Signs & Portents

B5 - PART 1 OF THE LEGACY OF WAR - A 14 PART CAMPAIGN FOR UNIVERSE OF B5

GLORANTHA - PLUNDER OF THE ELVES - A SUPPLEMENT

"PRESS PLAY" - BRYAN STEELE CONTINUES HIS MONTHY MISSION TO

RECOMMEND "GAMER FRIENDLY" MOVIES"

ALSO ACTA, BFEVO: WORLD AT WAR, TRAVELLER
AND WRAITH RECON

Signs & Portents

Well what a month it has been at Mongoose, we've had a wedding, we're very close to having a birth, I had a terrible dose of the flu… it all goes on around here! I am terribly sorry about the lateness of this issue but as Matthew puts it, I have had "girl flu".

This month sees the release of the *Universe of Babylon 5*, which is the B5 setting, combined cleverly with the *Traveller* rules. To celebrate this new release, this issue sees the first part of a 14 part campaign by Simon Beal. Simon is a new writer to S&P but having read the first part (obviously) I can assure you that he is certain to impress.

As it is December I feel the need to come over all full of holiday cheer and wish you all a very Merry Christmas and a Happy New Year from all of us here at Mongoose. Be sure to check out the State of the Mongoose on our Website for news of what is to come in 2009.

A last bit of advice... alcohol is not the answer to surviving millions of relatives at Christmas… but chocolate will help!

Charlie

Contents

Convention and Events Diary

WarpCon XIX
University College, Cork, Ireland
Fri 23rd - Sunday 25th Jan 2009
www.warpcon.com

Conception 2009.
Naish Holiday Village, Highcliffe,
Christchurch, Dorset, UK
Wed 28th Jan - Sun 1st Feb 2009
www.conceptionuk.org

Conflagration 2009
Queen Margaret Union, Glasgow,
Scotland
Sat 21st - Sun 22nd Feb 2009
www.conflagration.org.uk

Leprecon XXX
Goldsmith Hall, Pearse St, Dublin 2,
Ireland
Fri 27th Feb - Sun 1st March 2009
www.lepricon.ie

Travcon 2009
Redwings Lodge Hotel, Huntingdon,
Cambridgeshire, UK
Fri 13th - Sun 15th March 2009

Concrete Cow '09
The Old Bath House, Wolverton, Milton
Keynes, UK
Sat 14th March 2009
www.mk-rpg.org.uk/Concrete_Cow

Salute Zero Nine
ExCel, London, UK
Sat 28th March 2009
www.salute.co.uk

Dragonmeet Southwest
The Croft Sports Centre, Swindon,
Wiltshire, UK
Sun 19th April 2009
www.mongoosepublishing.com

Tentacles 2009
Castle Stahleck, Bacharach, Germany
Fri 28th May - Mon 1st June 2009
www.tentacles-convention.de

UK GAME EXPO 2009
The Clarendon Suites, Stirling Road,
Edgbaston, Birmingham, UK
Sat 6th - Sun 7th June 2009
www.ukgamesexpo.co.uk

AmberCon UK '09
Harben House, Newport Pagnell,
Buckinghamshire, UK
Fri 10th - Sun 12th July 2009
www.ambercon.org.uk

Yog-Sothoth.CON 2009
University of Bradford, Student's Union,
Bradford, UK
Fri 10th - Sun 12th July 2009
www.yog-sothoth.com

Constitution 2009
New Hall Cambridge, UK
Fri 31st July - Sun 2nd August 2009
www.constitution-con.org.uk

Gen Con UK 2009
University of Reading, Berkshire, UK
Wed 2nd - Sun 6th September 2009
www.horsemenevents.com

Furnace 2009
The Garrison Hotel, Sheffield, UK
Sat 10th - Sun 11th Oct 2009
www.rpgfurnace.com

Ludicrus '09
Kesgrave Community Centre, Ipswich,
UK
Sat 5th - Sun 6th Dec 2009
www.ludicrus.org

More events will be added to this list on a monthly basis as they are confirmed

Press Play
DVD Reviews for Gamers

By Bryan Steele

The *Press Play* Gamer Rating System

1d4 – Not a DVD I enjoyed or recommend; definitely not a worthwhile rental.

1d6 – A rather negative experience with a few shining moments; rent it if you are bored.

1d8 – The average movie-watching event. Rent it, watch it, and buy if you like it…but probably do not buy it without watching it first.

1d10 – I liked it and found it inspiring in some way for my gaming; an overall enjoyable experience. You should really go out and rent this DVD if you are fan of the genre.

1d20 – This was a great movie and I highly recommend it to anyone reading this column. You may as well go out and buy it, because I think you probably will after you see it anyway.

1d100 – Why are you still reading this? Go and get this movie!!!

Here we are again, another edition of *Press Play*, DVD reviews for gamers by a movie-loving game designer. This month we are looking at four new additions to the line up; two classic movies that have always made me think of gaming characters or sessions, one that reminds me of a different game license that has always

been a favourite of mine and finally a newer movie that I plan to 'borrow' heavily from for a campaign that I am running rather soon.

Game playing or designing requires a powerful imagination and movies inspire the imagination. I hope that by reading my DVD reviews you might go out and find yourself inspired as well!

The Beastmaster
Anchor Bay

Released to the silver screen in 1982, the original *Beastmaster* movie was one of my childhood favourites growing up and not one that I would let any Conan fan miss out on. True, the story is a little higher fantasy than what Howard commonly wrote but the overall effect of a leather clad barbarian roaming the wilderness to overthrow a tyrant and save the buxom beauty would be perfectly placed in the Hyborian age.

The movie revolves around the religious fanatic Maax (pronounced **may**-*acks*, played by a younger Rip Torn) receiving a troubling prophesy from his three shapely-but-hideous witches about how the king's unborn son will be his demise. Although Maax's meddling is what eventually gives the young boy – Dar (played by Marc Singer) – the ability to spiritually connect with animals, the movie is about Dar's return to save Kiri and get vengeance over Maax. Although it is a typical tale of swords and sorcery, I think it makes for a very interesting set of characters on an epic adventure.

There is no question where I came up with the idea for the 'beastmaster' prestige class that appears in the *Bestiary of the Hyborian Age*, as I have always wanted to play Dar in a D&D game and I figured that I could give our Conan fans the chance with some neat new abilities. Many of which were a direct homage to the *Beastmaster*. Having met Marc Singer a few times in person at

conventions and the like, I hope that I honoured his role in the prestige class' creation.

As for the pros and cons of the movie itself, I think that most are pretty evident in an early 80s fantasy flick. The hero has several terribly cliché lines, the very attractive Tanya Roberts has some gratuitous nudity early on and the theme music pops up throughout the film – sometimes at strange moments. Dar has a training semi-montage where he practices with a broken log in a rhythmic pattern before moving up to his scimitar-esque sword, apparently making him stronger in its use, perhaps? Regardless, the acting strengths are exactly where you would think they should be – in the four main names on the cast list and NOWHERE else.

A bit of fun trivia for those people who like the movie: the 'black panther' in the film is actually just a commonplace trained tiger that the crew had to *paint* black everyday before shooting. Watch the varying levels of where they chose to stop painting the snout or neck throughout the movie – they missed a few spots from time to time!

Gamer Rating: 1d20

The Ice Pirates
MGM

Caught somewhere between a humorous *Traveller* gaming group and a space-bound session of *Paranoia*, the 1984 classic science-fiction parody *Ice Pirates* is a must see for anyone who enjoys the old Robin Hood movies and tongue-in-cheek pirate flicks. Set in a future where water is the only precious commodity left, the movie revolves around the crew of a

pirate ship that targets 'Templar' vessels to steal their stores of ice.

In a perfect *Traveller* motif, the fighting is mostly cutlasses and pistols with a few good punches and kicks thrown in for good measure. The technology seems shoddy and low for a sci-fi movie, especially when looking at the robots that are used frequently throughout. There is a great deal of swashbuckling, one-liners and even some rope-swinging from deck to deck. The armour looks piecemeal for the most part except for the Templars (the Imperium equivalent for the movie), who wear chainmail and tabards threaded with lights and other scientific add-ons.

The hero of the story, Captain Jason (played by Robert Urich) and his ramshackle pirate

crew target an ice-bearing ship that also has the princess of the main Templar homeworld – whom he chooses to kidnap. Despite the skills of his crewmen, played by such star power as Michael Roberts, Anjelica Huston, John Matuszak and even Ron Perlman, the Templars catch up with them and make life very hard for the pirates. Thus begins a galaxy-spanning course of adventures trying to fulfil the princess' epic quest. A race against the Templars and the other enemies tracking them as they search for the true king of her planet, Mithra.

Even setting aside the comedic aspects of the movie, the idea of a lower-technology group of corsairs running around the galaxy stealing something important from Imperial ships and biting off way more than they can chew appeals to me. In games I have run in the past, there is nothing like a good and troublesome NPC added to a group to spice things up – especially if they come with some serious baggage. What starts out as a good ransom quickly evolves into a nightmare of police interest.

It might not seem like it at first glance, with the slapstick robots and ahem…space herpes but a good classic movie like *The Ice Pirates* can make for a great game outline. Even if someone does not see the direct correlation to *Traveller*, it is a fun movie to just sit back and enjoy nonetheless.

Gamer Rating: 1d8

Ghosts of Mars
Screen Gems

In 2001, I went to the theatre to see John Carpenter's new 'action-packed horror adventure' called *Ghosts of Mars*. I was

extremely pleased with what I saw and bought the DVD as soon as I saw that it had come out. It is a quickly-moving and imaginative story about a group of matriarchal police officers going to an out of the way mining station on Mars to pick up a wanted criminal. They find much, much more when they get there.

The tale is told from the perspective of Melanie Ballard (played by the beautiful Natasha Henstridge) as a flashback to 'what happened to her squad' when they went to go fetch Desolation Williams (Ice Cube). She explains that the mining facility was seemingly vacant until they started finding these freaked out people who seemed 'possessed' – in truth they were. One member of her squad, Sergeant Jericho (played by one of my favourite actors ever, Jason Statham), is the first to see these horrible people-turned-monster and he suggests just leaving but Ballard refuses

to give up until they are far too embroiled in the bloody tide of possessed miners.

As the story moves on you find out that something ancient and powerful was released by some careless scientist and that it takes over human bodies when it finds them. When a host dies the alien presence goes airborne and finds another host. Hence, the *ghosts* of Mars. The movie is a survival story against a terrible and seemingly endless threat; how to fight against it or at least escape from it.

The movie is a fantastic scenario. Surrounded by an enemy that you cannot kill – lest it possibly take over your squadmates and give them another body to possess. How do you fight a foe that repopulates every time you inflict a casualty upon them? It really puts the type of characters that I consider 'hackmasters' or 'gun bunnies' in the back seat because they cannot hope to fight the battle in the conventional way. Not everything can be solved with bigger bullets or a faster blade and I really can get behind stories that point that out.

For fans of *The Mutant Chronicles* or the old *Warzone* miniatures game, this movie is perfect for you. An ancient evil awakened on Mars by breaking a mysterious seal, undead forces that pierce and adorn themselves all savage-like and a governing agency one of the side characters even calls the 'Cartel'. Although those games are not Mongoose games, I cannot think back to my great times playing Dark Legion and fielding dozens of necromutants against my friend's Marsies.

In respect to our own gaming licenses, a previously unknown planet in someone's *Traveller* game could be a host to these sort of

'psychic parasites', jumping into the bodies of lesser NPCs to harass the Player Characters into killing them. Once the first wave of possessed individuals goes down, maybe a few NPC friends of the PCs start acting funny and so on. Even if the PCs are cold-hearted killers they are not likely to be quick on the trigger when it is their friends and maybe even relatives slicing themselves up and coming at them. It is a moral dilemma that some players might find difficult – especially if you can manage to possess one of *them*.

Rent *Ghosts of Mars* and think about what you and your friends' characters would do in a similar situation. Just be forewarned; although it is not very realistic, it can be a little graphic and disturbing in places. Possessed humans that slice and pierce themselves up with rough metal, adorn themselves with pieces of their friends and enjoy bloody hand to hand combat could be a little more than some can handle. I loved it but I think 20 plus years of watching the worst horror flicks imaginable may have desensitised me…just a *little*.

