOR THE REFEREE**

The PCs have found where Vish and Dumaine have been stashed and have discovered what Tricolor is up to—creating a biogeneered sleeper virus lethal to Ylii. Of course, to conduct such research, Tricolor had to use one of its IEX agents to acquire at least...
one live subjects for biochemical tests (hence, Dumaine's objective throughout Operation Back Door and his abduction of Vish).

The ghastly strategy Tricolor has concocted—while morally repugnant—could prove to be equally effective. The virus would be used to infect the Ylii and their food supply. It would lay dormant while spreading throughout the species, and then—after a year or two—would erupt into a rapid and absolutely lethal terminal phase.

**Tricolor**

Tricolor evolved out of a rambling conversation held in a sidewalk cafe on the Champs Elysées late in 2287. As the lengthening shadow of the Arc de Triomphe advanced across their table, two senior French generals and two high-ranking government members resolved to stop bemoaning France's slip into somnolence and to do something about it. And thus Tricolor was born—a secret society of French men and women dedicated to restoring France to her former power and prestige.

This group quickly secured members who worked in key governmental services and bureaus (including DGSE), military Tribunals, the Ministry of Defense, and the Ministry of Industry. These ultranationalists laid the groundwork for the military coup of 2289 that overthrew the 12th Republic, an accomplishment that Tricolor thought would ensure France's rebirth as a true superpower. Fortunately, the French people reacted with dismay—and some ill-disguised disgust—to the bellicose drum-beating of the new military government which finally fell in 2294.

Tricolor maintained its secrecy throughout this period, riding out the sweeping revisions that finally sent the military government tumbling from power. However, Tricolor's organizational personalitas had been soured by the lack of popular support for French ultranationalism. Tricolor decided that the destiny of France could not be entrusted to the average citizen. It was instead the sacred (self-appointed) duty of Tricolor to ensure that the empire reattained its status as a superpower.

Tricolor has moved increasingly toward a policy that promotes its evolution into a lunatic fringe organization. It continues to recruit from almost every walk of life, demanding two personal qualities in any prospective member—tremendous reserves of determination and high native intelligence. A powerful belief in French supremacism is the prerequisite.

Tricolor learned of the mystery race speculation through one of its DGSE members who had access to the confidential forensic report issued jointly by the AIA and MI-5. Next, Tricolor received a sketchy report about the discovery and confirmation of Back Door and the mission that was being contemplated as a means of scouting it out. Upon learning that the Alderhorst Alliance had already secured control over Back Door and had hopes of making first contact with the mystery race, Tricolor could only gnash its teeth in envy—once again France was sitting by while other nations acted.

France had one resource that would be indispensable on a first contact mission—personnel from L'Institut des Études Xénologiques (IEX). The preeminent specialists in alien studies (both biological and sociological), the IEX gave Tricolor a legitimate "in" on Operation Back Door. A contact specialist would gain access to the aliens, and would run tests or advocate that one or more of the mystery race return with the team. So it was clearly within the power of Tricolor to obtain a live "alien" if any were encountered. However, Tricolor's ultimate plans for such an alien are far from clear.

Tricolor believes this epidemic would cripple the Kafer war effort, assuming the Kafers depend upon the Ylii for technical assistance. That would allow human ingenuity and technical innovation to overwhelm the Kafers. Tricolor also believes that any outrage over this tactic will be quickly forgiven and forgotten if the Kafer menace can be ended. Meanwhile, France will have shown its capacity for decisive and cunning action by bringing about the ultimate downfall of the Kafers.

Of course, France—and the rest of the world—would certainly not forgive and forget Tricolor's perpetration of this most horrendous of all crimes. France would suffer a degree of national disgrace and dishonor rivalled only by post-Nazi Germany after the horrible legacy of the death-camps became general knowledge. Tricolor—like the Nazis—cannot see this clearly because it is blinded by its own fanaticism.

**Striking the Tricolor**

**Where:** Nanobiotech Associates, Boomtown, Olympus Mons, Mars.

**What:** Rescuing Vish.

The characters must break into the Nanobiotech compound and rescue Vish. Given the restriction against admitting unapproved personnel, however, there is no way to get inside via masquerade. Also, any schemes involving demolitions work or the like are inadvisable; the effects of depressurization on Mars are not much different than those experienced in deep space.

Consequently, the simplest and most brutal course of action makes sense—a cold-blooded assault into the Nanobiotech compound. While this will be neither easy nor safe, there are a few mitigating factors:

- **The guards at Nanobiotech**—although members of Tricolor—have grown complacent. With only one half-day pass every two weekends, they are tired of the complex, and their boredom has begun to show up as laxness on duty. If the characters are careful, their silenced weapons may allow them to remove the outermost door guards without even alerting the rest of the complex.

- **The underculture of Boomtown** includes dozens of individuals who are not adverse to an illegal operation—for a share of the loot. But not many of the low-lifes are trustworthy, and some might snitch on the PCs to claim a reward from the grateful Nanobiotech staff.

- **There is no shortage of black market weapons in Boomtown.** In the event of an attack, the entire staff of Nanobiotech will defend the installation. In addition to the 13 Experienced NPC guards are 14 Novice scientists and Dumaine. These individuals will be armed with a smattering of Arno 5-1 5 pistols and Guiscard FC-68 sporting rifles. Some will only have a few smoke and gas grenades to hurl. Dumaine will fight to the death and, if cornered, will charge the characters in a mad rush, trying to take as many along with him as he can.

The Nanobiotech complex is a tight, sterile amalgamation of modular living and working units. It is stark and claustrophobic, with narrow walkways and few open spaces. The referee should design a suitable floorplan, with the labs and the live-sample holding area located at the rear of the building (which has only one wall between it and the almost nonexistent Martian atmosphere). Any running firefight through this compound should be an adrenaline-surging sequence of room-to-room assaults at brutally short range.

The characters may find themselves getting the worst of the fight: Clearly, their adversaries are not about to take prisoners. In such situations, the referee may bring in the cavalry from over the hill—AIA agents from the FBI internal affairs division.

By the time the characters arrive on Mars, one of Larkin's data couriers may have successfully transferred his package to the FBI, which will immediately conduct a high-security (and confidential) search of all retinal security checks conducted within the past week or so inside the Sol System. The characters' arrival through OGC...
will be picked up, and from there, a simple trace of the activity in their travel and credit accounts will reconstruct their movements and activities. While the FBI would not be empowered to interfere with the characters—or the suspected Tricolor agents—it would certainly keep a number of agents in the vicinity.

If the attack on the Nanobiotech installation goes poorly, the FBI tails will arrive in time to prevent the Tricolor people from finishing the characters off. If the characters seem able to handle things on their own, the FBI should show up mere seconds after the shooting has stopped—just in time to witness Vish’s glad reunion with his human friends.

**SUGGESTIONS TO THE REFEREE**

For groups that have limited (or no) interest in combat between starships, this is probably the right place to end the adventure. However, for those who like a little rough-and-tumble between starships—and who are itching to score a few points against the Kafers—the conclusion should prove satisfying. While GDW’s *Star Cruiser* rules are not required, they will greatly enhance the final clash of arms.

**A MEETING OF THE MINDS**

Where: New York City, America, Earth.

What: Vish and characters meet top international officials.

Vish refuses to go anywhere or do anything without the characters; these are the only humans he completely trusts. As a result, the characters will find themselves in a secret session of the International Security council, a forum for the major spacefaring nations of the Earth. Appropriately enough, the ISC has its headquarters in the restored UN building in New York City. Here, Vish will demonstrate great poise (and patience) as he engages the representatives in several days of marathon discussions. On several occasions the PCs will be asked to try to bridge the communication gap when misunderstandings are due to cultural differences, not vocabulary failures.

At the conclusion of these meetings, the member nations of the International Security Council will resolve to pursue an alliance with the Ylli and dispatch an international defensive force to Ssuushni’a. The PCs are to escort Vish back to his homeworld aboard a frigate that Australia has detached for this special mission.

**A FIGHT TO THE FINISH**

Where: Along the Back Door route, terminating at Ssuushni’a.

What: A surprise naval engagement with the Kafers.

The PCs will retrace their steps back to DM+5 3409, although there will be no need to lay over in a system beyond the time it takes for the frigate to discharge its stunterwarp drive coils and be refueled. They will meet with Deputy Director Shamus Larkin, who is only too delighted to pay the player characters the agreed fees and present them with the fully repaired *Cat’s Feet*.

With a Sachsen-class frigate as an escort, the characters and Vish travel on to system DM–4 4225. Here, they are instructed to rendezvous with the huge Meta-class freighter they have previously encountered in this system. However, on this occasion the purpose of the freighter becomes clear.

The Meta is a modular bulk cargo carrier, incorporating eight trailing clusters of nine cargo modules to haul its load. Each standard module provides a cargo volume of 742.5 cubic meters. However, this class of ship has been showing its age, and the great majority have been decommissioned and sold off by the original French owners.

Instead of seeing a dated freighter, however, the nations of the Alderhorst Alliance saw a potential stunterwarp tug with an extraordinary capacity. Buying one of the ships, they constructed new megamodules for it to carry. These megamodules are externally similar to one of the nine module-clusters. However, the megamodule is one hull, without any internal dividing bulkheads, with a contigu-

---

**AIA**

The AIA has its roots in the reformation of the United States of America in 2121, when the reintegration of rivial military and civilian governments was formalized and their respective intelligence agencies were merged. The CIA, DIA, FBI, DEA, and ATF (treasury department) field operation branches amalgamated into a single unified service, renamed the American Intelligence Agency. The agency was broken into the Office of Foreign Operations and the Office of Domestic Operations. Any crime committed on American soil or against American nationals abroad (or holdings in foreign countries) was the province of the ODO. Any operation that involved intrusive acts against the lands or citizens of other sovereign states was the province of the OFO. Almost all the DIA and much of the CIA wound up in the OFO. The rest filled the ODO.

The FBI was retained (in a diminished form) as a separate division of the ODO. The "new FBI" was constructed to be the forensics and criminology experts for the ODO, and to function as the internal affairs office for the entire AIA. The congressional committee that oversees and receives reports on the FBI's watchdog operations (the National Security Committee) quickly became one of the most powerful and influential (and demanding) assignments a congressperson could aspire to.

The AIA of 2302 has not changed much since its inception. Agents are still scrutinized for tendencies which might predispose them to the abuse of power. This does not mean the AIA is not given special legal exemptions to carry out tasks such as bugging, surveillance and assault on foreign installations. It does mean all exemptions and permissions *must* come from the NSC.

The official/AIA HQ is in the rebuilt Washington, DC. The actual HQ is in the labyrinthine undergrounds beneath the Disneyworld National Archaeological Preserve of Orlando, Florida, The cover—and security—afforded by this location has proven effective. It has also provided the source of much of the agency's slang. Being recalled to headquarters means an agent is "going to the Magic Kingdom." Bugging devices are "Mickey's Ears." An excessively optimistic person is a "Poppins." The references are infinite.

Despite its focus on being the most advanced covert agency in the business, the AIA draws the line at cyber-enhancements. The AIA stresses personal training and excellence, and eschews artificial boosts, arguing, "What is truly yours never fails you." The motivation behind this exclusion is that cyberware has a capacity to negatively influence personality, psyche and empathy in humans. The AIA does not want its agents becoming distant, cold, insensitive—and possibly less concerned with law and justice.

AIA agents are usually recruited straight out of high school, although a previous career in academic, journalistic or law enforcement fields is acceptable. A prior hitch in the military is also acceptable, but the AIA is not in the business of hiring professional soldiers (i.e., 15-year vets need not apply). AIA agents are classified as investigators (primary career table, Law Enforcement) or operatives (primary career table, Field Agents). Unless the agent comes from a prior career in the military, the time spent until the first turning point will be more akin to military duty, and the agent will receive skills from one of the military tables (his choice). If this means more than six years of training, the individual is sure to have seen a fair amount of duty as a striker—a mix of special forces/SWAT duties. The overwhelming majority of such individuals are from the OFO. After this initial paramilitary training, all agents begin selecting skills from their primary table.

AIA agents are equipped to the very highest standards available and have access to just about any gadget known to man. An example is the highly effective silenced pistol designated the Smith & Wesson ISP 105. (See the sidebar on page 39.)
Yllii Remote Fighter

The Ylli, although military neophytes, are clever thinkers with a penchant for elegant solutions. Their universal adoption of spherical ship design is not only in symbolic keeping with their holistic worldview, but presents an aggressor with an insoluble shell game dilemma. In short, the aggressor cannot be sure whether he is confronting a sensor drone, refueling barge, or fighter. Appearing as nothing more than a silver sphere with a diameter of eight meters, the Fastball is designed to blend in with the other spheroid Ylli spacecraft—until it begins its operations.

The Fastball reflects many of the high-tech capabilities of the Ylli. The vehicle’s extraordinary speed, sensors, hull material, and targeting computer are all at or above the cutting edge of human engineering. Perhaps the most impressive feature is the complex c² network the Ylli have evolved to optimize the strength of the remote-controlled Fastball.

The Ylli determined that a remote fighter would minimize losses of their scarcest resource—trained combat pilots. However, they also realized that in order for a remote fighter strategy to work, they had to evolve an unbreakable command net. The Ylli built over 20,000 microwave uplink stations on the surface of Ssuushni’a. Many are prepared to assume direct control of a Fastball. Many more are slaved to relay transmitters emplaced in almost all the other spherical spacecraft orbiting the Ylli homeworld. Several thousand chain and direct uplinks are located on each of Ssuushni’a moons, indistinguishable from the other transmission and control equipment that dots the surfaces of these small worlds. This complex web of command and control relays is overseen by a Ylli supercomputer, with backup stations on Ssuushni’a and one on each of the moons. In effect, the only way to turn off the Fastball is to completely pulverize Ssuushni’a and its moons—and that will take more time than an attacker can spare.

The Fastball can effect self-powered transit to or from orbit via its MHD thrust capability. This obviates total dependence upon orbit tenders and repair facilities. Instead, the Fastball heads back dirside for its fuel and maintenance needs. It also allows the Ylli to call home the fighters in the event that they are being overwhelmed. However, the Fastball only carries enough fuel for a one-way trip, which means that the Ylli generally relaunch the Fastball as a payload on other vehicles or from their numerous glissade stations, thereby delivering them to orbit with full fuel tanks.

Of course, there are drawbacks to the Fastball. Commands cannot be relayed faster than the speed of light, so the operating range is limited, unless the Ylli accept tremendous reductions in reaction time. Also, the Ylli’s technological achievement does not extend to weaponry, as is evinced by the Guiscard LL-98 equivalent lasers that the Fastball mounts (although they are equipped with UTES). Furthermore, the Fastball is not a design that has much operational flexibility. Much of its power is highly dependent upon the spherical shell game strategy, which is hard to import into every potential battle zone. Lastly, it takes time to build a vehicle as complex as the Fastball, and time may yet prove to be a scarcer resource than trained Ylli combat pilots.

Work Stations: None

General Information: Warp Efficiency: 4.75; Fuel: 10 MW MHD; Plant: 14,555 tons (2,5 hours of constant operations); Range: 7.7 LY; Mass: 205.6 tons; Cargo Capacity: 0; Comfort: n/a; Total Life Support: 0; Solar Array: 30 m² on vehicle surface, providing enough power for cold-start and communication systems; Price: Unknown.

BATTLE OF SSUUSHNI’A

When: June 22, 2303 (or whenever the ongoing timeline indicates)
The PCs might wish to stay out of the fight or assume the role of the NPC commanders of the allied fleet and the Ylli remote fighter operators. Due to the command range restrictions upon the Ylli combat craft, this will predominantly be a defensive fight centered around Ssuushni’a. However, the Kafers have the disadvantage of not being able to distinguish the Ylli fighters from the other spherical craft of identical size also in orbit. Consequently, for every single Ylli remote fighter, the Kafers must consider four decoy fighters. Of course, real fighters are permanently identified as soon as they maneuver or shoot.

The human ships for this naval action are in GDW’s Star Cruiser rules set. The Cat’s Feet is described in the first episode of this adventure (Challenge 49). The Ylli vessel is described in this issue. The Kafers are found in either the Star Cruiser rules set or GDW’s 2300AD supplement Invasion.

In general, this battle should be a turkey-shoot for the defenders. The Kafers battle is already weakened and is not tooting a full complement of missiles because the Kafers would resist mounting this attack—V’Ded’Ah—is reserving as much force as possible to support a bid for power in the wake of Triumphant Destiny’s demise. The battle’s captain and crew are not expecting anything other than token resistance and are half-expecting that they’ll be able to take this planet all by themselves. Consequently, when the humans
emerge to attack along with the Ylii, the Kafers are likely not to have the time—or inclination—to think of aborting the mission and returning to report the human presence.

**Intruder Objective:** The Kafers intend to use this weak task force to disrupt the Ylii homesystem and seed a small ground force in preparation for full takeover.

**Intruder Victory Conditions:** Get one lander to the surface of Ssuushni'a and withdraw the battleship from the playing space.

**Intruder Forces:** 1 damaged Alpha-class battleship (with 21 Whiskey-class missiles), 2 Fox Trot-class fighters, 1 Oscar-class transport, 2 Lima-class landers, and 220 Kafers, including several vehicles.

**Native Objective:** The Kafers must not learn (yet) that there is a human presence in the Ylii homesystem and that an alliance exists between the two forces.

**Native Victory Conditions:** Destroy or immobilize the Kafter battleship before it can leave the playing space.

**Native Forces:** 4 Sachsen-class frigates, 6 FS-17A-class fighters, 3 Wespe-class fighters, 1 Merkur llb-class courier (Cat's Feet) (with 3 SIM-14 missiles), 7 Ylii RF8d Fastball-class remote fighters, 28 Ylii decoy Fastballs.

**Remote Ordnance:** 6 SR-10 missile packs, 3 SIM-14 missile packs (both are for use on the Sachsen class), 4 Hyde Dynamic one-mission definite-kill missiles, 2 HD-5 scout sensor drones. Any ordnance beyond that which can be controlled by the human ships can be taken over by the Ylii control net.

**SUGGESTIONS TO THE REFEREE**

New adventure threads can grow out of this conclusion. You may decide to have one Kafter lander make it to the planet. Without any preparation for a desert war, the Ylii may have to depend on the marine platoon and the PCs to hunt the Kafers down.

Or, if the PCs have enjoyed their interaction with Ylii society, they may wish to continue playing through their experiences as emissaries of goodwill and cultural understanding. Or they can return to deep space in their hull (Cat's Feet), either as explorers along the newly reopened American Arm, or even as a reconnaissance team probing into nearby Kafter systems.

In any event, the characters will finish the adventure with more money than usual, a ship and a universe to explore.

Who could ask for more?

---

**Smith & Wesson ISP 106**

The Smith & Wesson Integral Silencer Pistol 106 is more commonly known as the Stoot and Whisper.

**Type:** 6mm binary propellant automatic

**Country:** USA

**Weight (Empty):** 0.4 Kg

**Length:** 17 cm

**Bulk:** 0

**Action:** Single shot

**Ammunition:** 6X14mm target-shedding sabot

**Muzzle Velocity:** 450 mps

**Magazine:** 10 round box

**Magazine Weight:** 0.1 kg (including filled, disposable propellant cells)

**ROF:** 3

**Aimed Fire Range:** 30 Area Fire Burst: 3 rounds

**Area Fire Range:** 15 meters

**DP Value:** 0.04

**Price:** Lvl390 (Lvl25 per magazine, Lvl7 for a boxed 10 rounds)

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Thus ends the four-part “Operation Back Door” adventure. For background information on this exciting series, refer to Challenge 49, 50 and 51.

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Phone: (604) 253-4293
By James L. Cambias

"Wilkins! Have you heard?" Smithers burst into our tent like an exploding shell.
"Must you be so abrupt? Now I've ruined the slide I was preparing."
"Never mind that scientific nonsense There's been an accident—an ether flyer's gone down on the Dark Side!"
"Tragic. I fail to see why that makes it necessary for you to interrupt my work. If I am ever to make any progress cataloging the fauna of Mercury...."
"There's a rescue being planned. Do you remember Sir Charles Moreton? The inventor chap? Well he's got a machine that can travel across the ice and needs volunteers to go along to search for survivors. What a scoop this will make!" Smithers began stuffing clothing and bottles of gin into his carpet-bag.
I sighed. "I suppose there's no way to dissuade you from going?"
"Just think, Wilkins! The first expedition to explore the Dark Side of Mercury! The readers will eat it up! Aren't you coming along?" He closed the carpet-bag and shouldered his golf clubs.
"It seems I must—someone has to keep you out of trouble."
"Good man. Sir Charles was pleased when I told him you were joining the party."

The ether flyer Hermes, a commercial ship of Dutch registry, has crashed somewhere on the frozen Dark Side of Mercury after an accident during landing approach to Princess Christiana Station.
Some of the crew may still be alive within the wrecked ship, and a rescue mission must be mounted immediately. Extrapolation along the ship's last known course indicates that it must have come down some 400 miles from the base, in the Dry Ice Zone where the temperature hovers around -200 F.
Fortunately, Sir Charles Plunkett Drax Moreton is at Princess Christiana Station preparing his new steam sleigh for an expedition to investigate the mysteries of the Dark Side. He will offer to use his machine to mount a rescue expedition and will call for volunteers among the small population of the base.
Unfortunately, Sir Charles' assistant, Jack Topwash, is in fact a German spy who is aware of the fact that the Hermes was carrying
a contingent of armed “colonists” intending to occupy the British station and claim German protection. The crash of the ship has obviously aborted the mission, so Topwash’s job now is to see that the true nature of the ether flyer’s cargo is not revealed. He plans to maroon the rescue mission on the frigid Dark Side and return to the station alone.

STEAM SLEIGH

Sir Charles’ steam sleigh is a novel invention, based on the principle of the land juggernaut. A powerful oil-burning steam turbine drives caterpillar treads which propel the sleigh, while the bulk of the craft rides on large skis. An enclosed, heated cabin can accommodate up to 10 people. The steam sleigh is powered by a steam turbine engine of Sir Charles’ own invention, which burns one ton of oil every eight hours and has a top speed of 10 miles per hour. The vehicle has a fuel load of 25 tons of oil, giving it a range of 2000 miles.

If PCs wish to invent their own steam sleigh, it requires a Transportation knowledge level of 30 and has a base Reliability modifier of 5. Without the steam turbine engine, fuel consumption doubles, cutting the range in half. Speed is equal to twice the Reliability in miles per hour. While Sir Charles’ craft is unarmed, inventors can equip their own steam sleigh with a light cannon or machinegun. This reduces the passenger capacity to eight. The cost to build a steam sleigh is Ltv18,000.

Sir Charles has already established a base camp on the Ice Sheath 50 miles northwest from Princess Christiana Station. The PCs and Sir Charles can be ferried to the spot aboard one of the station’s liftwood flyers. After some hurried, last-minute preparations, the PCs, Sir Charles and Topwash set out aboard the steam sleigh, heading away from the warmth of the Sun into the icy unknown of the Dark Side.

EXPLORE GEAR

Sir Charles has brought along a fair amount of equipment for the exploration of the Dark Side. PCs are free to use any or all of it, as well as their own gear.

Vacuum Suits: Invented by Sir Charles, these have air tanks with a seven-hour reserve and are specially insulated against cold. Each suit is equipped with a clockwork alarm which goes off after 3.5 hours. Weight is 20 lbs. One is available for each person.

Ordinary Apparatus: Sir Charles has brought a set of surveying instruments, digging tools, a camera specially modified to withstand the frigid climate, 5000 feet of rope, a large, hand-operated drill capable of going down 10 yards, 10 pounds of dynamite, and four complete sets of mountain-eering gear (pitons, ice axes and pulleys).

LAND OF ETERNAL NIGHT

As the steam sleigh chugs southward into the Dark Side, the temperature drops steadily. The first 24 hours of the voyage are spent crossing the Ice Sheath. The temperature declines during that time from 0°C to –100°C. PCs wearing very heavy arctic gear can venture outside in these temperatures, if necessary. But the intense cold makes guns prone to jam. Roll a die each time a gun is fired; on a 6 it jams.

It is perpetually night on the Ice Sheath, with no moon to see by. Mercury’s bright auroral displays can often illuminate the sky with fantastic patterns of light and color. In addition, the steam sleigh is equipped with powerful electric searchlights, so the party can see for about a mile in every direction. The steam sleigh cannot traverse mountains, crater rims or crevasses. Its speed is reduced to seven miles per hour in hills.

The Ice Sheath is a vast glacier, with a mostly level surface covered with fine snow. Here and there great mountain ranges poke through the ice cap, and elsewhere are volcanos, craters and crevasses. The Ice Sheath has been mapped from the air to a distance of 20 miles beyond the edge of the glacier; the rest is unknown. (The referee should create a map with the unknown areas left blank for the PCs.)

The referee should check the weather every 12 hours. Roll a die and consult the following table:

WEATHER

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>Clear and still. Travel is unimpeded.</td>
</tr>
<tr>
<td>5</td>
<td>Fogs. Visibility is reduced to 100 yards. All tasks related to piloting the vehicle or avoiding hazards increase one level</td>
</tr>
<tr>
<td>6</td>
<td>Snowstorm. Visibility is reduced to 50 yards. All tasks related to piloting the sleigh or avoiding hazards increase one level, and any PCs outside the sleigh must roll an Easy task of Endurance to avoid suffering one wound from frostbite.</td>
</tr>
</tbody>
</table>

HAZARDS OF THE DARK SIDE

Once every 100 miles travelled the referee should roll a die. On a result of 1 or 2, a hazard is encountered. Roll another die and consult the following table:

HAZARDS

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Crevasse</td>
</tr>
<tr>
<td>2</td>
<td>Volcanic vent</td>
</tr>
<tr>
<td>3</td>
<td>Avalanche</td>
</tr>
<tr>
<td>4</td>
<td>Whiteout</td>
</tr>
<tr>
<td>5</td>
<td>Windstorm</td>
</tr>
<tr>
<td>6</td>
<td>Mechanical failure</td>
</tr>
</tbody>
</table>

Crevasse: A small canyon in the ice, cutting across the steam sleigh’s path. The party must detour one to six miles around it. PCs on foot can attempt to climb down one side of the crevasse and back up the other side. Each climb requires a separate Difficult Piloting task roll and half an hour. If the vehicle is travelling in a fog, snowstorm, whiteout or windstorm, the driver must make a Difficult Piloting skill roll to avoid tumbling the sleigh into the crevasse. The result of such a crash is the same as an avalanche, described below.

Volcanic Vent: An active volcanic vent is visible on the horizon. If the PCs elect to have a close look at the vent, they may encounter some of the life forms of the Dry
Ice Zone clustered in the warm region around the vent.

**Avalanche:** As the steam sleigh travels up a slope, the unstable layers of ice and snow suddenly give way and begin to slide. A Formidable Piloting skill roll is needed to keep the steam sleigh from suffering a mishap. If the roll fails, consult the following table:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Minor damage. A Moderate Mechanics skill roll and 15 minutes are needed to get the steam sleigh operating again.</td>
</tr>
<tr>
<td>3-4</td>
<td>Major damage. A Difficult Mechanics skill roll and half an hour are needed to get the vehicle operating again.</td>
</tr>
<tr>
<td>5</td>
<td>Minor damage and overturned. A Moderate Mechanics skill roll and 15 minutes are needed to get the steam sleigh operating again. And unless the sleigh can be righted, the party is marooned.</td>
</tr>
<tr>
<td>6</td>
<td>Major damage and overturned. A Difficult Mechanics skill roll and half an hour are needed to get the vehicle operating again. And unless the sleigh can be righted, the party is marooned.</td>
</tr>
</tbody>
</table>

---

**Whitesout:** A sudden heavy mist envelops the vehicle, cutting visibility to zero. The steam sleigh must be stopped, or else there is a 1-2 chance of having an accident and damaging the vehicle. PCs on foot in a whitesout may become separated and lost unless they are tethered together. A whitesout lasts 1D6×15 minutes.

To avoid getting lost in a whitesout is a Difficult task versus Observation or Tracking skill.

**Windstorm:** A storm strikes the vehicle, making further progress impossible. Characters inside the steam sleigh are safe, but those outdoors must make a Moderate Endurance task to avoid suffering damage from the icy wind. Persons falling their roll suffer one wound. A windstorm lasts anywhere from 30 minutes to three hours (1D6×30 minutes).

**Mechanical Failure:** Something has gone wrong aboard the steam sleigh, making further progress impossible. Roll 1D6. On a 1-4 it is a minor failure; on a 5-6 it is a major failure. A minor failure requires 15 minutes to fix and an Easy Steam Mechanics task roll, while a major failure takes an hour and demands a Moderate task roll. (If the repairs are left up to Jack Topwash, it will always take at least an hour to get the vehicle moving again.)

**Overturned:** If the vehicle is overturned, everyone aboard must make a Difficult Agility roll to avoid suffering a wound. Obviously, the steam sleigh cannot move when it is overturned, but the steam engine can function even in such a strange orientation (Sir Charles anticipated that something like this might occur). Righting the toppled steam sleigh is an extremely difficult job. The referee should encourage the PCs to come up with ideas for solving the problem. If none of their plans seems feasible, Sir Charles can suggest using the steam sleigh's engine to drive a pulley and right the vehicle with ropes.

---

**Dry Ice Zone**

Once the PCs pass beyond the 300-mile mark, the temperature becomes so low that carbon dioxide freezes out of the air. Humans must wear vacuum suits to avoid damaging their nasal passages (unprotected persons breathing the air suffer one wound). The air is also thinner here, and every PC’s effective Endurance is reduced by 1 outside the pressurized cabin of the steam sleigh. PCs wearing vacuum suits do not suffer this penalty. The same hazards of travel apply in the Dry Ice Zone as in the Ice Sheath, but of course it is much more dangerous to be marooned here.

**Important Discovery:** If the PCs study the surface of the ice in the Dry Ice Zone, they stand a chance of making a major scientific discovery: Seeds are buried in the ice. To discover these seeds is a Formidable test of Biology or Observation, and requires at least an hour’s study of the ice. Further research will uncover tiny wormlike creatures curled up in the snow. They become active when the temperature rises to around −150 F.