Gamer Rating: 1d10

Doomsday
Universal Pictures

If anyone is a fan of the cultish classic *Dog Soldiers* (a personal favourite of mine), this 2008 neo-apocalypse movie is a reunion for many of the actors and actresses of that film. *Doomsday* is a brutal and I do mean *brutal*, theoretical telling of what would happen if Scotland was walled and mined off because of deadly plague that was ravaging its population. The whole area was segregated into becoming a quarantine zone that plummeted into a new dark
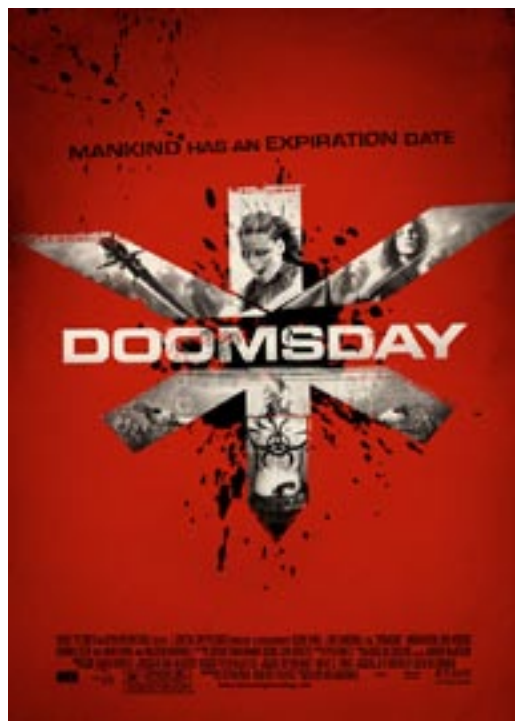
age. Britain suffers globally from their decision to leave hundreds of thousands to wither and die and soon it is nature that brings Scottish vengeance.

The premise behind the movie is that new cases of the virus have appeared in London, while surveillance shows human life in the Scottish 'hot zone'. This means a possible cure for the people of London and the Prime Minister avoiding another public opinion disaster. No one, of course, can know about life in Scotland either; as it would mean that they were wrong to wall it off in the first place. So, a secret team is put together and led by the troublemaking special forces member Eden Sinclair (portrayed by Rhona Mitra) and sent over the wall.

What the team finds over the wall is what really makes the movie. Besides being besieged and captured by anarchic cannibals led by the charismatic villain Sol (amazingly well-played by Craig Conway), they are held long enough to see one of their members roasted and eaten by the punk-cannibal-raiders. This comes after a fantastic musical number that combines Benny Hill and Nine Inch Nails to a tune by, ironically enough, the Fine Young Cannibals.

They make their escape with the help of a fellow captive into the wilderness searching for Doctor Markus Kane (played by the amazing Malcolm McDowell), the leading scientist on the plague when the wall was erected. Kane is found at the head of a polar-opposite style of community; a low-tech castle of farmers, hunters and religious fanatics that have embraced the 'old ways' in order to survive. What is left of the team is forced to escape another violent demise, this time due to their being 'outsiders' and soon Sinclair is racing away toward a helicopter pickup with the cure (a surprise I'll leave for you).

The last action sequence of the movie is a fantastic Mad-Max styled car chase involving the cannibal forces trying to stop Sinclair and her friends. The punk-cannibals, in my opinion, are the biggest reason to watch this movie in the first place – and the car chase seals it. Explosions, gunfire, arrows, fine meaty salsa made from car occupants…it has it all.

I know I plan on tapping this movie for a few cultural ideas and scenes when I start running my new *Traveller* campaign here at home. I think it shows very well that a high tech-level does not always mean an instant victory over superior numbers, tactics or zeal. Not only is *Doomsday* a fun movie that really pushes the limit on what sort of carnage you get to see in a semi-apocalyptic flick but I think there are many good character ideas and scenario potential to draw upon. There are also a few neat gadgets in the movie that I plan on adding to the upcoming *Traveller: Central Supply Catalogue*; maybe you can figure out which ones!

Gamer Rating: 1d20

The Legacy of War Episode 1: Genesis

by Simon Beal

Episode Date: November 10th 2266

"No one here is exactly what he appears"
G'Kar "Mind War"

Introduction

The Legacy of War is a roleplaying campaign for use with the new *Universe of Babylon 5* rules, which incorporate the *Traveller* rules into the Babylon 5 Universe. This campaign is intended for up to six starting characters. The story assumes the GM has a reasonable knowledge of the main television show and Crusade series.

The story begins shortly before the events of "A Call To Arms" and runs parallel with the established Crusade storyline and beyond. The premise is similar to Crusade in that the players will explore the galaxy looking for alien technology (and eventually a cure for the Drakh plague).

Prologue

The year is 2266. The Interstellar Alliance (ISA) has been in place for nearly five years and the galaxy is at peace. However, old resentments and past wars are difficult to forget. The new era of peace is still fragile and many of the younger races search for anything that will give them a technological advantage. Should the alliance be

broken, technological superiority is the only way to safeguard their future.

The technology left behind by the First Ones is the key to this future. Some of it is abandoned, some is in the possession of their former allies, such as the Drakh and some is closely guarded by secret organisations on Earth. There are also many other ancient civilisations whose ruins portray a grim history and offer a lucrative future to those who explore their secrets.

The younger races have little understanding of this technology but great enthusiasm to embrace it. With everything that the galaxy has been through, it would seem that the lessons have not been learned at all. So we walk the human road…

Background

There are several large corporations on Earth and Mars that have a lot of power. They operate from behind the scenes, running many secret operations

to ensure that Earth is being run the way that they want it to be.

About 10 years ago, these corporations started to perceive the telepaths as a threat to humanity and took steps to address the situation. They believed that organic technology might hold the answers they needed to give them a weapon against the telepaths. Leading the way for these corporations was Edgars Industries.

Project Phoenix

William Edgars set up several operations to help acquire alien technology, which went under the name Project Phoenix. The first company to be set up under this project was Phoenix Archeology, which was a direct competitor to Interplanetary Expeditions (IPX).

In order to keep some distance between the corporations and Project Phoenix, several companies were set up to front the operation so that it could not be directly tied to Edgars Industries. Although this has not been done illegally, there is a long trail of bank transfers and funding that is very difficult to trace back to its source.

The gains from Phoenix Archaeology helped Edgars' research and also prevented his rivals from getting alien technology that would have given them an advantage in the corporate world.

After several years of recruiting people for Phoenix Archeology, it became clear that certain experts would only work for the right people for the right reasons - these people had high morals, strong principles and could not be easily bought.

These people could be very motivated in the right circumstances, so a new company was set up to attract the people who did not want to work for companies like IPX and Phoenix Archeology.

Ancient Wonders

Ancient Wonders was created in 2261, shortly before William Edgars' death. The money used to fund it came from the other Phoenix companies to further the gap between Edgars Industries, especially now.

It is a legitimate company and any checks will not arouse suspicion. All records show that it is owned by a Mr Chen Wing. A Computers check (DM -3) will show that Ancient Wonders received all of its funding (which was a considerable amount of money) from an external investor.

Tracing the funding back to Edgars Industries requires two further Computers checks – one to trace back to Phoenix Archeology (DM -2) and a final check to trace from there to Edgars Industries. Even if this is discovered, it is still circumstantial since Edgars Industries are known to invest in many business ventures.

New Rule - Destiny Points

Destiny plays a big part in the Babylon 5 universe and these new rules reflect that, allowing you to give destiny a greater role in your game. Think of G'Kar and Londo from the show. G'Kar was destined to become a religious icon and his deeds of nobility and sacrifice reflected this. Londo's destiny was never a good one and the terrible decisions he made led him to that dark place.

Awarding Destiny Points

As the GM (knowing what the universe has in store for your players) you need to envision where you see the character going and what they are destined to do or become. For example, in this campaign most of the players are destined to play their role in finding a cure for the Drakh plague – this is a heroic and noble act, so similar deeds will earn them Destiny Points.

Once you have a good idea of their destiny, you can award Destiny Points when appropriate. Destiny Points should be given sparingly and only for special acts or big decisions (good or bad) that lead the player towards their destiny.

Spending Destiny Points

Players with Destiny Points can spend them to get out of a sticky situation or to succeed at an action. They are usually used in life threatening situations but could also be used on a skill check if it is extremely important that they succeed. Destiny Points cannot be used if it would oppose the player's destined path or the long-term goal of the campaign.

Cashing in a destiny point is always at the GM's discretion but the most common uses are an automatic success (for example, rolling a 12) or avoiding a fatal blow.

Player Characters

The Player Characters will all be part of the crew of a small ship. There are many roles to be filled so any career path is a viable option. The only restriction is that these are the good guys. It is highly unlikely that the players will be employed if they are known to have low moral standards or any kind of criminal history or associations.

The ship is designed for eight crew members. Two of these will always be NPCs, so you can have up to six players and you can make up the numbers with additional NPCs if required. There is no career restriction but it is important to have a captain and a xenoarcheologist.

Character Backgrounds

Since the players can use the ship between assignments, they have a fair amount of freedom to trade and travel around the galaxy. This allows them to pursue personal objectives and interests detailed in their backgrounds. Some ideas, which integrate well into this campaign, are listed here but feel free to add your own as required:

Daltron VII Connections

Located near the rim, this planet has become a centre for free trade and is favoured by traders and smugglers alike. Maybe they have friends or family there? When the players discover that Daltron VII is destroyed just before the Drakh invasion it will hit them hard and could start another story arc as they try to find out if their friends escaped.

War Hero

The character did something of note during the Earth civil war fighting President Clarke's forces. Perhaps they attacked Clarke's forces trying to save some civilians or maybe changed sides at a crucial moment? Since the antagonists of this story were all loyal to Clarke, any player with this background will make things more personal for them.

Former Employee of IPX

Maybe they were fired or left due to ethical reasons. Ancient Wonders are keen to recruit any former IPX member.

Shadow Science Background

If there are any telepaths who were formally part of Psi Corp, this option can add some interesting plot twists (perhaps they interned with Psi Corp). They will have a better understanding of what the group is dealing with and they may even recognise some of the antagonists when they meet them.

Alien Tech

Any other background involving alien technology will fit nicely into this campaign. This could be working for Earthforce's bio-weapons division (or the equivalent organisations of other races). Just make sure that you include details of the technologies that they worked on and why they left.

A good example of this that links in later on is a connection to the Ly-Nakir Corporation. They are one of the ruling corporations in the Brakiri government and specialise in research and development.

The Journey Begins

All of the players will start the game either at Babylon 5 (probably looking for work) or en route there (perhaps going for a pre-arranged job interview with Ancient Wonders).

Either way, this can be built into your character backgrounds. The captain would have most likely been invited and if any others are, Chen will let the captain interview them as detailed below.

Creating the Team

Chen is putting together a team that will take a different approach to most corporate set-ups. Some of the most brilliant minds are those who are not at home with big corporations, the type of people who are independent, ethical and opinionated. These are the sort of people who are passionate about what they do but do not like to work for large faceless corporations.

Chen Wing

Str: 7 (0), **Dex**: 7 (0), **End**: 7 (0), **Int**: 9 (+1), **Edu**: 8 (0), **Soc**: 8 (0)

Skills: Advocate 1, Broker 2, Carouse 2, Computers 0, Deception 2, Diplomat 1, Gun Combat (Energy Pistol) 1, Language (Centauri) 1, Persuade 2, Recon 2, Social Sciences (Psychology) 1, Space Sciences (Xenology) 1

Equipment: PPG

Information: Chen was recruited by Edgars Industries to front the company. He does not know all of the specifics but he does know that the technology he is procuring for them is used by their research teams for the advancement of medical science and to better humanity.

He genuinely believes that it is for a good cause and although to a large extent it is, Chen has no idea that it has also been used for research into much darker areas (such as the telepath virus, which ultimately led to William Edgars death).

The players must feel as though they are being recruited by "the good guys". Their new employer is not a large corporation or government organisation so they are not restricted by the bureaucracy that engulfs these organisations.

Chen will explain that IPX and its many subsidiaries are just fronts for Earth's bio-weapons division. Chen is a humanitarian and he will make it clear that none of their finds will be used in any kind of weapons research.

Chen will recruit the captain first. He will primarily be looking for a human for this role. The player will probably be a level 1 character, so it is unlikely that he/she would have captained a ship before but as long as they have proven themselves in the cockpit and are charismatic enough, Chen will employ them. If you would rather not allow one of your players to be the captain then you can create an NPC for the role.

It is recommended that all of the players are new recruits to Ancient Wonders and therefore need to build up trust with each other and the existing Ancient Wonders team. However, if you feel it is too much of a stretch to have a low level stranger captain the ship, you can have them start at level 2 and/or have it so they have been working for Chen for a while.

Possible Questions

Anyone being recruited by Chen will no doubt have questions and possibly some suspicions for a job that seems too good to be true (especially for the captain). The most likely questions are listed here together with Chen's reply. All answers given by Chen are the absolute truth as he knows it and he will never lie to the players.

- What exactly will we be doing?
  "You and your team will be following leads to possible sites where we can recover alien technology."
- What do you do with the recovered technology?

"We analyse all artifacts recovered by our teams to further our understanding of alien cultures. We also work closely with some research organisations that look into possible medical applications. This also keeps it out of reach from those who would use it for military applications."

- Who are the other research organisations?
  "They prefer to remain anonymous but I can assure you that the research is only used for legitimate medical purposes. If any of our finds were to be used for military purposes it would go against everything that we stand for here at Ancient Wonders."
- How do I know you are not just another front for IPX?
  "You don't but then how do I know you won't just run off with our ship? We must extend a little trust towards each other."
- How many other teams/employees are there in Ancient Wonders?
  "There is one other team who generally work on long-term digs and research projects."
- Do the two teams work together much?
  "Your team performs the initial investigation. Depending on your finds, the other team will follow up if necessary."
- Why are you are letting an inexperienced captain pilot your ship?
  "I am looking for particular types of people and you are one such type. It is not so much experience I am after but the right principles and skills. Everyone needs the opportunity to prove themselves and to gain experience, this is yours."
- Can I use the ship between assignments?
  "Yes, as long as you do not use it for illegal activities and Ancient Wonders gets 20% of any profits you make. You must not do anything that might harm the reputation of

this company or anything that is in competition against it."
- So, you're going to trust me and a crew of people you've only just met with a ship?
  "Yes but some of my representatives will accompany you whilst the ship is in use."

Chen's Representatives

Although the captain will be in command of the ship, he will not be trusted enough at this stage to take it out without someone to represent Chen's interests.

Chen will explain to the captain that there will be two representatives of Ancient Wonders who will accompany the new crew, Carol and Rufus. Carol will handle all financial and administration matters, whilst Rufus will act as ship's security.

Carol O'Connor

Str: 9 (+1), **Dex**: 12 (+2), **End**: 8 (0), **Int**: 9 (+1), **Edu**: 9 (+1), **Soc**: 8 (0)

Skills: Athletics (Co-ordination) 1, Carouse 1, Computers 0, Deception 1, Drive 0, Engineering (Electronics) 0, Gun Combat (Energy Pistol) 1, Investigate 1, Melee 1, Persuade 1, Pilot 0, Recon 1, Social Sciences (Psychology) 1, Stealth 1, Zero-G 0

Equipment: PPG

Information: Carol has been working for Chen since the inception of Ancient Wonders. She is primarily there to make sure that the captain performs his duty but she will also act as an accountant and make any necessary payments as required (salaries, docking fees, bribes and so on). She can also nudge the players in the right direction should they stray too far from the path!

Carol is quite friendly but will always remain alert and objective. It will take several assignments before she truly begins to trust the players and it will be difficult for them to deceive her.

Rufus Felds

Str: 10 (+1), **Dex**: 11 (+1), **End**: 11 (+1), **Int**: 8 (0), **Edu**: 7 (0), **Soc**: 7 (0)

Skills: Athletics (Co-ordination) 1, Drive 0, Gun Combat (Energy Pistol) 1, Gun Combat (Energy Rifle) 1, Heavy Weapons 1, Medic 0, Melee 1, Persuade 0, Recon 1, Stealth 0, Survival 0, Zero-G 0

Equipment: PPG, Knife, Flak Jacket

Information: Rufus was employed by Chen shortly after Carol and he is always sent out with new teams. He is a soldier and is there to protect Carol and the ship, should the players prove less than trustworthy. He will also provide some muscle for the players should the need arise but until the crew earn his trust, he will tend to stay on or near the ship whenever possible.

Although Rufus may seem like another grunt, he is actually quite intelligent and a bit of a romantic. Through his duty of protecting Carol he has started to develop feelings for her. She of course has no idea and Rufus will not really initiate anything due to professional courtesy. However, if one of the players becomes involved with her he will get very jealous and take a strong dislike to that character.

Recruiting the Crew

Once the captain has signed on, Chen will allow him to recruit the rest of the crew but he will want to vet them to make sure that they are appropriate for the team. Any race may be recruited but he will want some of the crew to be Human so that they have some ties and loyalty to Earth.

Chen may have already invited some of the players to Babylon 5 for an interview, which can be built into their backgrounds. Up to five additional crew members may be hired (not including the captain). The starting pay for all crew members is 2,000 credits per month plus bonus, which provides them with a modest lifestyle and enough funds to rent quarters on Babylon 5 for their time in between missions. The bonus is paid (at GM's discretion) for any items recovered and given to Chen.

NPC Crew Members

Depending on how many players you have, you may need to make up your crew compliment with some NPCs. Maybe the captain or other players have an old "war buddy" or other contacts from their background that they can recruit. This can be a mini-scenario in itself as the players track down and persuade their contacts to join the crew. A bonus scenario is also included at the end of this episode for recruiting one of these NPCs.

The Star Dancer

Once the captain has recruited his crew, Chen will reveal the ship that they

will be using for their assignments. It is a modified civilian trader called Star Dancer, which has 4 extra staterooms and an additional turret mounted pulse cannon.

The players can explore the ship and settle into their quarters, which will now be their home for much of the time. The players will be spending much of their time on the Star Dancer but they may also wish to rent quarters on Babylon 5 for the time that they spend in-between assignments.

Equipping the Ship

There is already a small amount of equipment on board including several pressure suits and a small supply of weapons and tools. The exact number is down to the GM's discretion (for example if there are too few encounter suits, you can split the party up if you need to).

If the players are smart, they will want to stock the ship with equipment and tools that might be needed on their assignments (such as survey & digging tools). Chen has authorised Carol to buy anything that they will need to do the job, within reason, of course. The players may also want to convert part of the cargo bay into a small laboratory so they have a facility onboard to examine and investigate their finds.

The ship has also been implanted with several hidden locator beacons. If one of Chen's agents does not update him once every 24 hours via a remote transmitter, the beacons will begin to transmit the locator signal.

The Legacy Group

At this point, it is important to introduce some of the antagonists of the story and the power that drives them.

After President Clarke was removed from power in 2261, many people who were loyal to him were arrested but some managed to avoid detection. As well as a political shake up, a number of secret operations in Earthforce were also discovered and stopped.

All of these rogue elements within Earthforce that were not discovered or arrested, created the Legacy Group - a secret organisation pledged to protect Earth by any means necessary.

When the Psi Corp was disbanded in 2265, many of the telepaths escaped justice and joined the Legacy Group, further building on its power base.

The majority of the group's efforts are spent researching and developing alien technology from several secret facilities. More details on the Legacy Group will be revealed as the story progresses.

The Inner Circle

The inner circle consists of five people (including two of the joint chiefs) who run the Legacy Group. Apart from Seth Warner (one of the main antagonists of this story), the rest of them are rarely seen away from their desks.

The Equinox

The Equinox is a Hyperion class cruiser. Although it is captained by Robert Durall, it is ultimately under the control of Seth. In addition to the ship's crew, there is also a squad of marines under the command of Seth, with the imperative to carry out any orders deemed necessary to fulfil the ship's mission statement.

The players will encounter Seth and the Equinox on several occasions throughout the campaign, so ensure that you are familiar with them. Character and vehicle details will be provided in the next episode.

In The Shadows

Behind the scenes, the Drakh are pulling many strings. Several members of the Legacy Group have been compromised and are controlled by Drakh sleepers. As a prelude to their invasion, the Drakh are doing all that they can to keep their existence secret from the galaxy. By controlling the Legacy Group, they can easily hide any information gained about their race and their plans.

The Drakh are not the only secret within the Legacy Group. Many people think that the conflict between telepaths and normals is over – Psi Corp may have lost the battle but the war still goes on. Most of the telepaths within the Legacy Group are using resources to further their own goals. This will also be detailed later in the campaign.

In order to keep this group and its activities secret, Seth is involved in cleanup operations - his job is to remove evidence of the Drakh, so that their presence remains a mystery. He will do things by the book if possible to avoid drawing attention to himself and the group but will break regulations if it is necessary to get the job done.

Investigating the Group

Once the players encounter Seth and the crew of the Equinox, they may try to do some digging around and see what they can find out about these people.

Any checks made against the Equinox or its crew (including Seth) will be extremely difficult. These people do not officially exist and the most that the players will get is that any information relating to this is classified top secret. The Equinox itself is not registered as an Earthforce vessel.

As the story unfolds, more information about the Legacy Group and their activities will be detailed.

Exploring the Galaxy

Once the crew is assembled and ready for action, your players will no doubt want to take the Star Dancer on its maiden voyage.

There are many possibilities for adventure here so try to encourage your players to explore the galaxy before they are given their first assignment in the next episode. Below are a few short scenarios to kick things off, which you can mix and match as appropriate.

Test Flight

No doubt the first thing that the players will want to do is take the Star Dancer for a spin and test its capabilities.

Departure from Babylon 5

For their first departure, you can really hype this up and make it feel important. Before they can leave they must request clearance from Babylon 5 Command and Control (C & C) where they will be allocated a departure slot. Unless the captain wishes to do this himself, Carol will usually arrange this on his behalf.

When their vessel is able to depart, they will be contacted by C & C:

"This is C & C to civilian transport, Star Dancer. Clearance has been granted and your departure slot is now available. Please link in control of your vessel to the central computer for automated departure sequence. Control will be returned to your vessel upon station departure."

The Babylon 5 central computer will safely navigate the Star Dancer out of the docking bay. The computer will then relinquish control back to the pilot.

Plotting a Course

When the ship is free of the station, the players can activate the jump gate and head to their desired destination. Since it is their first time, you can ask the pilot to make an Astrogation roll for this – it is a simple procedure (DM +2). Nothing untoward will happen if they fail; it will just be a little embarrassing for the crew and especially the captain.

Once they are through the jump gate they will enter hyperspace and will use the beacons to navigate to their destination. Another Astrogation check (DM 0) must be made to plot the course

successfully via the hyperspace beacons. The navigator will have several attempts to do this before they begin slipping off the beacon so it is unlikely that they will get into trouble.

You do not need to do these checks every time unless the crew is under duress but for the first time a skill check makes the experience a little more exciting.

Manoeuvre & Weapons Test

Before reaching their ultimate destination, the captain may want to try out some manoeuvres to see how the Star Dancer handles and they will most likely want to test the weapons too. This is best done in a clear area of space with a few asteroids for target practice. The navigator can easily find an appropriate area of space near a jump gate.

Once they are in an empty area of space, they can try out some piloting manoeuvres and fire at some asteroids using the appropriate skills. If you wish to make this a little more interesting, you can add in an additional encounter here such as a distress call or raider in the area.

Finding a War Buddy

The players may still be recruiting to fill positions in their crew. This scenario has the crew looking for an old war buddy of one of the players. If a war buddy is not appropriate for your player background, you can simply change to an old friend or colleague.

The NPC will most likely be an old friend of the captain's (someone that they can trust and an ideal candidate for the co-pilot) but can work just

as well for any other player. The player's friend would have been a fellow officer, pilot or soldier – create an NPC as appropriate.

Tracking Them Down

The player has not seen their friend for some time so it is unlikely that they know where to find them. However they will know that he/she had been spending a fair amount of time on Mars since it was declared an independent planet and not under the direct control of Earth.

It takes two days to travel to Mars from Babylon 5 in hyperspace and a further 16 hours in real space. Once they arrive at Mars, there are several options for finding their friend:

- Hacking the computer systems to get employment and travel records is a risky move but can be done. First they must bypass security with a Computers check (DM -4), then a second check (DM -1) to find the relevant information. Failing the check by 4 or more will alert an administrator. Since they are only reading data they should be quite safe if they succeed but if the hacker wishes to cover their tracks, they get an additional –1 DM for each Computers check.
- A Carouse check (DM -1) in Mars Dome One is much safer and will reveal the information from locals who know the NPC. If the players try this in another dome, it is much harder and a successful check will just be advice that they should try looking in Dome One as it is the biggest and most popular dome.

However the players mange to find the information; they will learn that the NPC is often in Mars Dome One but has no fixed abode. He/she usually stays in The Red Dust Hotel

The Red Dust Hotel

This hotel is popular with people who spend a lot of time on Mars as it is quite cheap for long stays. It is a small establishment with 11 guest rooms spread over three floors. Like all hotels on Mars, the rooms are very small containing a single bed with just enough room to walk around. Each floor has a shared bathroom, each consisting of a small sink, a toilet and a vibe shower.

The ground floor has a small communal lounge and restaurant. The Red Dust may not be the Ritz but it is kept clean and tidy and the food is surprisingly good. The hotel is run by a shady individual known as Randall who knows the NPC quite well as they are a regular customer.

Randall

Str: 9 (+1), **Dex**: 9 (+1), **End**: 9 (+1), **Int**: 8 (0), **Edu**: 9 (+1), **Soc**: 9 (+1)
Skills: Carouse 1, Computers 0, Deception 1, Gambler 0, Gun Combat (Energy Pistol) 1, Investigate 0, Language (Centauri) 1, Melee 1, Persuade 1, Recon 2, Social Sciences (Psychology) 1, Stealth 1
Equipment: PPG, Knife.

Although he runs a legitimate hotel, Randall also trades information (for the right price, of course). As a general rule he will not give out information about his customers as it is bad for business, so the players will need to convince him that they are friends before he will tell them anything and then it will come at a cost (25 to 50 credits).

The NPC usually stays in Room 3 on the ground floor if it is available. Although they are currently staying in the hotel, Randall has not seen them for a couple of days. He will let the players inspect the room (for another modest fee of course).