**Temperature Effects:** Because humans are so much warmer than the inhabitants of the Dry Ice Zone, they can do damage simply by touch. In hand-to-hand combat, all attacks by humans against ice creatures do one extra wound, and all tail, claw or teeth attacks by ice creatures against humans likewise inflict one extra wound. Humans in vacuum-suits neither inflict nor suffer extra damage because of the suit’s insulation. Combat with melee or ranged weapons is unaffected.

It is difficult to imagine how life forms could have evolved on the Dark Side of Mercury in the relatively short life of the planet.

Their high level of sophistication suggests (to persons with Biology skill) that they may have originated on one of the outer planets of the Solar System, where conditions are similar. How they reached Mercury remains to be determined.

**Encounters:** In addition to the normal hazards of travel, PCs may encounter denizens of the Dry Ice Zone on a result of 1 on 1D6 (or around volcanos or volcanic vents, on a result of 1-4 on 1D6). Roll on the following table to determine encounters:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Ice worms:</td>
</tr>
<tr>
<td>4</td>
<td>Ice spiders:</td>
</tr>
<tr>
<td>5</td>
<td>Ice borers:</td>
</tr>
<tr>
<td>6</td>
<td>Ice dwellers:</td>
</tr>
</tbody>
</table>

**Ice Worms:** These are mobile herbivores preying on the strange plants which grow in warm areas. They cluster around hot spots and hibernate when the warm places disappear. They are nonaggressive and will generally flee from any creature larger than themselves. Big ones may fight back against an attacker.

**Small Worms:** Number Appearing: 1D6

<table>
<thead>
<tr>
<th>Size</th>
<th>Movement</th>
<th>Wounds</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x1 square</td>
<td>L10</td>
<td>10</td>
<td>Tail</td>
</tr>
<tr>
<td>1x2 squares</td>
<td>L15</td>
<td>15</td>
<td>Tail</td>
</tr>
</tbody>
</table>

**Medium Worms:** Number Appearing: 1-2

<table>
<thead>
<tr>
<th>Size</th>
<th>Movement</th>
<th>Wounds</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x3 squares</td>
<td>L15</td>
<td>15</td>
<td>Tail</td>
</tr>
</tbody>
</table>

**Large Worms:** Number Appearing: 1

<table>
<thead>
<tr>
<th>Size</th>
<th>Movement</th>
<th>Wounds</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>1x3 squares</td>
<td>L15</td>
<td>15</td>
<td>Tail</td>
</tr>
</tbody>
</table>

**Ice Spiders:** These are small carnivores roaming the ice surface in search of food. They are timid and will flee any larger creature, but are attracted to warmth. They will not attack anything larger than themselves unless their survival is threatened.

**Ice Borers:** Ice borers are sessile trap-builders, hibernating beneath the ice until food appears, then lunging forth from their burrows to attack. Ice borers will always have surprise when they attack from under the ice. If they cannot subdue their prey quickly, they will retreat into their burrows.

**Number Appearing:** 1

<table>
<thead>
<tr>
<th>Size</th>
<th>Move</th>
<th>Wounds</th>
<th>Weapons</th>
</tr>
</thead>
</table>
| 1x1 square  | L40  | 40     | Teeth   

---

**Challenge 52**
Ice Dwellers: Ice dwellers are large creatures vaguely resembling spider or crabs. They are pure white and walk on four legs, with two arms bearing tool-using hands. The ice dwellers are intelligent, though extremely primitive. Their civilization is on roughly the same level as the Venusian Lizard-Men and is similarly handicapped by a lack of metal.

Ice dwellers are attracted to warmth, like all the ammonia-based life forms of the Dark Side. They live by gathering the plants and small animals which remain dormant in the ice, becoming active only around volcanic heat sources. Most groups of ice dwellers remain stationary around volcanic vents, but population pressure or the disappearance of a vent sometimes sends a group wandering across the ice.

Number Appearing: 1-2 in the wilderness, 3-10 near hot spots Size: 1x1 square Movement: L20 (for one turn only, after which maximum speed is 7) Wounds: 3 Save: 1 Weight: 100 pounds Weapons: Claws (2,4,1). Ice dwellers can also throw chunks of rock or hard ice as if with a Strength of 2, and can use spears as Green NPCs.

WRECK OF THE HERMES

The Hermes rests at the edge of a deep crevasse and is already covered with a fine layer of frost. The ship's hull is split, and much of the cargo is spilled across the ice.

The PCs will make a startling discovery as they examine the wreck: There are over 300 bodies in the smashed hull or scattered on the ice. All are young men wearing German military uniforms without official insignia. The cargo hold contains several dozen crates of rifles and ammunition—enough to supply a small military force for a brief campaign.

If the PCs search the wreck thoroughly, they will find a plan (written in German, of course) for a group of soldiers, claiming to be colonists, to seize Princess Christiana Station and proclaim themselves rulers of the Republic of Mercury, which will then accept German protection. Letters indicate that the plan has the consent of the highest levels of the German government—perhaps the kaiser himself.

MAROONED ON THE DARK SIDE!

On Sir Charles' instructions, Topwash will remain with the steam sleigh while the others investigate the wreck. If any PCs remain on board the sleigh, Topwash will wait until the others are well away from the vehicle, then pull a heavy revolver and attack the characters on board. He will try to subdue them, then take them out of the sleigh through the airlock. Once he has full control of the steam sleigh, Topwash will fire up the engines and head back toward the station, abandoning Sir Charles and the PCs.

If the PCs on the sleigh overcome Topwash, a time bomb hidden in the vehicle’s engines will detonate half an hour after he is defeated, irreparably damaging the steam sleigh.

Either way, the party is stranded in the frozen wastes of the Dry Ice Zone with no way to get home. If Topwash’s theft was not successful, the boiler of the steam sleigh can keep the party members warm. If Topwash’s theft was successful, characters with Electrical skill may tap the batteries of the crashed ether flyer for heat. To do so is a Difficult task requiring 20 minutes. The batteries will last for two days. Food is no immediate problem as the hold of the Hermes has enough undamaged supplies to feed the party for weeks.

CREATURES OF THE NIGHT

Once the PCs have found some way to create heat and stay alive, they will notice that the warmth attracts Dark Side life. All Dark Side life is attracted to heat, but cannot survive in temperatures above the boiling point of carbon dioxide. Any nonintelligent creatures will be attracted to the warmth of the steam sleigh and cluster around it. Ice dwellers will be more cautious, hanging back to observe the machine, then leaving to inform their tribe. The life forms will treat the characters’ shelter as another volcanic hot spot and gather around it to conduct their lives.

After about 10 hours, the PCs will see a group of 10 ice dwellers. These are obviously different from the other life forms— they carry primitive spears and travel in an orderly group. The tribe consists of 10 individuals—four females, three males, and three juveniles. The leader is the biggest male, Kood (a Veteran NPC).

COMMUNICATING WITH THE ICE DWELLERS

Establishing contact with the ice dwellers will not be easy. At first they will not recognize the humans as alive. Then they will assume that the humans are not intelligent and will react defensively to anything they perceive as a threat. The PCs must convince the ice dwellers that they are alive, intelligent, not a threat, and in need of help. The PCs must convince the ice dwellers that they are alive, intelligent, not a threat, and in need of help. The ice dwellers speak in voices that sound high-pitched to humans because of the thin air of the Dark Side. Their language is complex, consisting of root words expressing fundamental concepts, to which various suffixes are added. Some of their basic words follow: shoonva (warm), shoonta (to go), shoonta (a warm place, an ice borer), shoonva (warm place, a volcanic hot spot or the ruins), zatab (to talk), quatoara (to talk), quatoara (to talk, an ice borer), niebelarooyish (talking things or ice dwellers).

RUINS

If the PCs can successfully communicate their plight to the ice dwellers, the leader of the tribe will attempt to get the humans follow his group across the ice, away from the steam sleigh. The ice dwellers will lead the PCs across the ice for three hours, until at last, creating the rim of an ancient crater,
the party can see a mysterious complex of towers and strange egg-shaped domes at the bottom.

There are several encampments of ice dwellers around the complex, and many small black plants grow from the ice in the vicinity. But neither the plants nor animals approach closer to the buildings than 100 yards. The reason will become clear if the player characters enter the complex: It is far too hot for the ice dwellers, for inside the ruins the temperature is about 0°C Fahrenheit.

The details of the complex are left to the referee, but in exploring the ruins the PCs may find a number of interesting items.

- The first is a room whose walls are covered with elaborate murals depicting humanoid creatures living in vast cities, building huge machines and flying through space in fantastic ether flyers. The beings may be recognized by PCs who have visited the interior of Luna as Vulcans, inhabitants of the now-vanished fifth planet.
- The second noteworthy site in the complex is a room containing a large crystal sphere, about a yard across, mounted on an elaborate base of metal tubing. When anyone approaches the sphere, images appear within it showing the Vulcans exploring the Dark Side of Mercury using large tripod walking vehicles.
- The third site is a large hangar or garage containing two tripod vehicles. One is obviously damaged beyond repair, but the other seems intact. The controls of the vehicle are very complex and entirely unfamiliar. The tripod has a cabin with space for six people (if tightly packed). It is insulated and pressurized against the hostile conditions of the Dark Side. The machine travels at a speed of 20 miles per hour. It is electrically powered, and its batteries can provide power for 30 hours.

To attempt to figure out the controls requires an Impossible Intellect task roll and an hour of study (PCs who have viewed the crystal sphere need only make a Formidable roll). Once the controls have been deciphered, operating the machine requires a Difficult Mechanics task roll to avoid accident. If none of the PCs have an adequate Pilot skill, then a Formidable Mechanics task can be substituted.

OUT OF THE DARKNESS

One the way back to Princess Christiana Station, the PCs will still have to cope with all the hazards of the outbound trip. In particular, mechanical failures of the tripod machine will all require Formidable or Impossible Mechanics rolls to repair. Too much delay en route may leave the PCs stuck with dead batteries hundreds of miles from the base.

The tripod is subject to the same terrain restrictions as the steam sleigh, except that speed is unaffected by hills. If Topwash is still alive, he may yet try desperate measures to stop the party from reaching the station alive.

Rewards: The scientific prestige of discovering the ice dwellers will be substantial, but the British government will try to keep the Hermes matter quiet and use it for political leverage against the Germans. Player characters attempting to publicize the affair will be discreetly encouraged not to do so.

Scientists can get new research dice in Transport and Electricity by examining the tripod machines, plus research dice in Biochemistry by studying the life forms of the Dark Side.

And Sir Charles may decide to ask the PCs to test his next invention, whatever that may be. Ω
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Greedy, profiteering, cunning—the Ferengi are a powerful new player in the never-ending game of galactic coexistence.

Ferengi

By James P. Gee

The Federation's first recorded meeting with the Ferengi Empire occurred sometime around stardate 2/9033, when the exploration vessel USS Stargazer engaged and destroyed a hostile alien craft in the Maxia Zeta star system (it would be over nine years later before the identity of the ship was confirmed as Ferengi). About a year later rumors of a new economic entity operating along the Federation's spinward border began to circulate through the trade routes of the known galaxy, and the name Ferengi first appeared. Soon after, many independent merchants in that area began to report a surplus of otherwise rare technologies and products showing up in the local markets. Also many planets belligerent to the Federation and its new Klingon allies began to receive shipments of highly sophisticated weaponry from an unknown source.

The first formal, face-to-face contact with the Ferengi occurred only three years ago when the new USS Enterprise intercepted a large Ferengi craft (code named "Marauder") which had stolen a T-9 energy conversion unit from a Federation-held planet. Circumstances that developed, which remain classified at this time, forced the crews of the two vessels to work together; since this incident, the Ferengi have had more open contact with the races of the Federation, finding it to be a lucrative new market.

FERENGI CULTURE

Very little is known about the Ferengi culture and social structure other than scant information from brief encounters. These meetings are probably not good sources of objective data as the Ferengi, for the most part, believe that the free giving of anything, including information, is unprofitable, and thus undesirable. In Ferengi society, wealth equates directly with social status, so greed is the underlying force among these people. Rumors have it that almost all services in the Ferengi-dominated sphere are paid for (that is, the individual with the largest amount of money has the best medical care, best schooling, best protection and highest quality goods). This is a stark contrast to the Federation, where material needs have been all but eliminated.

Ferengi have in some encounters spoken highly of honor, but Ferengi do not fight honorably. They are an embodiment of the human phrase "the ends justify the means." They will do anything ranging from literal back-stabbing to mind control to double-crossing as long as they can gain from it. The only possible honor a Ferengi would be concerned about might be economic clout. After all, the prestige of being a good, or successful, merchant is no doubt foremost on a Ferengi's mind.

Everything in the eyes of a Ferengi is property—its purpose...
is to gain its owner the most money in the most profitable way. The term "property" is also used to describe the Ferengi female. Some researchers speculate that problems in propagating the species have made healthy female Ferengi a valued commodity. Ferengi females are kept unclothed by their mates because it is believed that this state makes them less provocative to potential thieves. Also, many Ferengi males believe that females are not worth the expense of clothing.

**MERCHANT NAVY**

A little more is known about the nature of the Ferengi space fleet. According to many sources, the Ferengi Navy is not so much a single, unified force but a loose confederation of vessels joined together for a greater economic good. Star Fleet Intelligence Command's new Ferengi Contacts Branch has reported that a starship "daemon" must turn over a large percentage of his ship's profit to the Ferengi Naval Command in return for the use of the vessel. In this way, the naval command keeps relatively tight control over its various ships, especially since a daemon who is acting in an unprofitable manner usually will be relieved of command by another aboard who desires his position. Positions aboard Ferengi vessels seem to be somewhat the same as positions on Federation and KDF starships. Security responsibilities usually fall to the first or second officer. Also, unconfirmed reports show that the ship's doctor acts as a direct informant of the daemon's actions to the naval command, much along the same lines as the Imperial Security and Imperial Intelligence organizations in the Klingon sphere.

The daemon is the highest ranking official in the Ferengi fleet encountered by Star Fleet personnel, although intelligence operatives report the existence of other ranks which translate as "merchant first class" and "archtrader." A daemon seems to be assigned roughly to each sector and subsector in the Ferengi sphere of influence and thus acts in the position of a coordinator for all the Ferengi mercantile ventures in his area. It is believed that the large Marauder-class starships are used as mobile bases for this. Along those lines, daemons may be called upon by the Ferengi Naval Command to enforce an aspect of Ferengi policy or acquire special goods, properties, treaties, etc., much in the same way a starship captain acts as a representative of the Federation in some instances. Daemons may also have direct, or perhaps indirect, control over the smaller Ferengi vessels in their areas (These small vessels have been confirmed on long-range sensor sweeps, although they tend to avoid alien craft as much as possible.)

**SCOPE OF THE EMPIRE**

The term "Ferengi Empire" may be somewhat of an incorrect statement. The Ferengi do control a few planets within the Federation Exploration Treaty Zone, and they use them chiefly as bases for the navy and also as merchant outposts. They do not, however, seem to colonize worlds on the mass scale as humans have. As of yet, there is no defined border for Ferengi territory, and even most Ferengi-controlled worlds have not been recognized as such by the UFP. Rather, the Ferengi Empire is an empire of trade. The reason the Ferengi are not that concerned with territorial gain is simple—bigger borders
mean bigger costs. If Ferangi society as a whole reflects the structure of the navy, there is no central body that will pay for the construction, maintenance, defense, and administration of vastly spread colony worlds. It is just not profitable enough. More to the point, several large Ferangi centers of trade are not needed as similar facilities are abundant in Federation-controlled space. Already, Ferangi vessels frequent many of the larger ports of call on the outer edge of the UFP.

The exact size of the Ferangi sphere of influence is not known. Ferangi ships seem to be spreading as fast as possible through the newfound Federation frontier with the hopes of greater profit. Already the trade empire has extended itself along the spinward border of known space even as far as Betazed, nearing Tholian territory. Also, Ferangi ships have been sighted in the sectors along the now-defunct Organian Treaty Zone, although the Klingon Defense Force has done an adequate job of preventing them from penetrating the main Komerek Klingon. As a whole, the Ferangi Empire is a nation of great wealth, so much so that smaller independent societies, such as the Orions, have been crushed under the Ferangi economic machine.

While they have referred to their homeworld as Ferengal, its location remains a mystery, although it undoubtedly lies somewhere along the Federation’s spinward border. Evidence points to it as a class-M planet, with possibly a thin atmosphere (which the acute hearing of the Ferangi is attributed to).

FERENGI PHYSIOLOGY

The Ferangi are a semihumanoid species. They have large, oversized ears extending out from a bridge along the forehead and enjoy atypically acute hearing. The forehead and back of the head both seem to be lobed into two separate halves. Ferangi have sharply pointed, small teeth and a ridged, flat nose. Most Ferangi stand somewhat erect, although they do tend to move hunched, especially in situations of extreme stress. Average stature is about 1.5 meters, but Ferangi are exceptionally strong for their size.

The Ferangi brain has a unique structure. Unlike the dual-lobed nature of most humanoid stock, the Ferangi mind is broken into four separate lobes. This is a rare structure among humanoids, although not entirely unheard of. A benefit is that all telepaths of the Federation, including Betazoids, cannot read Ferangi thoughts whatsoever. Indeed, to a Betazoid, a Ferangi person seems to be “just not there.” It is unknown whether or not Ferangi are immune to, say, Vulcan mind melds.

FERENGI AS NPCs

The following are the formulas given in FASA’s Next Generation First Year Sourcebook for deriving attributes for Ferangi (male) NPCs. While the PSI skill is listed here, remember that the Ferangi are “mind-blind” in the eyes of most Federation telepaths:

- STR 50 + 4D10
- CHA 3D10
- END 1D100
- LUC 1D100
- INT 1D100
- PSI 2D10
- DEX 40 + 5D10

While the First Year Sourcebook claims that the Ferangi energy whip is the standard side-arm of the Ferangi Navy, episodes from The Next Generation’s third season have shown that they also utilize what appear to be phaser-like weapons. Since this weapon is undoubtedly a copy of the Federation version, use the statistics for the Phaser I-B as its operating parameters as well.

The Ferangi offer a unique opportunity to a referee. Here is an adversary to the Federation with no recognized borders. Their exploits so far are centered within the recognized boundaries of the Federation Exploration Zone, and they have visited many of the outer Federation worlds, including Betazed. When used with finesse, Ferangi NPCs can add a new twist to any adventure. Be wary, however, of using them simply as “ heavies,” a blatant waste of their true potential. While Ferangi motives may be simple, their methods are complex. Above all, the Ferangi are a mysterious race who roam the galaxy for profit.
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**Cadillacs & Dinosaurs**, the roleplaying game, is based on *Xenozoic Tales*, the acclaimed comic series by Mark Schultz. Complete rules (based on GDW's award-winning *Twilight: 2000* game system) detail character generation, combat, exploration, equipment, and adventuring in this fascinating future world.


GDW products available at your local hobby shop. Or for information write to GDW, PO Box 1646, Bloomington, IL 61702-1646.
or tens of thousands of years, cows have been the predominant intelligent race in our galaxy—every place except on Earth, that is. For some reason, Terran cows just never developed an interest in organic chemistry, quantum mechanics, or electrodynamics—typical space-time flux science. Instead, they remained content to bask in the sun, munch grass, and crowd together under one tree during lightning storms.

From the very beginning, this lack of ambition seriously disturbed the United Galactic Council, especially considering the fact that Terran humans were beginning to show every sign of evolving in the cows’ stead. While humans were learning how to hit things with rocks and how to use fire, the Council debated long and heatedly, but eventually it was decided that the planet should be allowed to pursue its own course—if Terran cows hadn’t the spunk to go out and explore the galaxy, then that was their problem.

But there were those among the UGC who stood on the other side of the fence. These were the renegade Holsteins. The Holsteins believed that it was their duty to make Terran cows evolve, so they set about doing just that. Fearing Council censure, however, they kept their plans secret. Clandestinely, they fitted a starship with an experimental laboratory designed to produce a fluid which, when fed through the floor of the vessel, thereby saving quite a bit of space. Instead, they remained content to bask in the sun, munch grass, and crowd together under one tree during lightning storms.

Unfortunately, the lab was so large that it would not completely fit into a standard starship. But the Holsteins were up to the challenge. First, they redesigned their ship’s interior, knocking out unnecessary walls, scratching from the designs any room that wasn’t absolutely necessary. (They kept the engine room and bridge, for instance, but got rid of the brig, or “cow poke.”) Also, they built the lab so that its dispensers extended out of the Grass Age and into space. This laboratory was code-named the “Unified Device for Dispensing Evolutionary Readjustment,” or UDDER for short.

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Note 1: In this adventure, “cow” is used as a generic term for cattle of either sex (as per the word’s secondary usage according to Merriam-Webster). It is not intended to indicate a gender bias.

Note 2: This adventure is rated P (excessive punning). Reader discretion is advised.
Name: Byron, Shelley, Keats and Wordsworth

Goal: Free Earth’s cattle from slavery and incite them to take a place among the stars.

Physical **X** Ectoplasmic______ (Check One) Intelligent **X** Mindless ______ (Check One)

Species or Race: Bovine cyborg

Sex: Bull

Hair Color: Predominantly white, black and brown

Height: 8-9 feet (standing upright)

Age: Multiple tens of thousands of years.

Eye Color: Brown (of course)

Weight: 900+ lbs.

Tags: These cows stand upright on their hind legs, which makes them tower above humans. The long, heavy cow bodies walking upright on spindly cow legs might seem silly were it not for all the frightening cybernetic equipment sprouting from them. The ICKHs have no sense of humor, nor any emotion other than dedication to their mission. They speak in a continual, mechanical monotone.

TRAITS

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TALENTS

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<td>Lock Horns*</td>
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*Lock Horns (New Skill): These cows are nigh unemotional and bullishly dedicated to their mission. They can use the Lock Horns skill to resist the effects whenever a Ghostbuster tries to deter them from their goal.

SPECIAL ABILITIES

Flight, Invisibility. Note for city-dwelling readers: These powers are not natural to cows. But the ICKHs have gained them as a result of extensive cybernetic modification.

WEAKNESSES

Defense Cracker, Inhibitor. The first represents the fact that if the ICKHs’ UDDER machine is somehow destroyed, the ICKHs will be unable to complete their plan for fostering a cattle revolution on Earth. The second represents the fact that if the United Galactic Council members get wind of the ICKHs’ activities, they will step in to put a stop to it immediately.

HISTORY & NOTES

Renegades from a galaxy-spanning confederation of cow civilizations, the ICKHs are determined to free Terran cattle from their bondage to humans and to introduce them to a space-age perspective. The ICKHs look upon humans as jackals robbing Terran cows of their destiny.

ENTITY TOUGHNESS

| Power (4) | Traits (6) | Ectopresence (7) | Special Abilities (2 (1G, 1L)) |
about is whether or not to take the ICKHs up on their offer to help them rule the world. They've been ruminating on the idea for a couple of weeks now without coming to any conclusion. On the one hand, they figure, it might be kind of nice to become space-farers, like the legendary cow that jumped over the moon. On the other hand, they have a pretty cushy position right where they are. Needless to say, the ICKHs are disappointed in Brown's cows' lack of initiative.

The Ghostbusters will have to travel to the farm, but once they arrive there, the cows will keep perfectly silent to avoid giving their developing intelligence away. (Although if one of the Ghostbusters manages a Brains roll at Whole Lots of difficulty, that character may hear the words "Cheese it; here they come" as they approach the barn, but nothing else.) PKE tests reveal no paranormal energy. To all appearances, the dairy farm is completely normal, and Farmer Brown is off his rocker. This lack of supporting evidence will make Brown feel very foolish, to say the least. As the investigation progresses, he grows more and more apologetic, more and more desperate to make small talk with the Ghostbusters to cover up his embarrassment.

Finally, after the entire farm has been searched thoroughly with no evidence of ghosts, Brown tries to change the subject. Leaning on the headquarters of a nearby cow, he says "So, how do you city boys like this dairy farm?" "Beg your pardon!" the cow says, indignantly, and kicks Farmer Brown a distance of several yards. (She thinks she's being made the butt of a joke.) Realizing that the cat is out of the bag, all of Brown's cows break loose and begin a stampede north, toward the ICKHs' starship. (The Ghostbusters should make Moves rolls at A Good Amount of difficulty to avoid being trampled in the stampede.) The cows have no idea what to do about the situation, so they are going to their mentors for help. The Ghostbusters can follow cross-country in Farmer Brown's truck.

REEL TWO: "THE HORNS OF A DILEMMA"

This is the climactic scene of the adventure, and the ghostmaster should milk it for all it's worth. The ICKHs find themselves with quite a problem when Farmer's cows arrive. On the one hoof, they don't want to leave the Terran cows to face themselves with quite a problem when Brown's cows arrive. On the other hoof, their starship will crash heavily into a pasture, but at the last moment it pulls up, just grazing the field. The Ghostbusters are easily able to keep up with it in Farmer Brown's truck, and they can blast at it with their proton packs, making the ICKHs' attempts to fly even more difficult.

Hitting the lumbering ship with the proton packs involves Very Little difficulty, and if any of the Ghostbusters makes a success roll of Whole Lots of Success or more, it spells UDDER disaster for the ICKHs. In effect, the ship has been creamed. That is, the evolutionary milk device explodes, spraying dairy products over the countryside for miles around, and the starship crashes into a haystack. The Terran cows come spilling out and scatter in all directions. The Ice-Age Cyborg Kamikaze Holsteins climb out and set themselves for a fight.

REEL THREE: "SHOOTING THE BULL"

Now the Ghostbusters get to meet the critters that are behind the sudden IQ jump of Farmer Brown's cows. For their part, the ICKHs will prepare to sell themselves dearly; they refuse to be cowed by the fact that the Ghostbusters have destroyed their ship. Of course, with their powers of Flight and Invisibility, they should be able to put up an interesting fight. Whether they win or lose this battle makes little difference on a worldwide scale, however.

The Ghostbusters have managed to deal the ICKHs enough of a setback to prevent them from leading a general Terran cattle revolt, and the destruction of the starship has drawn the attention of the United Galactic Cowm, which will prevent the Holsteins from pursuing the plot any further.

What does remain to be decided by the battle is whether or not the ICKHs escape. If the Ghostbusters manage to round them up, members of the UGC will secretly send a representative to collect them, and they will make the Ghostbusters honorary members of the Cowncil, as long as the Ghostbusters agree to keep the UGCs' existence secret from the rest of humanity. If, on the other hand, the ICKHs best the Ghostbusters, they will escape to plot their revenge.

In any case, as the effects of the stellar milk wear off, Farmer Brown's cows will revert to their original intelligence level and return to the placid existence they once had. And Brown will have a wonderful tall tale to tell his grandchildren when they come to visit. Ω
Urban Beasts for NightLife

By Lester W. and Jennifer A. Smith

You’ve seen Night of the Living Dead (who hasn’t?), The Lost Boys, and Nightbreed, and you’ve read The Vampire Lestat so many times you’ve nearly memorized it. You loved The Howling and Wolfen. You’re dying (no pun intended) to roleplay an ultraslick vampire or a cagey werewolf, but most games relegate them firmly to the roles of evil NPCs. Where can you go to satisfy your craving? The answer is NightLife by Stellar Games.

NightLife, the self-proclaimed “roleplaying game of urban horror,” is devoted to a style of horror known as “splatterpunk.” What really makes NightLife unique, however, is that all player characters are monsters of one sort or another, and they are all part of a secret subculture in New York City.

NightLife’s horror is serious. Just as in Call of Cthulhu, where characters have to balance their need for a growing knowledge of the Cthulhu mythos versus a resultant loss of Sanity points, characters in NightLife must balance a need to feed on humans against a resultant loss in Humanity points. The longer you go between feedings, the weaker your supernatural abilities become.

If you let your Humanity drop too far, the loss begins to snowball, and soon you find you’ve lost all Humanity and have become nothing but a mindless horror.

There are a host of different PC creatures in NightLife, and even more that serve as NPC races. But strangely enough, virtually no animals are detailed (Gorehounds being the one exception, and excluding the vampires’ and weres’ animal forms).

In this article, therefore, we present you with a number of animals to include in your NightLife adventures.

**Creature Statistics**

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*This creature’s MOVE score is while flying.

**Abbreviations:** STR: Strength DEX: Dexterity FIT: Fitness INT: Intelligence WILL: Will PER: Perception ATT: Attractiveness LUCK: Luck HTHD: Hand-to-Hand Damage (base HTHD+bonuses from teeth, claws, etc.) SP: Survival points MOVE: Movement rate, in feet per battle turn (six seconds).
SNARL

STR: 0 PER: 18 DEX: 35 ATT: 0 FIT: 24 LUCK: 37 INT: 0 BH THD: 8 WILL: 35 SP: 24 Max Humanity: 0

Edges: Drain (Anguish), Fear Projection Flaws: Environmental Harm (Sunlight: 6 SP/BT)

Humanity Damage Modifier: None
Skills: None Faction: None

Snarls are so named not because of any sound they make, but rather because each is a twisted collection of animal spirits, tangled together like a snarled skein of yarn. The bulk of the spirits are those of pets that died after being abandoned, or of those that were struck by an auto and took an excessively long time to die. In appearance, a snarl looks like a boiling fog, within which can be seen ghostly images of starved or mangled cats, dogs and other pets, as well as rabid rats, snakes and even coyotes, all clambering ferociously over one another in a tangled mass. A snarl has no real intelligence, but simply attacks whatever it encounters, projecting onto it victims its own intense suffering and thereby driving the victim to madness (typically resulting in suicide)—or at least into a panic in which the victim injures itself while trying to get away. In either case, the snarl then feeds off the anguish it has caused.