Following the Leads

You have several options here depending how long you want this scenario to go on for and the class and background of the NPC. There are many possibilities here, some ideas are listed below:

- The NPC is due back soon and the players just have to wait for him/her to return.
- The NPC is in a little trouble with the underground elements of Mars Dome One and the players have to help them out.
- Due to a mix up, the NPC has been arrested by the local authorities. The players must discover the truth and clear the NPC's name.
- The NPC is on a job to search one of the abandoned domes. The players could help out or maybe the NPC gets trapped and needs rescuing.
- The NPC is investigating rumours of some alien technology rumoured to have been discovered here on Mars.

Convincing the NPC to Join

The NPC may have begun to make a life for themselves on Mars so some persuasion may be needed for them to join the crew. Of course, if the players help out the NPC, the job will be much easier. This conversation may also reveal some of the player's background that was previously unknown to the rest of the crew.

Trade Route to Daltron VII

The players may wish to set up some kind of trade agreement on another planet to earn some extra money. This could be delivering goods, services or information. The scenario presented here takes them to Daltron VII but you can change the destination as required.

One of the players may already have a contact on Daltron VII or maybe they just head out there knowing that it is a good place to establish some trade routes.

Daltron VII

Located near the rim, this planet has become a centre for free trade and is favoured by traders and smugglers alike. Although it is known for it's less reputable citizens, a lot of honest trade is also done here and it has become a popular place for independent traders.

The journey from Babylon 5 to Daltron VII takes four days in hyperspace. The jump gate is near to the planet so no extra travelling is required.

Although there are several small settlements on Daltron VII, the main area of interest to the players is the largest town called Liberty. Liberty is much larger than the other settlements and is considered the capital.

Apart from the space ships and some obvious signs of technology, the town looks like it belongs in the past. It consists of buildings in various styles of architecture, some even made from wood cut from the indigenous forests.

Many people's homes also double as small shops where they trade their goods. Others sell their wares from stalls in a makeshift market place near the main space port. There are several bars and inns frequented by locals and visitors alike.

The space port is nothing more than a large flat area of ground with some rough markings

to indicate landing areas. The outer settlements tend to be farming communities and although this does make the inhabitants self sufficient, they are always eager to trade for different foods and luxuries.

For the most part, it is a friendly place but can be a little rough at times. Those new to the town should keep close guard of their valuables as not everyone here is to be trusted. There is no law as such but a small local militia do stop things from getting too out of hand but they will only intervene if absolutely necessary.

Goods & Services

There are a variety of items that the players can trade. This may be bringing goods to Daltron VII that the locals have trouble getting themselves or maybe items that can be cheaply obtained here and sold for profit elsewhere (such as Babylon 5). Some possible ideas include:

- Locally made alcohol from one of the bars can be sold to a vendor on Babylon 5.
- Electronic tools and components to maintain their buildings and technology.
- Raw materials.
- Food & drink not available to the locals.
- News & entertainment data crystals.

The players could even set themselves up as middle men for other individuals but remember Carol will oversee any transactions and will not allow anything illegal to be traded or transported where the Star Dancer is involved.

As well as the merchants who live here, there are also a variety of traders and smugglers who are just visiting Daltron VII. They can usually be found at the space port or in the bars.

Character Backgrounds

This is also a good point to set other story arcs in motion from your character backgrounds. Maybe your players need to visit someone or find something. There may be a chain of events that they need to follow, so starting now is a good way to get the ball rolling.

Ending the Episode

Experience Points

250 points for completing the episode.

Bonus Points:

Recruiting the crew: 50 to 150
Checking out Ancient Wonders/Chen: 50
Suggesting equipment: 50
Requesting a lab: 50
Checking the ship for safety: 50
Test Flight scenario: 100 to 150
Finding a War Buddy scenario: 100 to 150
Trade Route scenario: 100 to 150
Character Backgrounds: GM discretion

Next Time in the Legacy of War

The players obtain information that leads them to the remains of an ancient civilisation out near the rim. Upon arrival, tempers fray as they investigate three towering obelisks and a deeper plot begins to reveal itself. Not only will they discover the Drakh but they will have their first encounter with the Legacy Group.

Chaos and Mayhem

A Range of Scenarios for A Call To Arms

By Alan Oliver

Most of these scenarios are focussed on ships that will rarely be used in a general fleet engagement due to their specialist role.

We start with a large scenario full of uncertainties.

Hostile Intent

You are at war with another race across a number of systems. Your fleet has a small reconnaissance force patrolling the local inhabited planet when it detects a similar force from the enemy fleet. Neither force has any idea of what reinforcements are available to the enemy, nor do they know what their objectives may be. Even the arrival of your own reinforcements is uncertain.

Setup

This scenario works best with a larger table, 4' x 6' or 4' x 8' if possible. 2' from one short edge place a jump gate, pointing towards the centre of the table. 2' from the other short edge place a planet. These should both be half way between the long table edges. Asteroids or dust clouds can be added for additional debris to taste, however this would be unusual close to an inhabited planet.

Forces

This scenario will work with two, three or four players.

The total fleet size is 10 points at battle priority. The reconnaissance force however only consists of one point at battle priority, with the addition of any ships with the Scout trait.

Deployment order is still determined by initiative rolls but command bonuses will only apply if they are on ships that are part of the reconnaissance force. Whoever rolls highest gets to choose one quarter of the table for their deployment area but actually deploys their ships second. The next highest then picks one of the remaining board quarters and will deploy their ships second to last. This continues until the lowest rolling player has selected a quarter of the table, when they get to deploy their ships first. Other players then deploy ships in reverse initiative order. No ship can be placed within 24" of a ship from another fleet and all ships must be placed within their fleet deployment area.

The remaining forces are the possible reserves that may be able to deploy during the battle. They will need to be divided into squadrons and secretly assigned to either realspace or hyperspace.

Reserves

At the start of each turn, after the first, each player gets to roll for three of the ships or squadrons held in reserve. This is why it is advisable to keep all of the reserve ships in squadrons, as they will arrive sooner. However this is optional and you can keep all your ships separate.

Flotillas of fighters, made up of fighter wings bought separately, can be grouped together into a single unit to be rolled for.

The chance for ships in realspace to arrive is based on the speed of the slowest ship in the squadron.

Any ships can be used as hyperspace reserves, even those without the Jump Engine trait. To roll on the AJE column all ships in the squadron need to have the Advanced Jump Engine trait. To enter via a jump point at least one ship in the squadron must have the Jump Engine trait. Those squadrons without any ships with the Jump Engine trait have to enter via the jump gate. To use the Jump Gate you need to have control over it, which is done by being the only force with ships within 12" of the Jump Gate at the start of the turn.

	5" or under	6"-9"	10"-13"	14" or over	Hyper-space	AJE	Jump Gate
Turn 2	--	--	6+	5+	6+	5+	6+
Turn 3	--	6+	5+	4+	6+	5+	6+
Turn 4	6+	5+	4+	3+	6+	5+	5+
Turn 5	5+	4+	3+	2+	6+	5+	5+
Turn 6	4+	3+	3+	2+	6+	5+	4+
Turn 7+	3+	3+	3+	2+	6+	5+	4+

Victory and Defeat

This is where the additional uncertainty of the scenario comes in. Each player must choose one of the victory conditions below and record it before the start of play.

1 Annihilation - Destroy all enemy units on the table. Victory occurs at any point from turn four onwards where there are no enemy ships remaining on the table. Enemy fighters and ships still in reserve do not count towards this situation.

2 Attrition - Destroyer 50% more enemy units, according to priority level, than your own casualties. This is assessed in the end phase of each turn from turn four onwards. Until your own force has taken casualties however you cannot win via this objective.

3 Area Denial - Divide the table into two feet squares, to win you must control two more of these squares than the enemy in the end phase of any turn after turn four. To control one of these areas you must be the only fleet with ships in that square or outnumber the enemy in the area by 10 to one or more.

4 Planetary Assault - Bombard the planet with mass drivers or orbital bomb weapons for 100 points of damage, land 8 troops on the surface of the planet or destroy 16 installations. On any turn where any of these are accomplished victory comes in the end phase.

5 Jump Gate Control - From turn four onwards if you are the only fleet with ships within 12" of the jump gate in the end phase, you win.

6 Intelligence Gathering - Using scouts you must scan all enemy ships on the table and get the scout out alive. To scan an enemy ship you need to get the scout within 18" of the enemy ship and not use the scout trait for anti-stealth or redirecting fire. If two scouts between them scan the enemy fleet, then both ships must make it off of the table to claim victory.

Variations

The simplest variation is for each player to roll a dice for their victory condition rather than selecting it by choice.

For less uncertainty in the scenario you have a couple of options. The first is for both players to agree to one specific objective, that both will be fighting towards. The second is for both fleets to pick their objective openly, so that you will at least know what the enemy will be trying to achieve.

Scenario Tactics

When selecting your fleet you should be aware of the different speed brackets for reinforcements, as having a slow ship in an otherwise fast squadron is likely to delay their arrival, which may cost the game. So your reserve squadrons should all be of similar speeds.

Unless playing a variation where the objectives are open, deception is part of the game. If the enemy knows what you have to do to win, he will have a greater chance of blocking you. So if you can make your enemy think you are after one objective while actually trying for another, you may be able

to achieve victory through a sudden action when your enemy cannot counter you. For example both objectives three and five rely upon manoeuvre to succeed. If the enemy does not realise that they are your victory condition he will not counter you by spreading his fleet out to cover more areas or assigning ships to cover the jump gate.

You also have to watch the enemy for how they may be trying to win. Some are easier to spot than others, for example planetary assault is unlikely to be achieved in a single turn, so when they start attacking the planet, you know to target their troop carriers. However if the fighting has moved away from the jump gate and suddenly enemy ships break off from the fight to head towards it, then you need to cover it yourself. Obviously be aware that he may be faking you out to draw off your forces.

For a fleet with long range weapons in wide arcs, then Area Denial may be a good choice. Your ships can be spread over a wide area while still putting their fire into the enemy. This will help to disguise your objective, as it will look like you are just trying to kill the enemy.

Explorer Rescue

The explorer class ships have always been a bit of an oddity in the Earth Alliance fleet lists. These are incredibly valuable units that are not that powerful in combat, so few admirals will risk them in open battle. Besides, they are normally busy doing other things, like exploring. This all means that these ships are rarely used.

However they are busy ships, always active and often out there on their own, far from any support. In this scenario the explorer is stationary, busy scanning for starfish or whatever they do, when it is ambushed by hostile forces. These might be simply

trying to destroy a valuable Earth Alliance unit or they may be trying to capture it to use themselves.

Setup

The explorer is set up in the middle of the table. The entire enemy fleet deploys in their deployment zone, which is along one long table edge and assuming a 48" wide table should extend 12" from the table edge. The Earth Alliance table edge is the other long edge.

Asteroids should be used; these provided the cover for the hostile fleet to have gotten this close to the explorer without being spotted.

Earth Alliance Fleet

The explorer and four points at skirmish priority level. Only the explorer starts on the table, the other ships are kept in reserve. They can enter from hyperspace if they have jump engines, otherwise they enter from their table edge from turn three onwards.

Hostile Fleet

This can be any fleet that is hostile to the Earth Alliance. They have five points at skirmish priority, all of which start on the table.

Scenario Rules

The explorer can be captured intact if all of the crew are killed while the enemy has troops on board; alternatively if it is rendered crewless through combat damage and then boarded by hostile troops then they capture it. If the crew are killed but there are still troops on board, they will have to be overcome through a boarding action before the ship can be captured. Earth Alliance ships can also transfer their troops onto the explorer, to try to fend off the capture attempts.

If the enemy capture the explorer and the Earth Alliance have no realistic option of recapturing it back, they may then open fire on the explorer to destroy it.

The rescue ships from the Earth Alliance arrive on turn four, either opening one or more jump points on turn four or entering from the EA table edge.

Victory and Defeat

This all depends on the explorer; it is far more valuable than the ships sent to rescue it. If the enemy capture the explorer intact, even if damaged, then this is a major victory. If the enemy destroy the explorer rather than capturing it, this is a minor victory. If the enemy capture the explorer but the Earth Alliance are able to destroy it, then this is a marginal victory for the Earth Alliance. If the Explorer survives and is in Earth Alliance hands, then this is a major victory for the Earth Alliance.

Scenario Tactics

The hostile forces face an uphill challenge as the explorer carries 10 troops itself. They are going to have to soften up the explorer with weapons fire before they can look at trying to board it. Dropping the ship to skeleton crew will half the number of troops on board and crew critical hits five and six will also help here.

The simpler option is to be less ambitious and go for the destruction of the explorer from the outset; here your only problem is the ships massive damage rating. However if you start out by trying to destroy it you may reach the stage where capture has become possible anyway.

The Explorer must try to survive on it's own for the first four or five turns, taking everything that the attacks throw at it without going under. Two special actions will be of particular use; Close Blast Doors and Intensify Defensive Fire. The first will reduce all incoming damage, including beams, while the second will be more useful against massed fighters or fleets with plenty of weapons susceptible to interceptors.

Colony Evacuation

Sometimes even the most powerful of interstellar nation finds it has to pull back; this scenario depicts the Minbari Federation having to evacuate a civilian colony while under fire. Their enemies are known to be willing to destroy civilian ships, so they have to use military troop ships to evacuate the civilians.

This scenario can be played against two different races, both of which have a track record for firing on civilians. They are the Centauri Republic or Earth Alliance; third age under president Clark.

This scenario can be played against either force.

Minbari Federation

Forces

The core of the Minbari fleet are the Torotha Assault Frigates. They carry no troops at start, as they are there to evacuate the civilians on the planet surface.
Torotha Assault Frigate *Whisper Wind*, crew quality 6
Torotha Assault Frigate *Summer Lightning*, crew quality 5

Torotha Assault Frigate *Gentle Rain*, crew quality 4

Torotha Assault Frigate *Winter Hail*, crew quality 4

Torotha Assault Frigate *Silent Fog*, crew quality 3

Torotha Assault Frigate *Sudden Storm*, crew quality 3

They need an escort of heavy warships, capable of getting close to the enemy, a pair of Troligan armoured cruisers were assigned to protect them, with An Ashinta heavy escort to provide cover against fighter attack.

Troligan Armoured Cruiser *Crystal Fist*, crew quality 6

Troligan Armoured Cruiser *Diamond Spear*, crew quality 5

Ashinta Heavy Escort *Burning Star*, crew quality 4

Centauri Republic

Forces

The Core of the attacking Centauri Republic fleet are a pair of Secundus Battlecruisers fitted with mass drivers. They are here to mass driver the colony and then send troops down to capture survivors.

Secundus Battlecruiser *Imperial Butcher*, crew quality 4, mass driver fitted

Secundus Battlecruiser *Imperial Slaughter*, crew quality 3, mass driver fitted

Fire support is provided by a pair of Elutarians. They were assigned to the mission to shoot down any escaping civilian craft at long range.

Elutarian Bombardment Destroyer *Republican Justice*, crew quality 5

Elutarian Bombardment Destroyer *Republican Law*, crew quality 3

To hunt down any escaping ships, four Vorchans were assigned, as the fastest ships available to the Centauri.

Vorchan Warship *Rapid Thunder*, crew quality 6

Vorchan Warship *Lightning Flash*, crew quality 5

Vorchan Warship *Fast Death*, crew quality 4

Vorchan Warship *Quick Resolution*, crew quality 3

Clarkist Earth Alliance

Forces

The core of the force are a pair of Omega destroyers with captains loyal to President Clark. They will not hesitate to shoot down civilian ships or transports with civilians on board. They are backed up by a pair of Nova Dreadnoughts, also with loyalist captains.

Omega Destroyer *Sparticus*, crew quality 6, 4 Thunderbolt fighter flights.

Omega Destroyer *Brutus*, crew quality 5, 4 Thunderbolt fighter flights.

Nova Dreadnought *Caligula*, crew quality 4, 2 Thunderbolt and 2 Aurora starfury fighter flights.

Nova Dreadnought *Rasputin*, crew quality 3, 2 Thunderbolt and 2 Aurora starfury fighter flights.

With them are a squadron of hyperion assault cruisers, the troops they carry are to 'cleanse the alien infestation' on the planet surface.

Hyperion Assault Cruiser *Bloodthirsty*, crew quality 5

Hyperion Assault Cruiser *Bloodbath*, crew quality 4

Hyperion Assault Cruiser *Slaughter House*, crew quality 4

Hyperion Assault Cruiser *Carnage*, crew quality 3

Setup

Set up the planet 36" away from the Centauri deployment zone. The Minbari Federation fleet are in hyperspace and can open jump points on turn one. Dust clouds and asteroids can be added but would be unlikely this close to a habitable planet. No jump gate has yet been built in the system; the colony is too recent for one to have been constructed yet.

Scenario Rules

The colony consists of 12 troop units of civilians on the planet's surface that have to be rescued. Three can be loaded onto a single Torotha that has landed on the surface of the planet, on the turn after it lands.

Mass drivers can target Torotha that have landed on the surface of the planet on the turn they are loading the colonists as they are a stationary target.

Thunderbolt fighters can target Torotha while landing, loading colonists or taking off but have to enter the atmosphere to do so.

Centauri or Earth Alliance troops that are landed on the planet can attack the colonists. Roll 1d6 for each enemy troop unit that is attacking the civilians:

1	Troop unit is killed by the Minbari civilians, possibly a ranger hiding among them.
2-3	Troop unit kills a few Minbari colonists, but not enough to count as a troop unit.
4-5	Troop unit kills enough colonists to count as a troop unit.
6	Troop unit hits a major target, killing two troop units worth of colonists.

Victory and Defeat

This is based on the number of colonists that are evacuated. Only those colonists on board Torotha that make it into hyperspace are considered evacuated.

Colonists saved	Level of victory
12	Total Minbari victory
10-11	Major Minbari victory
8-9	Minor Minbari victory
5-7	Draw, neither side victorious
3-4	Minor Centauri/Earth Alliance Victory
1-2	Major Centauri/Earth Alliance Victory
0	Total Centauri/Earth Alliance Victory

The damage done to the attacking fleet by the Minbari, nor the loss of Minbari ships that are not carrying the colonists has no affect on the level of victory.

Scenario Tactics

For the Minbari it is all about getting those colonists onto the Torothas and getting them into hyperspace as quickly as possible. To maximise their chance of getting away they should enter via jump points created by other ships, preserving their own jump engines for the escape. The jump points should be close enough that ships can enter and dive straight into the atmosphere on turn two. The Troligan are there to engage the enemy at close range, so charge them in and do as much damage with them as you can.

With the Centauri fleet your main weapon is the pair of Secundus Battlecruisers and the mass drivers that they carry as these can hit the Torotha while they are on the deck. However you will have to get them in there fast as the mass drivers are short ranged weapons.

The Earth Alliance fleet has the thunderbolt fighters to attack the Torotha while they are over the planet. These are faster than the ships carrying them, even if they are on Max Chat orders, so should be launched as early as possible to get them to the planet.

Both the Centauri and Earth Alliance fleets have troops that they can land on the planet to attack the colony itself. They may not hit the planet early enough to make much difference, however the threat of slaughtering the colonists will put pressure on the Minbari.

First Flight of the Dargan, 2257

In 2257 the Centauri Republic had the first prototype of the Dargan Strike Cruiser ready for testing. All they needed was a suitable target to attack and for that they looked at to the Narn, their favourite dancing partners. They selected the Hilak system to attack, hoping that the unknown ship design would not be recognised as a Centauri ship and that they would not get the blame for the attack. The first functional prototype was dispatched with orders to enter realspace well outside the system and approach in realspace, to keep its drive engines hot and ready to escape if things went badly.

The Hilak system was not undefended of course, Hilak being on the border of the Drazi Freehold so subject to the occasional opportunistic raid or high spirited display of force. A pair of G'Karith Patrol Cruisers were stationed in the system to prevent anything unfortunate happening. They detected an unknown ship design approaching under stealth and move to intercept, ensuring that it could not get close enough to the colony to do any damage.

Centauri Forces

Dargan Strike Cruiser *Republic's Ghost*, crew quality 4, 2 flights of Rutarian fighters.

Narn Forces

G'Karith Patrol Cruiser *Son of G'Ven*, crew quality 5, 1 flight of Frazi fighters
G'Karith Patrol Cruiser *Fist of G'Ven*, crew quality 3, 1 flight of Frazi fighters

Setup

Narn and Centauri deployment zones should be 24" apart. Asteroids and dust clouds can be used but are optional. No planet, stations or jump gate should be used.

Scenario Rules

The Narn ships will not open fire on the unknown ship without provocation but being fired upon by the unknown ship will certainly be taken as provocation.

If the Dargan launches fighters the G'Karith will take that as a potentially hostile act and launch their Frazi flights but will not yet engage.

If the Rutarians fire or engage the Frazi in dogfights then the Narn will assume that the ship is hostile as well and engage it. Likewise if the unknown ship fires the fighters will be assumed to be hostile as well and will be engaged.

Victory and Defeat.

A major victory for the Centauri would be the destruction of both of the ships without significant damage to the Dargan. A minor victory for the Centauri would be either the destruction of both Narn

ships but the Dargan is crippled or the destruction of one Narn ship and the Dargan escapes un-crippled.

A draw would be the destruction of all three ships.

A marginal Narn victory would be the destruction of the Dargan with one G'Karith surviving but crippled. A minor victory for the Narn would be the destruction of the Dargan with either both G'Karith surviving but crippled or one G'Karith surviving uncrippled. A major victory is the destruction of the Dargan with both G'Karith surviving uncrippled.

Scenario Tactics

For the Narn ships the stealth on the Dargan should not be a major issue as the pulsar mines will ignore it and the pulse cannon is so short range that if they are firing, it's stealth will be reduced by the short range. Getting into range might be a problem as the Dargan is the faster ship and it has got the range on you with the matter cannon. Without the stealth the Dargan is only as tough as one of the G'Kariths, so this should be doable.

Your Frazi are no match for the Rutarians in a dogfight, so best to take them out with a pulsar mine rather than use your fighters. Use the Frazi against the Dargan once the Rutarians are gone, he still has anti-fighter but you have hull five so have a chance.

For the Centauri you will want to wait to fire until you are in an advantageous position, outside of the forward arcs of the G'Kariths while having one within ion cannon range of the forward arc and another to port or starboard. This will mean getting close to the enemy so your stealth will drop but a good opening volley could leave both enemy ships badly damaged and no longer capable of engaging you effectively.

Once the Narn are weapon free you will want to open the range out again. You have the speed advantage but all ships are equally agile, apart from the pulsar mine you outrange all the Narn weapons. The Rutarians will rip Frazi apart in dogfights and have the ion bolts to attack the G'Karith from outside anti-fighter range, although they have the hull to close as well.

Spanking the Lumati

The Lumati are visiting a system to assess if the local residents are worthy of contact with them. Showing their typical distain they jump into the system using their own jump engines, complete with their subservient Hurr gunship escort. That is when they discover that there is an ambush waiting for them, raiders wanting to capture the Lumati for the massive bounty on their heads put there by assorted governments that have been snubbed by the Lumati.

This leaves the Lumati in a somewhat awkward position, they have to get out of the system quickly but have already used their jump drives so have to fight their way back to the system jump gate, which is in hostile hands, to get away.

Lumati Fleet

Lumati Transport *Amazing Power*, crew quality 3
Lumati Transport *Brilliant Warrior*, crew quality 4
Hurr Gunship *Loyal slave*, crew quality 5

Raider Fleet

Nova Dreadnought *Zombie Killer*, crew quality 5, 3 Delta V fighters, 3 Delta V2 fighters.
Battlewagon *Corsair*, crew quality 3, 3 Delta V fighters

Battlewagon *Blackbeard*, crew quality 4, 3 Delta V2 fighters
Strike Carrier *Hawks Roost*, crew quality 3, 2 Delta V fighters, 2 Delta V2 fighters

Setup

Set the jump gate half way between the long table edges and 12" from the short table edge, facing the centre of the table. Set the Lumati fleet 24" away from the jump gate, facing away from it. The raider fleet should be set up between the jump gate and the nearest short table edge, facing towards the Lumati fleet.

Terrain can be added but there should be nothing between the Lumati fleet and the jump gate.

Scenario Rules

The jump gate is under the control of the raiders, so the Lumati will have to get control of the jump gate in order to activate it.

Victory & Defeat

A complete victory for the Lumati is the escape of both Lumati transports through the jump gate, in whatever condition. A draw would be the escape of one Lumati transport through the jump gate and the destruction of the other. A victory for the raiders is the destruction of both Lumati transports or the capture of one with the other escaping. Capturing both of the Lumati transports will be a massive victory for the raiders.

The fate of the poor Hurr gunship is totally irrelevant to the outcome of the scenario.

Scenario Tactics

The Lumati fleet can afford to sacrifice the Hurr gunship to destroy as many of the raiders as it can,

and not worry about it's own fate. Fly it in at full speed, all batteries blazing and hope that when it explodes it takes more of the raiders with it. The Lumati can follow behind the Hurr, outside of explosion range obviously and use the arc cannon to burn out interceptors so that the ballistic batteries on the gunship can do real damage.

The raiders have massive numbers of fighters that should be sent after the Lumati transports, as the Hurr gunship has massive anti-fighter capability. You also have the strike carrier to recycle as many of the fighters that get destroyed as possible, which is why it carries both Delta V and V2 fighters.

What if...
What if the events in Between the darkness and the light never happened. This scenario shows what would have happened if Ivanova had not led the whitestars into battle against President Clarks shadow omega squadron and renegade Earth Alliance ships had been called upon to do so instead.

Historical Note:
Obviously this never actually happened but things could have come out this way very easily.

Army of Light Fleet:
Omega destroyer *Agamemnon*, crew quality 5, 2 Thunderbolt flights
Omega destroyer *Julius Ceasar*, crew quality 4, 3 Aurora starfury flights
Omega destroyer *James Tiberius*, crew quality 5, 2 Thunderbolt starfury flights
Nova dreadnought *Liu Pei*, crew quality 4, 4 Aurora starfury flights.
Nova dreadnought *Tsao Tsao*, crew quality 6, 4 Thunderbolt starfury flights.