TRASH PUPPY

STR: 30 PER: 25 DEX: 10 ATT: 0 FIT: 40 LUCK: 12 INT: 0 BH THD: 14 WILL: 40 SP: 52 Max Humanity: 0

Edges: Induce Heart Attack Flaws: Environmental Harm (Running Water: 1 SP/gallon/BT)

Humanity Damage Modifier: None Skills: Tracking Faction: None

New York has been legendary for its strikes by trash collectors. But even at the best of times it suffers from a surplus of garbage. Much of its refuse blows into gutters and alleyways, where it collects, compacts and soaks up liquid wastes, becoming an unrecognizable, foul-smelling muck. Sometimes a particularly noisome pile will soak up something more as well—the psychic residue of suffering from drug addicts, mugging victims and the homeless. When that happens, it can give “birth” to a trash puppy. Trash puppies are animated, quadruped (generally) mounds of garbage that can feel the suffering of humans. They try to quell suffering in a particularly horrific way—they stalk the streets in a mindless search for sufferers, which they then suffocate beneath their load of decaying trash. Each time a trash puppy suffocates someone, there is a chance that its energies will be dispelled and it will “die.” The referee should roll versus the trash puppy’s Will score, and if that roll is successful, the trash puppy “gives up the ghost.” Trash puppies can also be destroyed by deluging them with water (a fire hose makes an excellent weapon against trash puppies). By and large, the Kin loathe trash puppies. For one thing, in their mindlessness, trash puppies threaten to alert human society to the supernatural underground. For another, in killing humans so senselessly, they waste perfectly good meat.

SLOUGH

STR: 0 PER: 13 DEX: 12 ATT: 0 FIT: 38 LUCK: 10 INT: 0 BH THD: 24 WILL: 6 SP: 48 Max Humanity: 0

Edges: Weapons Immunity Flaws: Unknown

Humanity Damage Modifier: None Skills: None Faction: None

Liquid wastes, solid wastes, powerful chemicals and an occasional pet or two—all are things that find themselves flushed into the New York City sewer system, whether from private toilets, street gutters, or industrial waste pipes. Recently, this rich stew has given rise to a new creature, much as life on Earth is said to have originated in a rich mix of chemicals. The Kin call this new creature the slough, and it is basically a gigantic, mindless blob of acidic mucus that dissolves and consumes anything it can catch. Fortunately, the slough cannot move very swiftly. Unfortunately, no one knows the true extent of its size. The Kin believe one exists, and steps are being taken to destroy it. Until some means can be devised of doing so, however, an occasional sewer worker will continue to disappear, falling prey to the slough. Ω
At last . . . the complete guide to dimension-hopping adventure. Anything can happen . . . Space Patrolmen and French musketeers can work together to save Abe Lincoln . . . or to make sure he’s assassinated, to preserve history as we know it. Now GURPS players can tie all their campaigns together . . . adventuring across time, or in parallel universes, to visit every GURPS worldbook ever published.

This book is a collaboration between two Origins Award winners — Steve Jackson (Illuminati, Car Wars, GURPS) and John M. Ford (Yellow Clearance Black Box Blues).

With this book, the GURPS system reaches its full potential for universal adventure. Any time, any place, any universe, any genre. Anything can happen!

Ask for GURPS Time Travel at your hobby shop.
The night was fluffy and full of possibilities. Professor Johnson could feel the goose-down of tension in the air as he stood atop his stony fortress. "At last!" he bellowed. "At last, my device is ready! Now, nothing can stop me! They laughed at me at the university! Called me mad! Me, the greatest genius of all time, mad!" (Insane laughter, insane laughter, insane laughter.) "They said my experiments were insane! Now, I can show them all, show them who the real genius is when I destroy an entire dimension!" (Insane laughter, insane laughter, insane laughter.)

"Igor, lower the table into the fluff!" The mechanical, hunchbacked man began to turn a great wheel, lowering the sheet-covered table into a vat of synthetic fur.

Without further plot exposition, the professor reached for large double knife switch, situated high on the huge, flashing console. Just then, a great roaring came to the madman's ears, like the sound of a thousand plush teddy bears screaming and gnashing their teeth. The evil sound originated from the vat and was gradually getting louder.

"It is too soon! Too soon!" raved the madman. "We must escape them, before it's too late! Come, Igor! To the escape capsule!"

Bare inches ahead of the raving horde of cute animals, the doctor reached the escape capsule. From behind him came a terrible scream as his faithful assistant was swallowed up by the wave of plush bodies. The capsule doors closed just as the first of the cute animals leapt at his throat. With a resounding boom, the capsule blasted off, leaving the planet behind, but the doctor did not feel relieved.

His only thought was, "I shall return...."

Dr. Johnson, noted mad scientist, had taken up residence on the planet Kvetchenstien to resume the experiments that got him expelled from "The University." Whether or not the doctor worked at a university is questionable—he might have made the whole thing up for dramatic effect.

His lifelong ambition is to build a machine that can destroy an entire dimension. For a test subject, he chose a small dimension he thought no one would ever miss. Unfortunately, the dimension he chose was the origin of the CuteDeath bears, the power source of the Gutten CuteDeath grenade. Perceiving a threat to their profit margin, the board of directors of Gutten authorized a little espionage. Their spy planted a huge CuteDeath bomb under the doctor's fluff vat, a bomb that opened a permanent portal to the dimension of the evil plush monsters.

**Mondas, the Floating Vagabond**

This has been a pretty strange morning for you. One irritation led to another. The final straw was the freak downpour that soaked you in seconds. In desperation, you ducked into the nearest dry place (which happened to be a bar). To your complete surprise, you found yourself here: The Floating Vagabond, the self proclaimed bar at the center of reality. You somehow overcame your shock.

By Nick Atlas

*With Supplementary Weirdness From Evan Haag, Doug Foreman, John Pries, Mike Rybarczyk and Leslie Tatro*
The dialogue continues for awhile, then the Nicolson-lookalike leaves. If the PCs don’t approach the doctor, he will come to them. His offer is two C-Notes per PC—half in advance and half on delivery. According to the doctor, he was working on an experiment to save an entire dimension from the depredations of horrid monsters. These monsters broke into his lab before his machine could be activated and destroyed it. The only part he cannot duplicate is the power source—a small but potent green globe that leaves. If the globe or any of the circuity is damaged on delivery, he will only pay half the PCs’ fee.

CUDDLY DOOM

The dialogue continues for awhile, then the Nicolson-lookalike leaves. If the PCs don’t approach the doctor, he will come to them. His offer is two C-Notes per PC—half in advance and half on delivery. According to the doctor, he was working on an experiment to save an entire dimension from the depredations of horrid monsters. These monsters broke into his lab before his machine could be activated and destroyed it. The only part he cannot duplicate is the power source—a small but potent green globe that leaves. If the globe or any of the circuity is damaged on delivery, he will only pay half the PCs’ fee.

RANDOM FUZZY PLUSH DEATH

Roll on the Plush Death Table.

Plush monkeys.
The monkeys have six stuffed coconuts each. When thrown, the coconuts inflict 1D4+1 Oops! points damage. The monkeys will do normal fist damage and can bite for 1D4+1 Oops! points. STR: 4 NIMB: 4 AIM: 3 SMRT: 2 COOL: 3 CS: 2 LUCK: 3 OOPS: 16 Skills: Climbing-Expert (7), Throw Plush Coconut-Hack (5), Hurt People-Hack (6), Chatter in an Irritating Fashion-Professional (7), Make Insulting Gesture-Expert (6), Bite Things-Dabbler (5), Dodge-Expert (7), Duck-Expert (7) Number Appearing: 1D4+1.

Kennel kritters.
Kennel kritters are some of the most disgusting of the CuteDeath creatures. They look like ordinary, droopy dogs, but in fact are blood-starved, ravenous, evil monsters. STR: 3 NIMB: 2 AIM: 2 SMRT: 1 COOL: 1 CS: 2 LUCK: 2 OOPS: 17 Skills: Bite Things-Professional (7), Look Droopy-Expert (4), Growl Menacingly-Hack (3), Dodge-Hack (4), Duck-Expert (5) Number Appearing: 1D3–1 (all rolls of 0 are counted as 1).

CuteDeath bears.
Roll on the CuteDeath Bears Table.

Killer fawns.
These young deer are led by the prince of their race, Bamboo. Embittered when his mother was killed while gnawing on the remains of a hunter, Bamboo became even more vicious than normal for his kind. He and his minions will attempt to lull the patrons into a false sense of security, then kill them. STR: 2 NIMB: 3 AIM: 2 SMRT: 2 COOL: 4 CS: 2 LUCK: 1 OOPS: 12 Skills: Hurt People with Hooves-Expert (5), Bite Things-Professional (6), Look Cute and Innocent-Expert (7), Dodge-Expert (6), Duck-Expert (6) Number Appearing: 1D4+2.

Stuffed fluffy white baby seals.
These horrifically cute and fuzzy seals are actually vicious man-eaters. They attack by leaping upon prospective victims and chewing on them. They have one special weakness: They take double damage from attacks using blunt objects (blackjack, saps, clubs, etc.) Their bite does 1D3 Oops! points on a 50% chance of damaging the monkey, and both have huge, gaping maw full of six-inch teeth. Their bite inflicts 1 LUCK: 3 OOPS: 7 Skills: Jump-Expert (8), Cling to Victim-Professional (5), Bite People-Professional (5), Look Cute and Fuzzy-Expert (7) Number Appearing: 2D20.

Giant voracious beanbag chairs.
The giant beanbag chairs are huge, all-consuming monsters that take on the semblance of incredibly comfy beanbag chairs to lure their prey. They each have a huge, gaping maw full of six-inch teeth. Their bite inflicts 1D6+1 Oops! points damage. STR: 6 NIMB: 5 AIM: 3 SMRT: 1 COOL: 5 CS: 1 LUCK: 3 OOPS: 20 Skills: Bounce Really Fast-Hack (5), Bite Things-Expert (9), Smother-Hack (8), Jump-Dabbler (4), Roll-Expert (6), Look Real Comfy-Professional (9), Dodge-Expert (6), Duck-Expert (6) Number Appearing: 1D6 (usually appearing with a minimum of 15 normal beanbag chairs).

Plush boa constrictors.
These long, fuzzy constrictor snakes attack by dropping down on people from above and squeezing them for 1D6 Oops! points per round until they are dead. Anyone shooting one of these snakes while it is squeezing someone has a 50% chance of hitting the squeeze (the victim). STR: 6 NIMB: 3 AIM: 4 SMRT: 1 COOL: 1 CS: 1 LUCK: 2 OOPS: 20 Skills: Squeeze Things-Expert (9), SliTher Silently-Hack (5), Bite Things-Hack (8), Swallow Large Objects-Professional (10), Death From Above-Expert (7) Number Appearing: 1D3.

Roll twice on this table.
CUTEDEATH BEARS

1 Theodore Ruxpin.
Theodore Ruxpin is a huge teddy bear with 16-inch teeth. He will always follow silently behind the PCs until discovered. Once discovered, he will say something along the lines of, "Hi. My name's Theo Ruxpin. Can we be friends?" or "I'll like to tell you a story." Once he has spoken, he will attempt to rip the PCs to shreds. His bite does 1D6+3 OOps! points. STR: 6 NIMB: 6 AIM: 3 SMRT: 3 COOL: 4 CS: 2 LUCK: 2 OOPS: 30 Skills: Tell Story-Dabbler (5), Bite Things-Expert (9), Hurt People-Professional (10), Dodge-Expert (9), Duck-Expert (9).

2 Winston the Pooh.
Winston the Pooh always carries his pot of honey. He will walk straight up to the PC in the lead and say in a zombified sort of voice, "It's lunchtime. Want some honey?" At this point he will open the honey pot, which will disgore 10 large (six-inch) plush bees. STR: 2 NIMB: 1 AIM: 1 SMRT: 1 COOL: 1 CS: 1 LUCK: 6 OOPS: 15 Skills: Eat Honey-Professional (6), Bite Things-Hack (4), Drink Blood-Expert (5). Winston's bees sting for 1D6+1 OOps! points per sting. Their important stats and skills are: STR: 1 NIMB: 6 AIM: 3 SMRT: 1 COOL: 1 CS: 1 LUCK: 2 OOPS: 8 Skills: Sting People-Hack (8), Fly Real Fast-Expert (9), Dodge-Expert (9), Duck-Expert (9).

3 Huggles the Fabric Softener Bear.
Huggles is a truly vicious example of his kind. Approximately three feet tall, he will immediately attack any PCs in sight in an attempt to make them "huggly soft." His claws do 1D6+3 OOps! points damage. He may claw twice per round. His huge jaws inflict 1D8 OOps! points damage. STR: 4 NIMB: 6 AIM: 5 SMRT: 1 COOL: 2 CS: 1 LUCK: 5 OOPS: 40 Skills: Claw People To Ribbons-Expert (7), Bite People-Expert (7), Dodge-Expert (9), Duck-Expert (9).

4 Paddy Bear.
Paddy Bear is a three-foot-tall bear that wears a rain slicker and a hat with a button that says "IRA" (Irish Republican Army). If he speaks, it is with an Irish accent. Under his slicker he carries an Uzi 9mm machinegun. His slicker has 5 armor points. STR: 3 NIMB: 6 AIM: 6 SMRT: 2 COOL: 3 CS: 1 LUCK: 2 OOPS: 20 Skills: Shoot Things (Big Gun)-Expert (9), Dodge-Expert (6), Duck-Expert (6).

5 Scare bears.
The scare bears always travel in groups of at least three. This makes them especially dangerous. They often have stupid names, such as Hefly Bear, Handy Bear, Joky Bear, Sappy Bear, Grouchy Bear, Papa Bear, or Beartette. STR: 2 NIMB: 6 AIM: 4 SMRT: 1 COOL: 1 CS: 1 LUCK: 3 OOPS: 14 Skills: Say Irritating Things-Professional (5), Bite Things-Expert (5), Dodge-Expert (9), Duck-Expert (9), Claw Things-Hack (4) Number Appearing: 1D6+2.

6 Roll twice on this table.

CASTLE

A path leads to the front door, which is a huge oak-with-steel-binding affair with huge knockers.

Pointlessly Huge Foyer: This room is the entry chamber. Directly to the right of the door is a set of spiral stairs leading up to the laboratory. Under the stairs is an archway leading to the gallery. Straight ahead is a hallway leading to bedrooms and the bathroom. To the left is a door leading to the dining room.

Spooky Gallery: This room is full of art. On all the walls are odd portraits—odd because all of the eyes are cut out. Looking through the eyeholes are what looks like the buttons from teddy bear eyes. If any patron gets up close to the paintings, a plush mouse will leap out and bite his nose for 1D3 OOps! points damage and 1 OOPS point for a chomped nose. The door to the north leads to the library. Statistics for the mouse are in the sidebar below.

Dusty Library: This large room is lined with bookshelves and contains a large fireplace. Three secret doors hidden in this room can be accessed by removing a candle from a sconce, by pushing a statue on the fireplace, or by pulling down the one book with no dust on it (an Easy Notice Detail test, respectively).

Incredibly Long Dining Hall: This room contains an 80-foot-long, highly waxed table. A large feast is laid out on the table (even though no one is there to eat it), and a fire is burning in the long fireplace (even though it's summer). Shields line the walls, and suits of armor stand in the corners. The door to the north leads to the kitchen.

Ridiculously Huge Kitchen: This kitchen is gigantic for no apparent reason. A meal for an army could be prepared here. Lying dead on the floor is a beautiful woman. There is a large refrigerator and some large cupboards here, all full of food.