Hyperion cruiser *Hunter S,* crew quality 5, 1 Thunderbolt starfury flight.

Psi Corps Fleet:
Shadow Omega Advanced Destroyer *XTC00003*, crew quality 5, 4 Thunderbolt starfury flights.
Shadow Omega Advanced Destroyer *XTC00007*, crew quality 4, 4 Thunderbolt starfury flights.
Shadow Omega Advanced Destroyer *XTC00001*, crew quality 4, 3 Thunderbolt starfury flights.
Shadow Omega Advanced Destroyer *XTC00005*, crew quality 3, 4 Thunderbolt starfury flights.
Shadow Omega Advanced Destroyer *XTC00008*, crew quality 3, 1 Thunderbolt starfury flight.

Setup:
Stellar debris can be generated randomly if players wish but no planets or stations should be present. The Army of Light fleet should deploy first in its deployment zone. The Psi Corps fleet enters play on turn one, each ship entering through its own jump point, anywhere within the Earth deployment zone.

Scenario Rules:
This is a massively one sided fight in which the Army of Light will be totally massacred by the Shadow Omegas. Victory for the Army of Light, while not actually impossible, is highly unlikely. The point of this scenario is to prove what would have happened had Ivanova not sacrificed herself and the white star fleet to engage the Clarkest elite units.
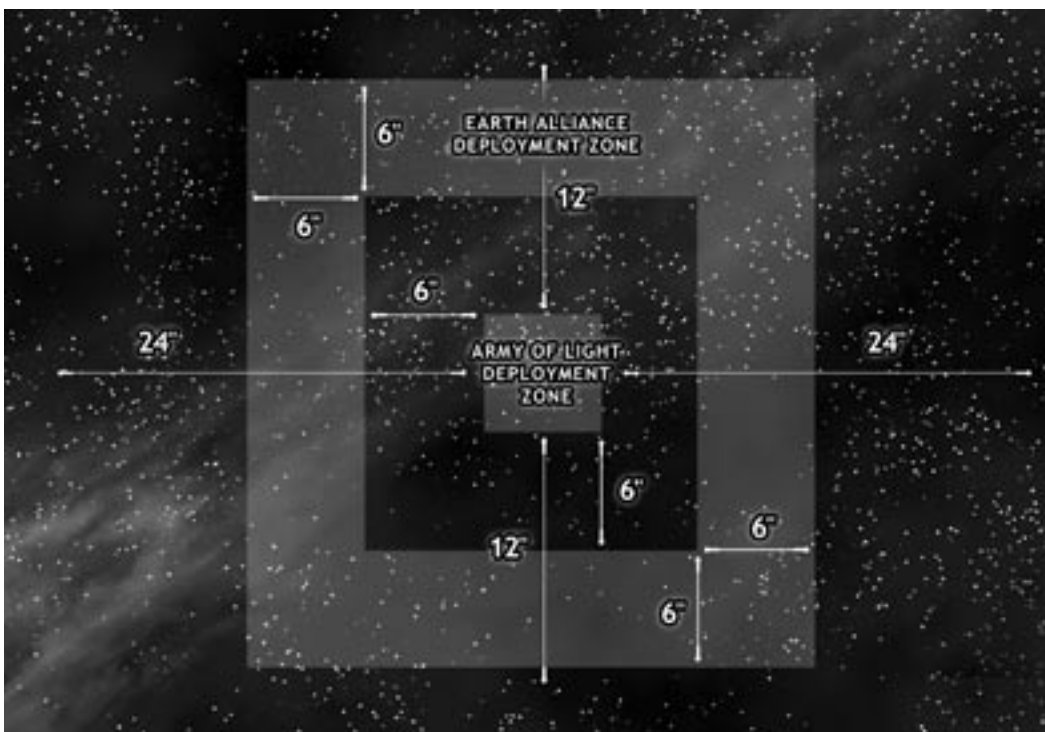
This scenario is therefore best played twice, with each player taking it in turns to play the Army of Light forces, so that both players get to enjoy the fun aspects of both sides. If you want to add a competitive element then the winner will be either the player who lasts the longest as the Army of Light or the player who destroyed the most Clarkest ships before being wiped out.

Victory & Defeat:

Victory points can be used as normal to judge who has won, however given the above, it is unlikely that the Army of Light will win.

Scenario Tactics:

For the Army of light, things are pretty bleak, however you do have a few advantages that might enable you to do something to the enemy. Firstly the Shadow Omega is a short ranged monster, so if you can keep the range open then you will reduce the damage you will take. Secondly you are roughly equal in number of fighters available to each fleet. Thirdly you have the two Nova dreadnoughts, which do not rely on boresight weapons, so they should be the first to move to enable you to get the long range heavy lasers on the Omega destroyers on target.

You are still going to loose of course, you are outnumbered roughly two to one, however you can certainly make the Clarkests pay for their actions.

For the Psi Corp fleet this is the sort of battle that every fleet tries to fight, outnumbering the enemy two to one, with more advanced ships and starting from an advantageous position. This should be a textbook operation. Turn one, look to mass two molecular slicer beams onto each of the first two ships the rebels move, with the fifth Omega targeting

the larger one. Between this combined firepower you should kill two ships in the opening volley, which will even out the initiative situation. Then next turn just do the same and turn three it should be all over.

Raider's Surprise

A group of raiders detect an unusual amount of electronic traffic coming from a convoy of civilian ships in an out of the way part of space and put together a small fleet to go capture the convoy. As they approach they believe their luck is in, half a dozen civilian freighters and a flashy looking liner, with no sign of any military escorts at all. The raiders fire up their engines, launch fighters and close in for the kill, thanking their gods for their good fortune.

Seconds later and everything goes wrong as the freighters start launching fighters, jamming signals blanket space, weapons deploy over the liner and their crews start going haywire. Little did they know that this was a Psi Corp convoy attempting to slip through undetected by masquerading as civilian ships.

Raider Fleet:

Battlewagon *Here we go again*, crew quality 4, 3 Delta V flights.
Strike Carrier *Mother's Love*, crew quality 3, 4 Delta V flights
Strike Carrier *Hornet Nest*, crew quality 3, 4 Delta V flights
Double V heavy fighter wing, 5 flights.

Psi Corp Fleet:

Note: the Psi Corp bonus to crew quality has already been included below.

Mothership *Lucky 7*, crew quality 6, 4 Black Omega Starfury flights.

Fighter Carrier *No. 1*, crew quality 6, 2 Black Omega Starfury flights.
Fighter Carrier *Double Deuce*, crew quality 6, 2 Black Omega Starfury flights.
Fighter Carrier *Triple Shot*, crew quality 5, 2 Black Omega Starfury flights
Fighter Carrier *Quad*, crew quality 5, 2 Black Omega Starfury flights

In addition to the Psi Corp fleet, they have reinforcements in hyperspace in case of problems.

Hunter Experimental Warship *First Nightmare*, crew quality 5, 2 Shadow fury flights

Setup:

Stellar debris can be used at the players' discretion.

The Psi Corp convoy sets up in the centre of the table, at least 18" from any table edge and deploys first. All ships must be facing the same direction, which must be towards either of the short table edges. They may have no fighters launched when deployed.

The Raiders deploy within 6" of either long table edges after the Psi Corp fleet has deployed. They may have fighters launched as normal.

Scenario Rules:

The Psi Corp do not want to advertise their presence here nor the capabilities of their ships, so were trying to remain undercover. However once they have launched fighters, activated stealth and opened fire, they cannot afford to let any of the raider ships get away with information about them.

Raider ships and fighters can both gather information about the Psi Corp fleet. Ships do this by performing a difficulty 8 special action while within 12" of a Psi Corp fleet, this provides a detailed scan of the ship. Fighters do this by ending a turn within 6" of a Psi Corp ship or entering into a dogfight against Psi Corp fighters, this provides gun camera footage of the ship or fighter.

Each ship can only get one detailed scan of any one ship type but can scan all types of ships present. Each fighter can get gun camera footage from each dogfight they survive, even against the same class of fighter and can score it against ships of the same type more than once.

To cash in the scans or gun camera footage the raider ship or fighter must survive and exit the table from either of the long table edges. Escape into hyperspace is not an option as the Psi Corp telepaths could easily follow them through hyperspace and pick them off at their leisure later.

The first nightmare is available to open a jump point from turn two onwards, entering play on turn three.

Victory & Defeat

This is entirely based upon how much information the raiders are able to sell about the Psi Corp fleet after this battle. Each set of gun camera footage is worth one point; each ship scan is worth 10 points. Total up the number of points scored by the Raider fleet:

No points	Total Psi Corp victory
Under 5 points	Major Psi Corp victory
5 to 15 points	Minor Psi Corp victory
15 to 20 points	Marginal Psi Corp victory
20 to 25 five points	Draw
25 to 30 points	Marginal Raider victory
30 to 35 points	Minor Raider victory
36 points or more	Major raider victory

Scenario Tactics:

For the Raiders, you can forget actually hurting the enemy ships, firstly it does not help your victory other than keeping your ships alive and secondly against the stealth and other defences that are out there your weapons will be next to useless anyway. Just charge in on mass, get everything possible, scanning and shooting gun camera footage, then scatter and run for the table edges and hope that enough get away to pay for your losses.

For the Psi Corp, you need to remember your psychic crews and use them to prevent the raider ships from scanning you; it is effectively a special action after all. Secondly you need to identify which enemy ships already have information and which do not and make sure that you kill those that already have their intel. You could leave one group of raiders that are fleeing for safety alone, then bring in the First Nightmare on them and hope to finish them off, however it is much more of a ship killer than a fighter hunter, although the shadowfury fighters will certainly help.

Overall just keep calm and keep shooting, you should be able to handle this. To win the raiders will have to get a ship with a successful scan off the table, make sure that cannot happen and the rest is mopping up.

In Conclusion:

These scenarios are intended to be fun, rather than uber-competitive, so the fact that some of them are not entirely fair to one side or another should not put you off. After all in the real world no battle in history has ever taken place with balanced forces on both sides and most military commanders prefer to have 2:1 or even 3:1 advantage before committing to a battle.

Hostile Intent can be played repeatedly, even with the same forces, because of the variations caused by the arrivals of reserves and victory conditions. Combined with the number of fleets available in *A Call to Arms*, it should keep you entertained for some time to come.

Colony Evacuation will be a different scenario against the Centauri compared to the Earth Alliance, so should be good for several uses.

What If… and Raiders Surprise both feature unbalanced forces, so both will work best if played twice, swapping sides between them. That way everybody gets to use the big stick.

Plunder of the Elfs

Aldryami Addendum #5

By Shannon Appelcline

Glorantha is a magical world, full not just of gods and spells but also many magic items. Some were crafted by the gods themselves or by great heroes; others are the result of mortal rituals or ceremonies. In the world of Glorantha: the Second Age, some magic items are even mass-produced by the God Learners (as is detailed in *The Clanking City*). Adventurers always hope to discover these many magical items and when they do, they name them PLUNDER.

This article details several notable magic items drawn from the culture of the Aldryami. It is the fifth article in an occasional series that builds on the background of the elfs revealed in *Elfs: A Guide to the Aldryami*.

The items in this article match the format of *Plunder*, a classic *RuneQuest* supplement which was printed way back in 1980. Most of the categories are self-evident but two of them require more explanation.

Cults describes which Gloranthan cults are familiar with the item.
- Associated cults probably made the item and know all about it.
- Friendly cults will have a positive reaction if they recognize the item and may know something about it.
- Enemy cults will usually attack a bearer of the item.
- Hostile cults probably will not like the possessor of the item.

Knowledge describes what the public knows about the item and how to use it.
- Automatic suggests that its use is self-evident.
- Common means that everyone knows about the item and how to use it.
- Cult Secret suggests that the making and/or use of the item is only known to a few.
- Famous notes that the item is quite well known and that its possessor will be viewed in a different light as a result. For Influence tests, take a +20% bonus for associated cults, a +10% bonus for friendly cults, a -10% penalty for hostile cults and a -20% penalty for enemy cults.
- Few means that there are a small, limited number of the item.
- One of a Kind means the item is unique.
- Owner Only means that some or all of the item's powers can only be used by the original owner/creator.

Three items in this article were drawn from the original *Plunder* book. They are: Aldryami Arrows, Aldryami Copper Arrows and Wand(s) of Life. Rudy Kraft originally wrote them all, though the mythology and/or game stats may have been updated. The Wand of Life was updated the most of the three.

Aldrya's Wedding Band

Description
A woman's wedding ring, made out of a deciduous hard wood like oak. It is carefully carved to show vines twining around each other, forever bound together in an endless circle. These rings always come in pairs.

Cults
Associated—Aldrya; Seyotel; Shannase.
Friendly—All other elf cults, particularly Falamal; Uleria.

Knowledge
Cult Secret.

History
In the Green Age, Aldrya came to dwell on the island at the centre of the world where Falamal was planted. This was also where Falamal's first seeds

had fallen and thus where the first Great Trees were grown. Preeminent among them was Shannase.

Together Aldrya and Shannase formed the potential for all plant life upon Gata. In Aldrya there was the possibility of all plant life that would walk and move, from the smallest creeping vines to the greatest mobile forests. In Shannase there was the possibility of all plant life that would stand and grow, from the smallest shrub to the Great Trees themselves. They thus completed each other and so fell in love. It was the first great romance of the Green Age and thus the first great romance of the world.

There are many stories of how Shannase courted Aldrya and of how Aldrya courted Shannase. There was the Day When Aldrya Rooted Her Feet and the Afternoon When Shannase Floated on the Seas. There was the Evening of Crumbling Leaves and the Morning of Long Views. Eventually there was the Season of Binding and this was when Aldrya and Shannase were wed.

When the two lovers came together forever they exchanged wooden rings that Aldrya had shaped herself from Shannase's bark. These rings represented their eternity of unity together.

Aldrya and Shannase still wear their original rings, though they dwell now in Trigora but ever since all of Aldrya's favourite people, the Mreli, have fashioned their own wedding rings in memory of their primordial ancestors.

Procedure

These rings are typically made as part of an Aldryami wedding ceremony, with the presiding priest casting a special Lifeblending Enchantment (Difficult -40%) and each of the participants spending 2 POW. This enchantment is known to all Runepriests or shamans of Aldrya or Seyotel. There is no requisite spell; however the enchanter must have Life Sense. See *RuneQuest Companion* p. 38-43 for more on enchantments.

Powers

The wearers of the ring are forever bound together in Life Sense. When within a forest, they have a +80% bonus for all Life Sense tasks involving their partner as a "known individual" (see *Elfs: A Guide to the Aldryami*, p. 60). They may also sense each other, communicate with each other and locate each other using Life Sense even when not in a forest – as long as they are within one days' travel of each other. However, the task of communicating outside of a forest is conducted without a bonus and thus can be quite difficult.

Value

Elfs would kill to get these rings back and thus few others would be foolish enough to buy them. The God Learners are an exception and might pay up to 2,000 SP per ring.

Aldryami Arrows

Description

Very pretty wooden arrows.

Cults

Associated—Aldrya; Bengara; Vronkal High King Elf.
Friendly—Earth cults.

Knowledge

Automatic; Common; Cult Secret.

History

During the Green Age, Falamal, the father of seeds, presented his daughter Aldrya with a variety of seeds to help her and her children. One of these seeds grew into a special plant that, instead of flowers or fruit, bore arrows. These plants were tended carefully and now every forest has a plentiful supply available for their own use. There are two different types of Aldryami Arrows. The more common type is made completely out of wood. The rare type has copper tips.

Procedure

Aldryami Arrows are grown naturally.

Powers

Originally made for use with elf bows to do damage when shooting long range in woods, these come in many sizes and shapes, including leafy fletches. Elves practice drills with these. Ditties such as "the willow for small birds," "the birch for a fox," and "a peach for a flying hawk" identify the best arrow for each task. Variations are often subtle to those without Life Sense, requiring a Lore (Plant) test to recognize an arrow.

When used correctly, these wooden-headed arrows deal the precise same damage as normal, metal arrows. However, if used by those who do not know the ditties or cannot recognize the arrows, they do -1 damage.

Value

These arrows are all but worthless to non-elves, while an elf would refuse to pay for them.

Aldryami Copper Arrows

Description

Very pretty wooden arrows with a copper tip.

Cults

Associated—Aldrya; Bengara; Vronkal High King Elf.
Friendly—Earth cults; Light cults.

Knowledge

Automatic; Cult Secret.

History

See Aldryami Arrows.

Procedure

Copper Aldryami Arrows are grown naturally but the seeds are rare and grow only in very specific climates, while the plants take constant care.

Powers

These arrows will function as normal arrows except for Aldryami, for whom they will do +1 damage.

Value

1/10 SP to the average bowman. 2 SP to someone interested in them as Aldryami artifacts. 10 SP to an elf willing to barter for them.

Eron's Blood

Description

A red crystal approximately forming the shape of a teardrop.

Cults

Associated—Eron.
Friendly—Arroin; Chalana Arroy; Heler; other Elf cults.

Knowledge

Automatic.

History

During the darkness Eron was one of the three great Protectors of the Aldryami and he was wounded many times as a result. The elfs enumerate a thousand wounds and say that the blood from each fell to the earth. Some of these droplets created seas and lakes. Ten of them became mighty elementals of water. Yet many of the droplets flew apart, their residue soaking into the earth and forming dark red crystals, which are now known as Eron's blood.

Powers

Eron's Blood is a magical crystal that acts both as a POW 3 Power Enhancer (see *RuneQuest* p.43) that may only be used for Fertility spells and as a Fertility rune. The Power Enhancer aspect of the crystal may only be used after the rune has been integrated.

Value

Most runes and crystals are thought to be the bloods of gods but the ancestry of the Eron's Blood crystals are that much more obvious. As such, they are quite valuable, likely to be sold for 5,000 SP or more.

A group of heroes known as the Green Questors, associated with the Bright Green Kingdom, have been actively searching for Eron's Blood since the browning of their forest in 907 S.T. They are willing to purchase them or take them by force, as required.

The Light Blade

Description

A very elegant sword. The blade is made of copper, while the guard is gold. Though clearly a noble's sword, there are no gems embedded in the pommel or hilt. It glows with a warm, pale radiance.

Cults

Associated—Halamalao.
Friendly—other Elf cults; Light cults.
Enemy—Zorak Zoran.
Hostile—Darkness cults; Troll cults.

Knowledge

Automatic; Famous; One of a Kind.

History

In his youth, Artipah Goldenleaf was one of the most trusted light captains of Halamalao. He learned the tactics of military command from Halamalao himself and throughout the Red Age, he was the Warder of the Lower Stone—captain of the armies that stood against Ekeem's dwarf men.

Goldenleaf long fought with arrows and spears grown in Halamalao's shining forests but they were often blunted against dwarf hides or broken upon the shells of their stones golems. Goldenleaf came to realize that he needed a new weapon if he were to carry out his task with honour.

Thus, Goldenleaf called upon the wisdom of Gata and she showed him the passages down through the earth to the stone caverns where those that he fought dwelled. There, upon the forge of Ekeem himself, he made a sword out of copper and gold, laced with iron. Then he called upon Halamalao to

fill it with the essence of light. Finally, he called upon Eron to cool the blade with his healing waters. Thus was the Light Sword forged, a creation of one of the greatest white elf warriors and his three Protectors.

Afterwards, Goldenleaf used this Light Sword throughout the Red Age, until he grew too old and tired to wield it anymore. Finally he hung it from a tree in the Glade of Glowing Promises, upon Halamalao itself and there it stayed until Halamalao fell out of the sky. It was thought lost in Trigora but since the Dawn, it has been seen occasionally upon Glorantha, sometimes in the hands of worshipers of light, sometimes in the hands of their foes.

Powers

The Light Blade is unique magical artifact that has powers related to the three great Protectors of the elfs: Eron, Gata and Halamalao.

Light Powers. The sun god Halamalao gave the sword its greatest powers. It acts as a Light rune and when integrated, it gives its wielder access to the rest of its powers.

When held, it glows as a Light spell, per the common rune magic. The wielder may further cast the divine spell, Blinding Light (see *Elfs*, p. 101), once per day.

Water Powers. Eron lends the sword's wielder some of the aspects of water. It acts as a spell matrix for the common rune spells Mobility and Vigour. The wielder can cast these rune spells as if he knew them, up to magnitude 4. Because of the powers of this blade, both spells are cast with the Runecasting (Light) skill. The caster must pay the Magic Point cost, as usual.

Earth Powers. Gata gives her powers of movement through rough terrain. Thanks to her benefice, the blade acts as a spell matrix for the common rune spell Clear Path with magnitude 1. Again, the spell can be cast with the Runecasting (Light) skill and the caster must still pay the usual Magic Point cost.

Value

The Light Sword is a practically priceless. Interested parties might pay 100,000 SP or more for it.

Seeds of the Green Kingdom

Description

A variety of seeds in many different shapes and sizes.

Cults

Hostile—Elf cults.

Knowledge

Automatic; Few.

History

Three great Aldryami empires rose in the Second Age. One basked in Halamalao's warmth to the south, one lay within Eron's embrace beneath the waves and one enjoyed the protection of Gata to the north. Of the three, the empire of the north, the Bright Green Kingdom, is teetering on the brink of destruction.

The Bright Green Kingdom lies in the forest of Greenwood, an area also called Erigia. It was founded early in the Second Age under the rulership of the dryad Thenala Warroot. Throughout the Second Age, the Kingdm has warred against Dara Happa for forest lands and engaged in mythic explorations that both filled the forests with ghosts and caused the rediscovery of much Aldryami mythology. It would have continued to be a mighty force in the north if not for the sudden browning of much of the forest in 907 S.T.

Now, stalwarts of the Bright Green Kingdom have begun to seek ways to regrow that which was lost, before all of their work is undone. The Seeds of the Green Kingdom represent one such attempt. These were thousands of seeds grown by the master gardener, Rathora Quickshoot. They were intended to regrow forests within mere minutes, each seed sprouting into a fully grown tree in that time. However, something infected Rathora's plots and all of the trees grew wrong, turned and twisted by Oblivion.

The seeds were all ordered to be destroyed but some were snuck out of the Greenwood for unknown reasons. They have since passed into a number of different hands.

Procedure

These seeds were created by skilled gardeners using Life Sense and Lore (Plant). They took 100 plant generations to grow to their final state but were unfortunately flawed in the end.

Powers

In order to activate one of these seeds, it must simply be planted and watered. This easy task may be accomplished via a Lore (Plant) test with a +40% bonus. A fully grown plant will spring forth from the seed in 1D6 rounds.

Most of the Green Kingdom seeds grow normal plants appropriate to a northern climate, such as small shrubs and evergreen trees. However, some grow special elf plants, such as arrow bushes (see Aldryami Arrows), spiny protective hedges and poisonous bushes. The exact specifics of these possibilities are left up to the Games Master. See *Elfs* p.69 for some of the more poisonous elf plants.

However, as noted, all of the plants grown by the seeds are twisted and turned. Though they may serve their primary purpose, they have been tainted by chaos, which could leave them unreliable and most likely unwelcome.

Value

Depending on the type of seed, botanists may be willing to pay 100-1,000 SP each. Army commanders may likewise see the value of the seeds as rapidly grown defences. Even some elves (from other forests than Greenwood) may be willing to work with these dangerous seeds.

Shield of Gata

Description

A square target shield made out of a single sheet of wood. An unfilled square is painted on the shield with a brown dye, giving it the appearance of a square bullseye.

Cults

Associated—Gata.
Friendly—Earth cults; Healing cults; Protective cults.

Knowledge

Automatic; Cult Secret.

History

Gata was one of the three Protectors of the Aldryami during the Red and Black Ages. Today, this is remembered by many Mreli forests through their creation of a unique band of warders: the Defenders of the Earth. They are entrusted not with protecting the forest—as is the case for most warders—but instead with protecting the Aldryami, dryads, runners and sprites within.

When a Defender of the Earth becomes an acolyte (usually of Aldrya or Gata), he is granted a special Shield of Gata that marks him as one of the Solid Earth Defenders, the most elite of these warders.

Procedure

The shield is created by a special Shieldmaking Enchantment (Difficult - 20%) known to Runelords of Gata. The requisite spell is Protection. The Defender of the Earth must simultaneously invest 1 or more points of POW into the shield.

Powers

Each point of POW gives the wielder of the shield a +10% to any parry tests when the wielder is protecting others. The wielder also receives +1 reaction per point of POW that may only be used for parries.

The Shield of Gata is otherwise a particularly sturdy target shield:

Weapon	Skill	Damage Dice	S T R / DEX	ENC	AP/HP	Cost
Shield of Gata	Shield	1D6	11/--	2.5	10/18	1 5 0 0 + SP

Though the making of the Shields of Gata is a secret held by Gata's worshippers, the shields can be used by anyone if found.

Value

1,500 SP per point of POW. Aldryami would ruthlessly attempt to recover a shield that was offered to them.

Silverleaf

Description
A living leaf that shines like silver.

Cults
Associated—Aldrya; Halamalao; Pavis.
Friendly—Elf cults; Visionary cults.

Knowledge
Automatic; Few.

History
Throna Silverleaf is the great hero of the dryads. She came from the Elder Wilds in the First Age and participated in the birth of Nysalor. In the Second Age she gave birth to the half-elf Pavis. Though she has now passed into Trigora, she continues to advise her disciples through dreams and visions.

Procedure
The Silverleafs are leafs plucked from Throna's own head. She occasionally gave these to her followers so that they could be used to share in Throna's own prophetic ability. Because Throna now lives beyond Glorantha, new Silverleafs can no longer be made.

Powers
A Silverleaf can be used by brewing it into a tea.