Secret Passage: One direction leads to the gallery panes. The other leads to the secret room.

Secret Room: This room is completely dark. As the PCs enter, all that they can see is the evil glint of button eyes in the darkness. These eyes belong to the large colony of 35 cute-but-deadly plush mice. If the mice are defeated and the room is lit, the group will find a violin and a burnt cigar on a table. Otherwise, the room is bare.

Stairs: When the group goes up the stairs, go immediately to the section titled Magnus Opus.

Stables: If the group goes around the house to the stables, they will find a six dead Trask security men around a Trask shuttlcutter. They seem to have died from hoof wounds, which are always in a small and dainty circular pattern as if the killer simply leapt into the air and delicately landed with lethal force. Large tooth marks make them look like something was grazing on them.

Inside the shuttle is the last survivor of the strike team. He will tell the group of the doctor's evil plans with his last gasp of life. On the shuttle is also a memo from Trask Industries offering a reward for the machine blueprints. A weapons locker in the shuttle contains really big high-pressure pump cannons (one for each PC) loaded with a mixture of acetone and benzine. This mixture will do really big gun damage to any flimsy horrors.


My Little Horsies: STR: 5 AIM: 4 AIM: 4 SMRT: 1 COOL: 2 CS: 1 LUCK: 2 OOPS: 20 Skills: Dainty Leaping Hoof Attack-Expert (7), Bite Things with Really Sharp Teeth-Hack (7), Dodge-Expert (7), Duck-Expert (7). Dainty Leaping Hoof Attack Damage is 1D10 OOps! points. Bite Damage with Really Sharp Teeth is also 1D10. My Little Horsies may only do one of these two attacks.

Magnus Opus: STR: 10 NIMB: 2 AIM: 2 SMRT: 1 COOL: 1 CS: 1 LUCK: 3 OOPS: 7 Skills: Hurt People-Dabbler (19), Bite Things-Dabbler (19), Dodge-Dabbler (3), Duck-Dabbler (3), Jump on Top of People-Hack (4), Roar Really Loud-Expert (4), Intimidate-Professional (8). Bite damage from this horrid creature is 2D6+6, and Jump On Top Of People Damage is 3D10.
Ten minutes after the PCs enter the stables, four My Little Horsies will round the corner and attack.

**MAGNUM OPUS**

Eventually the PCs will climb the staircase. The lab is on the fourth floor. As they approach, they hear screams of savagery and the gnashing of huge teeth.

The lab is the typical mad scientist's lab, with lots of levers, dials, flashing lights, bzzzt machines, and so on. What is unusual is the 10-foot hole in the floor—a hole that actually **glows** black.

Standing over the hole is a huge, stuffed waterfowl with a very large nose and huge, gnashing teeth—the Magnum Opus. It will attack on sight.

The Magnum Opus can be distracted while a hidden PC goes for the power source. The main console is easy to find and could be pried open on a Pitifully Easy STR test. The machine blueprints are in a drawer on the opposite side of the room from the console.

If the Magnum Opus is killed, it will fall on a large console (not the main console), and the entire building will start to shake. The PCs have five minutes to get out before the building collapses.

**THE WAYS OUT**

**Escape Pod:** The escape pod will hold all of the PCs and operates very simply (push the red button marked "ON"). The pod is right next to the lab and takes only one minute to get to and activate.

**Trask Shuttle:** This shuttle is fully operational and can lift off within three minutes of leaving the lab. In addition, it can be sold on the black market (although it is quite battered and has 8,000,000,000,000 miles on it).

**Portal:** The PCs will find themselves on a dark and desolate landscape. Roll on the Random Fuzzy Plush Death Table once every 15 minutes until someone makes a Night Impossible LUCK test. This indicates that someone has detonated a CuteDeath grenade. The PCs can pass through the small, temporary portal created by the grenade if they act fast. From there, you can place them wherever you like.

**WRAPPING IT UP**

The group will most likely go back to the Vagabond to meet the doctor. If they have damaged the power source, he will rant and rave at them, and swear revenge in true Gothic style. He will then leave, until next time....

Experience awards are:

- For finishing the adventure through excellent planning and execution: +80
- For finishing the adventure through wanton violence: +100
- For excessive cruelty to small, cute, fuzzy creatures: +10
- For jumping through the dimensional portal and surviving: +15
- For getting out with the blueprints: +10
- For giving the power source to the doctor undamaged: −10
- For damaging the power source and then giving it back: +10Ω

_Tales From the Floating Vagabond_ is a new game of ludicrous adventure in a universe whose natural laws are out to lunch. It is the new comedy roleplaying game from The Avalon Hill Game Company covering all times, all realities, and everything.

It all starts out with a surprise visit to the Floating Vagabond, the bar at the center of reality. On the door of the Vagabond is installed a WARP, Inc. random portal generator set to any bar door in the multiverse of time and space. Anytime someone steps into a bar, they could end up in the Floating Vagabond instead. Unfortunately, getting back is difficult and dangerous. Many decide to simply stay at the Vagabond and lead the adventurous life, waiting in the bar for someone to come in and hire them. Basically, anything can happen. It just keeps getting weirder and weirder.

_Tales From the Floating Vagabond_ will be released at GenCon in August, followed shortly by Bar Wars (a bar screen, supplement, and adventure pack), _The Reich Stuff_ (a dimension-hopping adventure) and _The Adventure With No Name_.

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**Kvetcherenstien Castle**

Ten minutes after the PCs enter the stables, four My Little Horsies will round the corner and attack.
Sand Cats

A road gang for Dark Future™

By Graeme Davis

Toddy reaches the wreck first—he's beside it almost as soon as it stops moving. He cuts the ignition so the tank doesn't blow, then he looks at what we got.

The car is real nice—one of those Italian jobs with the long names that you see the big heroes using in the vids. Lasers flip up so they don't spoil the styling when you're not using them. Nice. Sidewinder starts on the lasers. One has a cracked tube, and the transformer couplings didn't do so good in the wreck, but, like, a laser's a laser, yeah? And maybe we can get them fixed and fitted sometime. Shame about his computer—real shame. From the pieces we found, it looked hot.

The man is real nice, too. All his clothes got labels. Medolucci suit, Kisawa shirt, Fiorentino shoes, Xiaojen silk tie. Nice. Shame he's so messed up with a string of Toddy's buzzgun slugs. Real shame. Even over the blood and the gas and the sputtering electrics you can smell his aftershave.
Toddy pulls this case out of the car. The man had it on the passenger seat, belted down like it was his buddy. The case is real nice, like everything else. Caraghita lea the^ It took a couple of slugs, but they stopped in the plasmek bodyshell. Quality. Besides the case, the man's got maybe a grand in jewelry, a wallet with all the best cards, and a shiny new Sabre-Hausmann bullpup. Switchable auto .375, with four spare mags in a door-panel holster. I get the gun and the other stuff.

Toddy wants to pry the case right there, but Sidewinder says we should move out right away. Toddy says why should we, the man didn't call the heat, and Sidewinder says he knows that, but the man called somebody, and it gives him a bad feeling. So we load the gear and move out.

It takes Toddy 20 minutes to spring the case. Quality. And when he gets into it he looks kind of funny, like he's just been kicked in the gut, and he says look at this. The case is full of credit chips, the one-shot kind with bank logos on. There's got to be maybe 10 million in there.

Everyone is very quiet for awhile. Italian car, nice clothes, all this money—it all adds up. The mob is going to be awful mad at us. And when they get mad, they get worse than all the cops and all the Ops and all the other heat put together.

That's when we turn west. Sidewinder reckons our best chance is to run for LA. The mob can't operate on Yakuza turf, and the Yaks won't care that we hit a mob bagman. So we start running. Keeping off the interstates, using little roads and sometimes cutting across country when there is enough cover to make a sat-track difficult. Sidewinder says it may take a week, but it's our only chance.

The Sand Cats are an outlaw gang rampaging through the area, threatening the lives of innocent bystanders. Below are some adventure possibilities, followed by memos, articles, and other information which should shed some light on this deplorable gang.

**Gang War:** The Sand Cats are under pressure from the Hammerheads at the northern edge of their territory. At present, this pressure is taking the form of hit-and-run raids, with small groups of Hammerheads cruising around and engaging the Sand Cats whenever they run into them. Refer to the game description of the Sand Cats road gang in this article, and create an equal outlaw force to represent an encountered group of Hammerheads.

**Bagman:** This is the incident which started the Sand Cats' desperate run westward. The bagman is driving an Interceptor, armed with two hood-mounted, forward-firing lasers and an oil layer in each passive mount.

If you are using the power-to-weight rules in *White Line Fever*, he has a V12 engine. He starts ahead of the Sand Cats, and his objective is simply to escape. Note that if the Sand Cats win, they will capture some $10 million in mob credit chips; however, they won't be able to use them until they can get to Los Angeles and make a protection deal with the Yakuza.

**The Price is Right:** The Sand Cats are worth a total of $250,000 in bounties—enough to tempt many a sanctioned operative. This is a standard Op vs. gang scenario.

**Take the Money and Run:** The Sand Cats are being tracked by the mob after they took out a bagman who was carrying several million dollars of mob credit chips.

A hitman called Siccario is now on their tail as they try to flee to the comparative safety of the Pacific Basin and Yakuza territory. Siccari has equipment to the value of $200,000, chosen by the player using the *Dark Future* rulebook and *White Line Fever* if available. His drive skill is 5.

Otherwise, this scenario is the same as game 6 in the *Dark Future* rulebook. The Sand Cats are the lead side, and Siccari is the chase side.
Subject: Highway Gang “Sand Cats”

Following an incident on Interstate 10 near Willcox, Arizona, on May 14, the priority rating of this criminal group is reduced to Low. All addresssees are advised accordingly. Watching briefs may continue. An event is expected within the next 10 days. All interested surveillance units will observe and report developments.

Mr. Siccario,

I hope you had a pleasant flight. The equipment you requested has been delivered to the hotel, along with the advance on your fee. The attached dossier and datanet logon codes should provide all the information you require.

We look forward to receiving your report of a successful completion, and hold the remainder of your fee in readiness.

Anselmo Sartosani

State of Texas
Office of the District Attorney

ALL POINTS BULLETIN

Highway gang known as “Sand Cats,” consisting of three armed Renegade-type vehicles. Specifically:

“Sidewinder”

Carlos “Sidewinder” Vasquez, male Hispanic, age approximately 30, height approximately 5’7”, build medium-slim, hair black, eyes brown, complexion dark.

Distinguishing Features: V-shaped scar on right cheek, rattlesnake tattoo on right forearm.

Vehicle Markings: Coiled rattlesnake on front left side, above the word “Sidewinder” in red cursive script; black cat stencil and stenciled words “Sand Cats” on front right side. Vehicle base color is sand with black splinter camouflage.

“Toddy”

Theodore “Toddy” Williams, male Caucasian, age approximately 25, height approximately 5’10”, build medium-strong, hair blond, eyes blue, complexion tanned.

Distinguishing Features: Long beard worked into two plaits, dark glasses, third finger of left hand missing from second joint.

Vehicle Markings: Skull wearing the hat of a Confederate officer from the civil war, bowie knife in teeth, on hood left side; black cat stencil and stenciled words “Sand Cats” on front right side. Vehicle base color is sand with black splinter camouflage.

“Little Davey”

David Crocket “Little Davey” Mortenson, male Caucasian, age 20-25, height approximately 5’4”, build slim, hair red, eyes blue, complexion pale.

Distinguishing Features: Yellow star tattoo with black edge on forehead, tendency to sunburn.

Vehicle Markings: The flag of the State of Texas, front left side; black cat stencil and stenciled words “Sand Cats,” front right side. Vehicle base color is red.

All units to report sightings. Gang is classified as Armed and Dangerous. Do not approach.

per pro district attorney
Albuquerque Federal Court

Statement taken from Mrs. Inez Coronado Garcia, Cantina Verdha, Interstate 25, April 26, 1995, 3:57 p.m. Recording Officer: Deputy Sheriff Robert E. Grant

On April 26, I was working in the kitchen as usual. At about 10:30 a.m., I heard vehicles approaching, so I looked out the window. There were three buggies and a motorcycle, all armed. They drove around the cantina as if they were checking for other customers. Then I heard gunshots, and I hid in the cellar as my husband had told me to do if there was ever any trouble. The shooting and explosions lasted for about 20 minutes, but I wasn't sure I heard the gang drive away, so I continued to hide for about an hour. When I came up from the cellar, I found my husband dead of multiple gunshot wounds, and there were a number of small fires. I dealt with the fires as best I could and called the sheriff's office. The damage to the cantina was too severe for me to be able to assess what, if anything, had been stolen. The buggies were painted in a desert camouflage pattern, like military vehicles. The bike was bright red. I didn't get a clear view of any of the drivers.

Southwestern Enquirer

Vol. 37 No. 81 March 23, 1995

DESSERT GANG WAR RAGES

A vicious gang war has erupted on the Texas/New Mexico/Arizona borders as two outlaw gangs fight for control of Interstates 10, 25 and 40. The Sand Cats have controlled this area for almost four months, carving out a territory bounded roughly by the cities of El Paso, Albuquerque and Tucson. The gang has achieved a total bounty value in excess of $250,000 with a mixture of extortion, robbery and highway piracy. Recent reports from the area indicate that the Hammerheads, a road gang operating from the edge of the Albuquerque NoGo, are attempting to force the Sand Cats out. Three reported encounters have produced four bystander deaths and a number of light casualties. The Sand Cats seem to be withdrawing gradually southward toward the Mexican border.

Continued on p. 2

**DATANET SECURITY AREA**
**BOUNTIES CURRENTLY AVAILABLE**
**ENTRY NO TX3225**
3-VEHICLE HIGHWAY GANG, QUOTE SAND CATS UNQUOTE
OPERATIONAL AREA TEXAS/NEW MEXICO/ARIZONA BORDERS
RECOGNITION AND ARMAMENT FILE ACCESS TX3225/REC
CHARGES FILE ACCESS TX3225/CHG
BOUNTY $280,000.
FILE PURSUIT INTENT? Y/N
The Beast of Boston
By Michael LaBossiere
A new type of killer stalks old Boston. Senseless brutality on a nearly unprecedented scale had led the press to name the killer “The Beast of Boston.” Police are baffled. The media have no clue. Even the booster gangs walk in fear. Something must be done, and done soon, before the city drowns in its own blood.

In late October, an Adrek hovercraft attempts to deliver a prototype combat cyberform to the Adrek Corporation Technology Research Center (near M.I.T.). Unknown to the crew, the cyberform was fully active and operating with a serious certronics dysfunction (this is insane). This dysfunction leads it to kill the crew, ground the hovercraft and head into the city (via a sewer system) to start hunting and killing.

The referee may want to create a generic sewer/drain pipe map, street map, abandoned warehouse map and apartment complex floor map before play begins. This adventure is intended to involve at least one player character team and several NPC teams, with each team including experienced characters. Player characters can all be on the
same team or on different teams. Having PCs on different teams adds complexity to the adventure but can also add to the fun. The recommended way to handle PCs on different teams is as follows: Each team puts together a schedule and gives it to the referee. This schedule lists where the team intends to go and what it intends to do. This list enables the referee to plan what will be occurring where and who will be involved. Actual play time is divided among the teams as the referee sees fit (fairness is important). It is often a good idea for the teams to “come together” occasionally (such as during the climax of the adventure).

Recommended teams are as follows:

**Police**: A police team is involved from the beginning, when it is sent to investigate the out-of-control hovercraft. Police teams come from Police Station #574, which is an urban control station (police stationed there deal with large-scale riots, gang wars, cyberpsychos and other unpleasantness). Once the Beast gets into action, the police’s goal is to “neutralize” it.

**Media**: Media teams can range from elite Network 54 teams to local newspaper reporters from small Massachusetts towns. Media teams will be interested in getting the best (bloodiest) footage of the Beast’s handiwork, as well as eyewitness reports and so forth. Media teams will not cooperate with rival teams but will cooperate with the police. Given the “media weight” of the Beast, this is a good opportunity for young reporters or small news nets to make a name for themselves. Boston will quickly become a media circus for as long as the TV public is interested in seeing and hearing about the Beast.

**Corporation**: At least one corporation team will be involved in the adventure. Naturally, Adrek is interested in getting its cyberform back (preferably in one piece and without undue media attention), and an Adrek rep0 team will be sent to recover it and eliminate any trace of Adrek involvement. If other rival corporations get wind of what is going on, they will send in their own teams. Naturally, the Adrek team will not cooperate with the police, media or other corporate teams.

**ACTORS**

**Cyberform**: The cyberform is armed with a Barret-Arasaka light 20mm with seven shots in it. It also has one full clip (10 shots). The cyberform’s goal is escape at this point. Adrek Team 1: This four-person team will arrive via helicopter and try to gain control of the cyberform via a control code. When this fails, the team members will try to disable the cyberform. They have strict orders to keep the media from filming the cyberform and to keep the police from destroying it. They also have orders to destroy the hover-
Ashes To Ashes
A Storyteller™ Supplement
FOR VAMPIRE™
craft to prevent Adrek involvement from becoming public—because of laws governing the transport of robotic weapon systems through or into urban zones, as well as laws regarding ceretronic technology.

Adrek Team 2: The second team is the backup. It has the same orders as the first team. Any Adrek PCs will be on this team.

Police: Two police cruisers will arrive on the scene, each with two officers. One car should contain only NPCs (have the Beast blow this one up for dramatic effect). Any PC police should be in the second car.

Media: Media teams will arrive by AV, helicopter or van. They will try to find out what is occurring and will tend to get in the way of the Adrek teams and the police. For dramatic effect, the Beast could shoot down a media helicopter or two.

Cyberforms: Four cyberform B centipedes are active in the hovercraft. They have been programmed by the M-200E to attack any human.


INFORMATION
Teams will receive information from a variety of sources. If desired, PC media teams can write news stories/TV reports to be given to other teams. Naturally, at the start of the situation, almost everyone is more or less in the dark. Each team's initial briefing is as follows:

Police Briefing
Date: October (fill in campaign date), 2020
Time: 2:00 a.m.
Station: #574
Situation: A corporation hovercraft transport has been sighted by a Boston Police patrol craft heading inland, apparently out of control. The hovercraft reports sustaining fire from a 20mm cannon. The craft will beach at coordinates 54-73 on grid map 12 if it maintains current course.

Orders: Two patrol cars are to proceed to coordinates 54-73 GM12 and assist patrol officers. Occupant or occupants of hovercraft are heavily armed and should be considered hostile.

Media Briefing
Date: October (fill in campaign date), 2020
Time: 1:55 a.m.
Information: Police band scanners picked up an engagement between a Boston patrol craft and a hover transport in Boston Harbor at 1:52 a.m.
Assignment: An airborne media team is to be dispatched to the scene to determine what is occurring.

Adrek Corporation Briefing
Date: October (fill in campaign date), 2020
Time: 2:00 a.m.
Situation: At 1:47 a.m., contact was lost with transport craft #422. At 1:50 a.m., a report was picked up on police bands indicating that the hovercraft was moving erratically. At 1:52 a.m., the hovercraft is reported to have fired on the police craft.

Orders: A repo team is to be selected and airlifted to the scene in order to take control of the hovercraft. The police are not to be allowed to interfere.

ON THE BEACH

Slightly after 2 a.m., the hovercraft will approach the beach, swinging wildly out of control. Behind it can be seen a Boston patrol craft. Weapons flash between the two vessels. Eventually, the hovercraft crashes into the remnants of a pier and grinds to a halt on the beach. As the patrol boat closes in, a flash of light is visible as a Scorpion 16 missile plows into the patrol craft, taking it out of action with a rather impressive fireball.

At this point, the PCs get involved. The police teams will arrive from between the buildings. Media teams on the ground will arrive the same way. Airborne media teams will come off the ocean. The first Adrek team will fly in from over the city and will be the first on the scene, followed by airborne media and police (five minutes latter), and ground media (five minutes after the airborne media). The second Adrek team (any Adrek PCs will be on this team) will arrive two minutes after the police and will enter from over the city.

When the hovercraft lands, the cyberform will move from the hovercraft and run toward the drain pipes, pausing only to kill what gets in its way. The first Adrek team will attempt to stop it and a firefight will ensue. This should last until the first police or media team arrives. The Adrek team will attempt to keep the media away (shooting if necessary) and will try to avoid the police. Once the media and police get on the scene, two of the Adrek team members will head toward the hovercraft to set incendiary and explosive charges.

The action will continue until the situation is resolved. The cyberform will flee into the sewers, kill a few more NPCs and escape. It is a good idea to keep the PCs from getting a clear look at the cyberform—it's best that they don't know exactly what it is they are after.

Hovercraft: The hovercraft has been driven up onto the remains of a pier and has had its ground-effect skirt torn up. Dim red light spills from its ports. There are several shot out windows and bullet holes through the hull. A missile launch tube (empty) lies on the deck.

The hovercraft includes the following (see diagram):

- Cargo Bay: The cargo bay contains a transport crate labeled M-200E, which is painted with the Adrek Corporation markings. The crate has been smashed open from the inside. Several other crates are scattered around, all torn open and with their contents strewn about.
- Engineering: This area allows access to the engines and contains a hatch and a ladder to the top deck. The ladder rungs are bent down, and there is a gaping hole where the deck around the hatch was sliced out from below.
- Bridge: The door has been forced open

Bell Combat Helicopter
The Bell is a conventional armored helicopter equipped with low light and infrared viewers, as well as a chin mount for light weapons (miniguns or grenade launchers). Rocket pods can be attached to the sides, as can heavier machineguns. The vehicle has SP=20 and SDP=65 and can carry up to four people.
Airspeed is 300 mph.
The base cost is 185,000eb, weapons extra.

Urban Patrol Vehicle
Designed to replace the conventional patrol car, this vehicle incorporates the latest in armor weaponry. The UPV has a front section for the driver and passenger and a heavy-duty rear section to carry untarily prisoners. The vehicle is very tough (SP=30 and SDP=100) and is equipped with IR and low light systems, multiband wide- and tight-beam radio, as well as a weapons turret. The top speed of the wheeled UPV is 110 mph.
Base price is 65,000eb without weapons. Typical weapons include grenade launchers and heavy submachineguns.
from the outside with great force. Two bodies lie scattered about the cabin (they have been sliced into pieces). The floor and windows are drenched with blood (hence the red light). An Armalite .44 lies on the deck, along with four flattened slugs. The hand of its owner still grips it.

- Navigation/Communications/Computer: This room contains the ship's electronics systems. A man's body is smashed into a computer terminal, and blood drips from it onto the deck.
- Crew Area: This area contains the galley, as well as tables and chairs. The room is empty.
- Sleeping Area: This area contains bunks and lockers. A body is in one locker (it has been carved to fit). For a cheap and cliché effect, have the body fall on someone.

**Beach Geography:** The referee can create a map of the beach, including the following features:
- Buildings: Buildings along the beach are old warehouses, most of which are abandoned and unsafe. The area between the buildings is unlit, littered and rather slimy.
- Fence: A rusty wire fence strung between rusty metal poles runs between the buildings and the beach. It would be rather unpleasant to run into in the dark.
- Beach: The sand and rocks are littered with a variety of unpleasant material: dead fish, rotting seaweed, medical waste and worse. The area smells rather bad, and the ocean seems offended at having to lap such shores.
- Drain Pipes: From these three pipes spill a noxious brew of wastes, which run down the beach into the ocean. Bulky filter systems are set up in the front of the pipes, but these have been stripped, shot up and set on fire by local gangs.
- Docks: Three docks grow like rotted teeth from the mouth of the beach. They are unsafe, with many jagged holes and collapsed sections.

**ON THE PROWL**

Eventually, the cyberform will vanish into the maze that is the Boston area sewer system. The events on the coast will be in the news—the details will depend on what happened on the beach. There will be a police investigation, but little will be found. Only Adrek Corporation will have an idea as to what exactly happened, and it will send in the survivors from teams 1 and 2 to look for the cyberform.

The cyberform will remain hidden in the sewers for a week. During this time, it is a good idea for the PC teams to participate in a short adventure or two. The Adrek PC team can comb the sewers and look for clues.

At the end of the week, the cyberform will start hunting.

**KILLS**

The cyberform will be responsible for 2-7 incidents per night.

Use the Nightly Incidents Table below to generate police and media reports. Roll 1D6+6 to see how many incidents occur, then roll for each on the table to determine their nature.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Description</th>
<th>Number Killed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Random cyberform attack on the street</td>
<td>1-10</td>
</tr>
<tr>
<td>4-5</td>
<td>Cyberform breaks into an apartment building</td>
<td>3-30</td>
</tr>
<tr>
<td>6</td>
<td>Cyberform attacks police patrol or media teams</td>
<td>1-6</td>
</tr>
<tr>
<td>7-8</td>
<td>Cyberform enters an open business or factory</td>
<td>3-30</td>
</tr>
<tr>
<td>9</td>
<td>Cyberform enters a closed business or factory</td>
<td>1-6</td>
</tr>
<tr>
<td>0</td>
<td>Cyberform is involved in a gang battle</td>
<td>3-30</td>
</tr>
</tbody>
</table>

**MEETING THE BEAST**

At some point the PCs should catch up with the Beast. This encounter may be the result of careful planning and tracking on the PCs' part or may be a matter of chance. Two plausible areas in which to meet the Beast are the street and an apartment.

Eventually, the cyberform will acquire enough data to recognize those pursuing it and will set out to track them down. Since the two greatest threats against it are the police and the Adrek team, one of them may be attacked first. The cyberform may attack characters at home or on the street.

**Street:** The Beast will be attacking a small group of people in a darkened section of the street (due to constant vandalism, most streets are dark). The few working lights will be reflected in the pools of blood, and the streets will be filled with mutilated bodies and burning cars. Panicked people will be running and screaming. The Beast will attack anything that approaches it and will only leave when the situation gets too hot. Then it will head into the sewers.

The referee may use the generic street map mentioned in the introduction for these encounters.

**Apartment Building:** The Beast likes apartment complexes because of the large number of people crammed into a small area. It tends to move from room to room, smashing through doors and walls. The Beast often sets buildings on fire during its attack (it doesn't need much air and is virtually immune to fire), and tends to get "kill crazy" in apartments, which might cause it to remain on the scene long enough for the PCs to arrive. Nonetheless, the Beast should escape this encounter when the situation becomes dangerous.

The referee may use the generic apartment complex floor map mentioned in the introduction for these encounters.

**Adrek Team Base:** The Adrek team base is located in an abandoned warehouse near the area where the cyberform originally comes to ground. The cyberform will attack by smashing through a wall or the front door. If the Adrek team is all NPCs, the cyberform attack can be resolved by the referee.

A small office located in one corner of the warehouse was long ago stripped and has been turned into the team's operation center. It will be equipped as the PCs' desire (or if the team is all NPCs, it will have various communication tracking gear). A lounge in another corner of the warehouse has been fixed up and equipped with cots and cooking gear. The largest part of the warehouse is the storage area, which has a few busted crates, some rats and plenty of dust.

The referee may use the generic abandoned warehouse map mentioned in the introduction for these encounters.

**Police Station 574:** The police station is a forboding concrete bunker set off a city street. Around the back is a walled parking lot for the police vehicles and the officers' cars. The cyberform will attack through the front doors.

See the police station map for details.

**ENDING THE ADVENTURE**

The cyberform will continue to hunt the PCs once it recognizes them until they are killed, it is destroyed, or they leave Boston. It will continue to kill until it is stopped.

Needless to say, Adrek will not want anyone to know of Adrek's connection to the Beast. Therefore, Adrek might have to deal with certain people once the Beast is dealt with. This "dealing" can range from a death to a bribe.

Media or police PCs may wish to follow up this adventure with an investigation of Adrek (which has a closet full of skeletons). Ω

Galaxy Guide 6: Tramp Freighters
West End Games. $13 (US).
Designers: Mark Rein-Hagen and Stuart Wieck.

80-page Star Wars game supplement.

Ah, the life of a free trader—free to go wherever he wishes, free of freight-line rules and regulations, free to be his own man (or alien), free to choose his own destiny. And free to strike it rich or plunge deep into debt, depending on one’s luck and savvy, while fighting to win a living from a cutthroat free-market system where nothing really comes free.

Tramp Freighters introduces a new and much-needed wrinkle to the Star Wars game: roleplaying that doesn’t have to involve the dangerous and often sickeningly noble business of being a part of the Rebellion (at least not consciously).

The supplement contains most of the rules which are necessary to run a trading campaign, including the details of making money—speculative trading, hired runs, the black market—and of losing money to port fees, maintenance, bribes and loan sharks. It also contains a lengthy section on any spaceship owner’s favorite subject: repairs and improvements (adding faster engines, stronger shields, bigger guns, and all the little gadgets that can make ships fun to own).

Finally, the supplement features an entire sector (the Minos Cluster) story outlines for a campaign spanning the whole cluster, and detailed nonplayer characters to enliven the campaign.

Tramp Freighters has to be one of the best supplements ever made for the Star Wars game. Over half of its contents are game material, usable in almost any Star Wars campaign. The illustrations are at least as good as any other game company’s illustrations, and better than most—finally we get to see what the dreaded Imperial customs frigate (the bane of every Rebel adventurer) looks like. The writing is concise, with plenty of examples, a welcome break from the wordy essays of the Imperial and Rebel sourcebooks. And the campaign is playable, with plenty of room for the gamemaster to interject his own material in between the “plot” adventures. This supplement was written by gamers, not academics.

GOOD STUFF
Several sections of the supplement need special note. The trading section is simple and easy to use. Although the instructions are a bit hazy at first, the examples illustrate the processes and explain the instructions. I found the difficulty of making real money to be a welcome relief from the old speculative

THE DYNASTY

Craft: The Dynasty
Captain: Axtor Bridgeman
Type: Modified Stock Light Freighter
Crew: 2
Passengers: 4
Cargo Capacity: 100 metric tons, 40 cubic meters
Consumables: 2 months
Hyperdrive Multiplier: x2
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 2D
Maneuverability: 1D
Hull: 4D
Weapons:
One Laser Cannon
Fire Control: 2D
Damage: 2D
Two Concussion Missile Tubes
Fire Control: 1D
Damage: 8D
Shields: 2D
trading rules in *Traveller*, where it was possible to make a killing with minimal effort—too many millionaires running around for comfort. After all, adventurers are supposed to struggle for their rewards, aren't they? It's still possible to make a small fortune in *Tramp Freighters*, but there are also many ways for the gamemaster to drain that fortune.

The authors were devilishly correct when they described the black market as a gamemaster's paradise. "Every gamemaster dreams of getting his characters enmeshed in the black market. It's a place where you can offer them huge rewards in return for hideous risks, and watch their greed battle their common sense. Guess which one wins more often?" The black market is the perfect "hook" for a game, particularly if the characters are desperate for cash and can't afford to be careful.

Chapter eight covers ship repairs and modifications. These rules are much better for game flow than the rules on ship modification presented in *Star Wars*. Rather than paying for ship upgrades with skill points, characters pay for new gadgets with cold, hard credits. In addition, new equipment takes up cargo space, which is detrimental to a freighter's function—a ship souped-up to the max won't be able to carry enough cargo to pay its upkeep. Still, most of the new material is interesting and needed: faster ion engines and hyperdrives, larger weapons, better maneuverability, superior sensors, new internal modifications such as environment control, secret compartments, tractor beams, fuel converters, and much more.

And they all cost—the better the equipment, the higher the price tag.

Of course, the gamemaster doesn’t have to stick rigidly to these rules. Use of skill points (and lots of rare spare parts) should still be allowed to make unorthodox adjustments and improvements that go beyond the limits of these rules. (Han Solo: "I've made a lot of special modifications myself.") Of course, these modifications might not work as well as the tried and tested commercial designs.

And where are the characters going to get all the money they need to finance these upgrades? Why, from their friendly loan shark, a generous and trusting soul. Someone like Jabba the Hutt. Someone who gets all the money they need to finance these upgrades? Why, from their friendly loan shark, a generous and trusting soul. Someone like Jabba the Hutt. Someone who still be allowed to make unorthodox adjustments and improvements that go beyond the limits of these rules, bumped the book size to 120 pages, and charged $15-16 for it.

After all, the *Star Wars* sourcebooks are hardbound, 144-page monsters, and they retail for only $20—which is only half again as much.

**IN CONCLUSION**

*Tramp Freighters* is good. Two thumbs up. It joins *Star Wars*, the *Star Wars Sourcebook* and the Gamemaster’s Pack as the must-buy items for the *Star Wars* game. It’s pricey, but that’s the only major flaw.

I congratulate West End Games for putting this supplement out, and carefully note that it took a pair of free-lance authors to do a *Star Wars* supplement right. Mark and Stuart, do it again! Please write more *Star Wars* supplements.

**Age of Ruin**

*Cutting Edge Games*. $17.95. *Design*: Clay Gibson, chief designer. 160-page perfect-bound book. *Age of Ruin* is a postholocaust roleplaying game set on future Earth. The world situation wasn't caused by a nuclear war, but by a combination of a severe greenhouse effect and a plague that killed 80% of the world's population and caused nearly everyone to mutate.

The characters are born into this world (most likely with some sort of genetic mutation), having no memory of what the 1990s were like. Adventures revolve around survival in the ravaged world.

**RULES**

*Age of Ruin* rules are very easy to grasp, and there is usually an explanation for everything. The novice player should have no trouble picking up this game and playing it after reading the rules (which are well written and have few inconsistencies).

**COMBAT**

Combat is extremely simple, and the combat rules (including optional rules) are only eight pages long. Each character has a Missile Attack Value (Missile AV) and Melee Attack Value (Melee AV).

For example, a character hitting with a club rolls under his Melee AV (a percentage number) to hit. If the character is successful, the target rolls under his Defense Value (DV), which is also a percentage number. If the target rolls under his DV, then the attack does no damage; otherwise, it hits and does damage.

An optional rule details armor taking damage instead of the character; otherwise, armor is figured into the target's DV.

Attributes affect combat values. The higher the Dexterity, the greater the bonus.

The two hit locations are high and low. High hit location represents hits taken to the upper body and arms; lower hit location is to the lower body and legs. In addition to hitting targets, characters can have critical hits and misses, can attempt to hit a particular body location and can take aimed shots.

Combat is organized into rounds—the players all act on the same round and NPCs act on another round. Multiple attacks can exist in the same round, dependent on the weapon used in the attack. For instance, a character can make one melee attack per round, but can make five attacks a round with an automatic rifle.

Players who want ultra-realism in their combat will not like *Age of Ruin*’s combat system. It’s made to be quick and simple, and it succeeds in that. Some minor questions arise that aren’t covered in the rules, and some things aren’t totally realistic, but a strong cinematic flavor is maintained, which is a merit. The inclusion of two hit locations, upper and lower body, and their very easy determination yields a visual aspect and (albeit a low degree of) realism to combat without any amount of additional complication or time.

Combat is also chartless, meaning that unless the character rolls a critical success or failure, there are no charts to look up during play. This is always a benefit for roleplaying games, in my opinion, and one that every game should strive for.

**CHARACTER GENERATION**

Character generation is organized into nine steps in *Age of Ruin*. Players generate
their characters' attributes using point generation. This means that every character has a total of 425 points to allocate among eight attributes: Charisma, Dexterity, Endurance, Intelligence, Luck, Mind Strength, Quickness and Strength.

Players can also choose to alter their characters by giving them a genetic mutation that yields some sort of benefit. But with every beneficial mutation, there is a "drawback" to contend with. For example, if a player picks Enhanced Smell mutation, the benefit is a sense of smell good enough to track people by scent. The drawback is that they are twice as susceptible to nasal attacks, such as tear gas. Severe mutations include extra limbs, prehensile tails, gills, spiky arms, third eyes, body fur and others—each with a related drawback.

After mutations are chosen, all characters with a high enough Mind Strength attribute can select one or more psionic ability, which are mental powers the character can use. As with mutations, every psionic power picked means the player has to roll on the Mental Maladies Table to see what the drawback of having the psionic power is. These maladies are some sort of mania or phobia. How these phobias and manias are played are up to the player and the referee, but none of the mental maladies are so inhibiting that they make a character unplayable.

The character sheet is visually poor and slightly flawed (it could use a few blank lines under a couple of headings), but it serves the purpose.

**SKILLS**

Every character chooses eight Primary skills and five Secondary skills, and proficiency is rated as a percentage. If the character has a high enough Intelligence, one or more advanced skills can be taken. Players choose whether their character comes from a primitive background or a technological background, and each background has its own skill list to choose from.

Although this makes skill selection very easy, it can create a problem. There are only 16 primary skills to choose from in the technological background, so every technically backgrounded character gets half of the primary skills available. Therefore, duplication of skills among a party is extremely easy. In addition, everyone starts out at "beginner level" in the skills, so, barring adjustment by attributes, everyone's proficiency with a skill is the same. This can be rather bland to start out with, but role-playing, mutations (especially) and psionics will most likely draw the lines and start defining characters.

**APPEARANCE**

This game easily ranks as the worst in appearance of those I've seen. The cover picture is atrocious and the choice of colors yields a garish, unprofessional presentation. The interior is better, though only in some places.

Perhaps the worst interior sections are the technical illustrations of weapons and grenades. The technical illustrations were apparently done by a variety of artists, and the different styles give the whole section an uneven, inconsistent look.

The text is laid out in a visually uninspired manner, but it isn't bad. Headings and important paragraphs are easy to find (better than in some games I've seen), and your eyes will flow across the pages easily. All in all, a good text presentation.

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**EVALUATION**

The cover and inside art gave me a very poor first impression. Had I seen this on the shelf and opened it up to look at it, I would have put it down and not gone back to it because of the art.

However, the more I read the text, the more I began to enjoy the game. The combat system is quick and easy, as are skills, psionics and character generation.

For players and referees who already have a clear idea of what their post-holocaust game will be like, *Age of Ruin* provides about everything they need.

Novice players will like the *Age of Ruin* rules. Novice referees, though, will be probably left out in the cold after one or two sessions after the introductory adventure since *Age of Ruin* is a little short on source material. But since the book is 160 pages long, contains an introductory adventure and is a complete roleplaying game (including vehicle combat rules), this is quite understandable. And, even with this shortage, the referee has enough to run a few sessions before having to make up monsters, other cults and other challenges. The introductory adventure suggests that the town included serve as a base for further adventuring by the players, so there's plenty to start on.

All and all, I would recommend this game. If you see it on the shelf, try to look past the art and review it as a fun, easy, post-holocaust-genre game you can play the same day you get it. Ω

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Cutting Edge Games, publisher of Age of Ruin, has put together a campaign setting for *Age of Ruin* called Realm of the Beast. This product will be reviewed in a future issue of Challenge.
Challenge Classifieds, Box 1646, Bloomington, IL 61702-1646 USA

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HIWG (Australia and New Zealand) is looking for MegaTraveller players and referees down under who are interested in discussing the future of the Imperium and contributing to its development. For information write to David Schneider, 5 East Ave., Allenby Gardens, South Australia 5009, AUSTRALIA. (52)

SPIRITED GAMERS WANTED—players of Star Wars, Merc: 2000, and most other SF games in San Antonio, TX area. Contact Clint Williamson, 11845 West Ave. #411, San Antonio, TX 78216-2536. (51)

THE GAMESMITHS want you—players, gamemasters and game designers to join our club. We exist to play and enjoy all aspects of roleplaying games. If you live in or around the Richmond, VA area, please write to Eddie Burns, 510 Buckingham Court, Hopewell, VA 23860. (51)

BATTLETECH Star Cruiser players in the Visalia/Fresno area. Will exchange designs or play by mail. Write to Patrick Drew, 40506 Road 90, Dinuba, CA 93618. (51)

SPACE: 1889 enthusiasts—I would like to correspond with anyone wishing to exchange ideas, adventures and variant rules. Submissions for a Space: 1889 newsletter would also be welcomed. Write to Stephen A. Connor, 534 Caroline St., Windsor, Ontario, CANADA N9A 6A8. (51)

BATTLETECH play-by-mailers: Since the disbandment of the 472nd Swordsmen, Captain Equinox and his 'Mech company are looking for more. If you have an established PBM please contact Jim Domarad, 3730 S. Mill, Greenbriar Apt. J104, Tempe, AZ 85282-4906. (51)

NEED CHICAGO southside players for ICE, Mayfair, FASA, Palladium, and other roleplaying games. Contact Terry at 434 W. 97th St., Chicago, IL 60628. (50)

EXPERIENCED GM and players for MegaTraveller in Las Vegas area. Contact Robert Finn, 4550 W. Sahara #2139, Las Vegas 89112. (50)

JOIN THE ETHER NET—the organization for Space: 1889 gamers. Play-by-mail, solitary, and double-play adventures, gaming hints, resource library, new inventions, and the latest 1889 news. Enclose a SASE for the cost of membership. The Ether Net, 1340B Commerce St., Grenada, MS 38901. (50)

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OUT-OF-PRINT TRAVELLER items. Also old copies of *Dragon, ADQ, White Dwarf*, etc., plus old games and modules. Mark Minch, 110 Edwin Ave., SE, Massillon, OH 44646. (51)

SOURCEBOOKS and supplements for Twilight: 2000. Also CHALLENGE magazines (issues 25 to present). For use with Megatraveller/Traveller. *Dragon* magazine issue 59 (March '82)—features subclass of scout profession, "Skitterbugging and the Exonidas Spaceport," over 21 pages of information. Write to Darren Skomoroh, 44 Walden Crescent, Winnipeg, Manitoba, R2C ON4, CANADA. No SASE necessary. (52)

CHANGE OF PACE MegaTraveller adventure, "The Bus to Summer Camp," on IBM 3-5 or 5.25" inch disks, various formats. Hardcopy. Contact G. T. More Associates, 29 Broad St., North Attleboro, MA 02760. (51)

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ORIGINALS/PHOTOGRAPHIES of Stardate or Stardrive magazine. Price negotiable. Also need FASA's Triangle supplement. Contact Cary Layton, PO Box 416, Cape Girardeau, MO 63701. (52)

IDEAS for computer programs to aid in playing and refereeing MegaTraveller game system. Programs will be PC compatible. Other game systems will be considered. Also want any available PC-compatible mega-traveller programs (buy or trade). Programs will eventually be for sale, but the person who had the inspiration will receive a free copy of the completed program or product in the documentation. Write to Russell Wetherington, 2611 Forbes St., Jacksonville, FL 32204. (52)

ANY ROBOTech RPGs, preferably book one, Macross, but any will do. Contact Matt Schafer, 1796 Barker St. NE, Palm Bay, FL 32907. (52)

SECURITY LEAK magazine, Third Imperium. Originals or photocopies. Richard Arts, 151 G Meadow Place, Hope, IN 47246. (52)

ORIGINAL TRAVELLER material. Need rule books (#4 and up), supplements (#12+), Adventures (#9+), CHALLENGE (#26, 29-35, 37-47), Traveller's Digest (any), Grand Survey (or Robots, Action Aboard, Rescue on Galathea, Fate of the Sky Raiders, The Harueusa Project: Photocopies okay. Send list, prices, conditions to Ken Bartold, 26399 Sheahan, Dearborn Heights, MI 48127. (52)

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SPINWARD TIMES—a new fanzine dealing with the merchant and economics in MegaTraveller. Also included are adventures, medical data, news and equipment. *Spinward Times,* c/o AG Games, 823 Ponds St., Brossard, Quebec, CANADA J4W 1W1. (51)

SIGNAL-GK—New, exclusive MegaTraveller fanzine. Adven- tures in Dagudassaug sector! Each issue will detail a subsector, a particular race and planets. At least two adventures in each issue. Signal-GK—a call for help, a call to adventure. Recognized by HIWG. For more information, write to Jay Campbell, The Sanctuary, 45 Fairfield, Hebben Bridge, West Yorks, UK 4X7 6DJ. (51)

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WE'RE LOOKING for writers interested in having articles reviewed for publication in an RPG 'zine. Other specific inquiries are welcome. Send SASE or articles to Barry Osser, Editor, PO Box 6208, Eureka, CA 95502-6208. (50)

STARSHIPS, STARPORTS AND VEHICLES issues are available. Write to Bryan Borich, 3890 50th St., San Diego, CA 92105-3005. (49)

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<td>2. Contact; Hikar (MegaTraveller)</td>
<td>3.9</td>
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<tr>
<td>3. Outcasts (MegaTraveller)</td>
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<tr>
<td>4. Things That Go Bump (Dark Con)</td>
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<td>5. Operation Back Door (2300 AD)</td>
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<td>6. Dwellers in the Dark (Space: 1889)</td>
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### FREE Drawing!

Send us your feedback, and you will automatically be entered in our drawing for a FREE copy of Dark Conspiracy, GDW’s new roleplaying game of modern horror.

**Congratulations to Victor F. Jones of Lancaster, CA, who won a copy of Gulf War Fact Book and Desert Shield Fact Book for sending in his feedback on issue 50.**

80 Challenge 52
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