Elfs gain the greatest benefit. If they succeed at a Life Sense test they will receive a vision from Throna herself, who will help to guide the user toward the successful completion of the visionary paths she saw in life.

Others may use them with less accuracy. They must succeed at a Persistence test with a -40% penalty. If they succeed they will receive a vision from *someone* who dwells in the Underworld, with the Games Master choosing who that might be.

Value
A member of a visionary cult might pay 500-1,000 SP for a Silverleaf.

35

Spire Needles

Description

A small branch covered with several dozen needles.

Cults

Associated—Aldrya.
Friendly—Any other Elf cults.
Hostile—Chaos cults; Troll cults.

Knowledge

Automatic; Cult.

History

Spire is an enormous redwood tree that was grown in the Redwood Forest and then transplanted to Tallseed Forest (see *Elfs* p. 49-50). It is the place where the passing of the seasons is celebrated, after which the Mreli go to their winter sleep.

Procedure

The warders of the Tallseed Forest have learned a way to collect Spire's needles that imbues them with a soporific effect. It is a simple task that requires a Life Sense test at +20%. A few hundred needles are collected every year, taken from branches that are scheduled to be pruned.

Powers

Spire needles can be used as a ranged weapon:

Weapon	Skill	Damage	Range	Load	STR/ DEX	ENC	AP/ HP	Cost
Spire Needle	Throwing	Special	10m	--	--/13	--	--	50 SP

When a needle hits, the victim must make a Resilience roll; if he fails, he will fall into a deep sleep for 1D10 minutes or until disturbed by an attack or particularly rough jostling.

The needles' effect is not a poison but rather a magical effect. Even 1 magnitude of Countermagic Shield will protect against the effect with no effect on the Countermagic Shield.

After being thrown, a Spire needle loses its magical properties.

Value

Each Spire needle could be sold for 50 SP.

Wand of Life

Description

A one-metre long stick that looks as if it had just been chopped off a tree (that is, there are still fresh green leaves on it). In fact, the wand is made of still living wood.

Cults

Friendly—Aldrya.
Hostile—Humakt; Zorak Zoran; other Death cults.

Knowledge

Cult Secret; Famous; One of a Kind.

History

It is said that the Wand of Life is a small branch cut from Falamal. However, the branch was pruned without the assistance or approval of Aldrya or her people.

During the Black Age, the elves managed to hunt down and kill the hero who had created the Wand and in doing so, they recaptured it. Normally, they would have returned the limb to the Cycle then and there but by this

time Falamal had sunk into the Underworld and this branch was one of his few remaining pieces. They could not bear to destroy it. Instead, they brought it home with them.

As Aldrya did not participate in the creation of the Wand, no Aldryami could ever use the Wand's magical powers nor gain any benefits from it. Nevertheless, they kept the item and several times throughout history, they have loaned it out to non-Aldryami who had been of service to the forests. Usually the loan has been for the duration of the being's life but shorter duration loans have also been made. So far, the Wand has always been returned or recovered upon the death of its possessor.

Procedure

In order to gain the Wand, a being must:
1. Find out which Aldryami forest is in possession of it;
2. Go there;
3. Be a good friend and a valuable ally to that forest;
4. Perform some great deed in their service; and,
5. Be lucky enough to have the Aldryami offer it.

Powers

The Wand's powers only work while the item is in its user's hands. These powers are:

Parrying. The Wand can be used to parry using the Staff skill. It has 25 AP and may not be broken.

Disease Cure. The wand cures all diseases merely by touching the sick being. However, it does not reverse the effects of disease.

Spirit Recovery. Once per week the user may go into the spirit plane to recover the spirit of someone who has been dead for no more than one day and whose body has been healed of its mortal wounds.

In order to retrieve the spirit, the user must engage in spirit combat with it (see *RuneQuest Companion*, p. 45, with the combat being treated as "Spirits versus Spirits").

There is a 95% chance that the user will find the right spirit. If a 96-00 is rolled, a strange spirit will inhabit the body upon a successful spirit combat, with its origin being determined by the Games Master.

This power may not be used to recover the spirits of Aldryami.

Death Protection. Death rune spells, such as Hand of Death, which are intended to affect the user instead reflect back on the caster.

Value

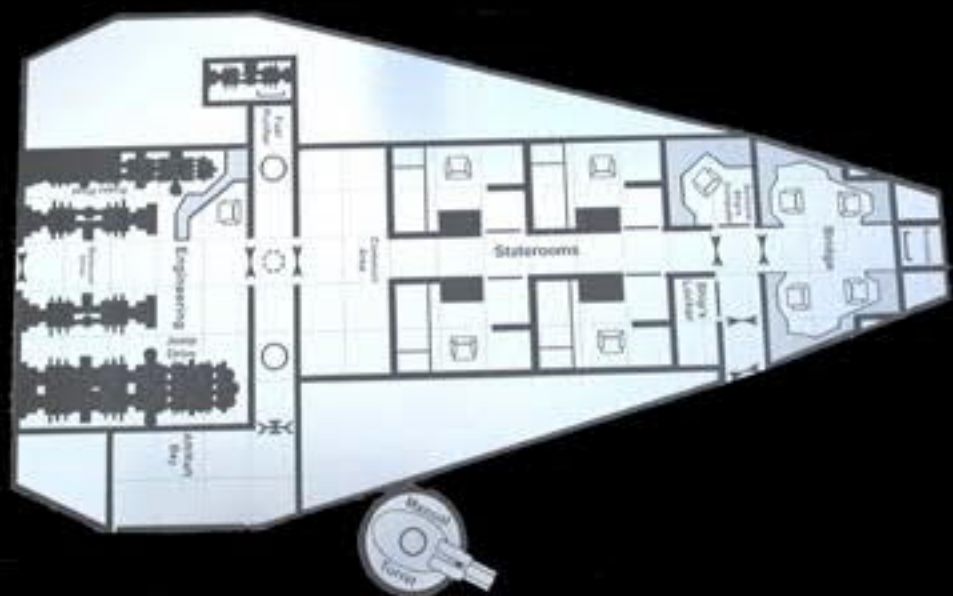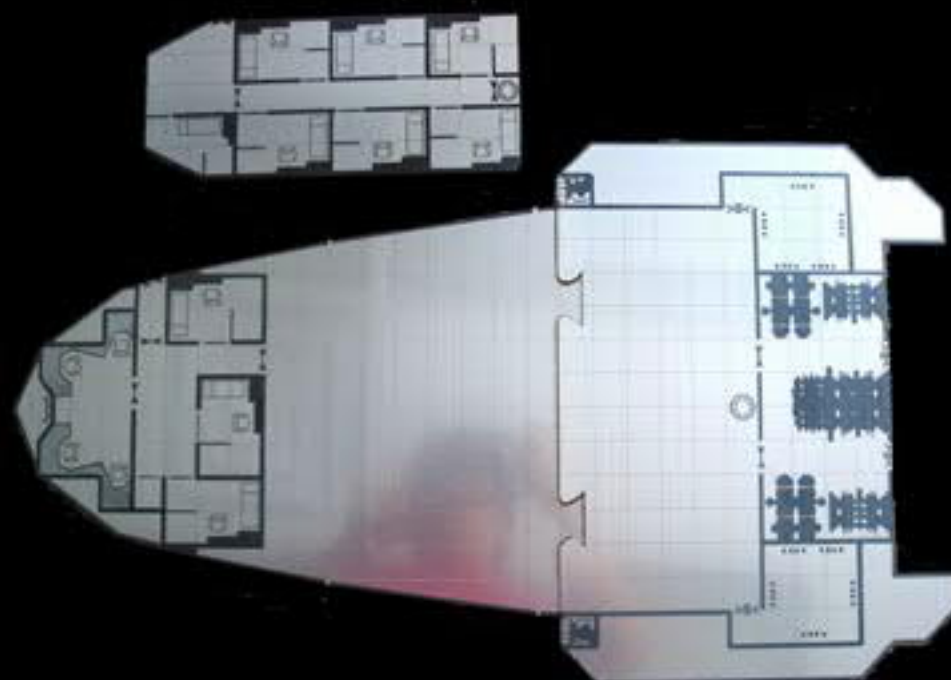The Wand is not likely to be sold and doing so would offend every Aldryami in the world.

Mongoose News

Mongoose Meets

Dragonmeet

We are pleased to announce that Mongoose Publishing is joining forces with Dragonmeet, aka one of the finest conventions on the UK calendar. As of 2009 Mongoose Publishing will be holding Dragonmeet Southwest as an annual event at the Croft Sports Centre in Swindon.

Those of you who have attended Mongoose Hall will know the Croft to be a sizable venue, perfectly suited to hosting such a prestigious event.

The first ever Dragonmeet Southwest will be taking place on Sunday 19th of April 2009. Be sure to put this momentous occasion into your diary now!

We shall be releasing more information regarding this event in the New Year but for now I am sure that you will all agree that this is an excellent development for you all as well as for Mongoose. We look forward to seeing you all there.

Lone Wolf Goes Down

A Storm In Italy

In November Joe Dever, the prestigious writer of the Lone Wolf Series, attended the Lucca Comics and Games show in Italy. Lone Wolf has always been popular with the Italian market with our new editions being highly sought after for translation. Yet if we were ever in any doubt before, the fans that flocked to Lucca have well and truly reassured us that the Lone Wolf series is well loved in the Mediterranean… Just take a look at all of the fans that flocked to the Lone Wolf stand to greet Joe!

State of the Mongoose 2008

As many of you will already know, at the end of every year, our glorious leader, Matthew Sprange, puts together the State of the Mongoose as a way of communicating to our customers. This details what has happened in the past year and also what you can expect in the year to come, not just from Mongoose as a company but also from the game lines that you know and love.

The State of the Mongoose 2008 has now been posted on our website so please take a look through at your leisure so that you are well informed.

http://www.mongoosepublishing.com/

phpBB2/viewtopic.php?p=557512

Matrimony comes to Mongoose

Those of you who have ever ordered directly from Mongoose, or called in with queries will have had the pleasure of chatting with our own Kelly George. In November Kelly travelled to Las Vegas

where she married her sweet heart of 8 years. I am sure that I can speak for you all as well as all of us at Mongoose Towers in sending them our heart felt congratulations and best wishes.

Operation Baby Steele

As I am sure you have heard from our own Bryan Steele on the forums, he and his wife are expecting a new arrival. As I write this Baby Steele is currently a week late in making their grand entrance! Still we wish the Steeles a safe and speedy delivery of their bundle of joy and hope that it won't be long

until Bryan's nerves are able to relax and his wife is a lot more comfortable!

Kristen Scott

Hampster Watch

Further to my announcement last month regarding Matthew's new arrival, I thought it fitting to give you an update. Kristen has settled in very well (much to the dog's disgust!) and currently has Matthew wrapped around her little claw thing! It hasn't all been plain sailing. Kristen has become somewhat

exasperated by Matthew's constant attempts to clean out her cage. She makes it abundantly clear that she is dissatisfied with the level of service by promptly rearranging everything that Matthew has just done and then making it perfectly clear that she desires to go into her ball for a while to wander blissfully around the living room and be alone with her thoughts! However she is willing to bestow affection upon feeding!

December Releases From Mongoose Publishing
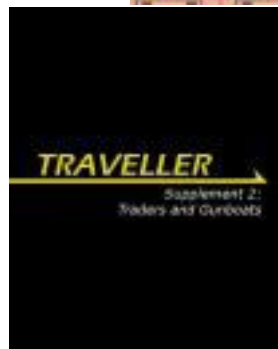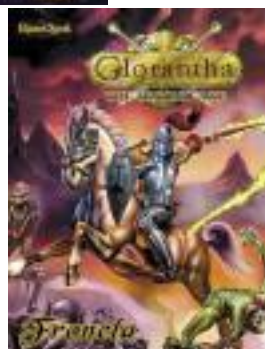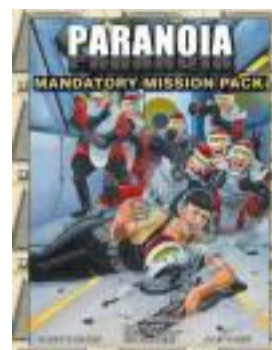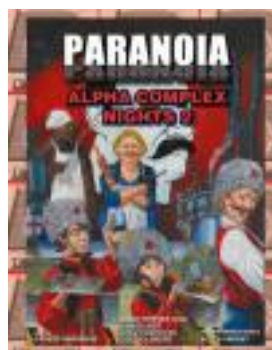
LONE WOLF

Book 7 Castle Death, the latest instalment from Joe Dever's Lone Wolf Series.

Available NOW, only from Mongoose Publishing.

Medic! Part 1
Physicians in Traveller

By Alex Greene

Introduction

The role of the Medic in *Traveller* is mostly undervalued. If a character takes a wound in combat, usually the healing process takes place in downtime, a process involving a glossed-over visit to a local hospital unit and a rapid discharge with a clean bill of health and a hefty medical bill or a quick once-over by the Ship's Medic and a few hours' confinement to a low berth while the Medicinal Slow kicks in.

Little attention is paid to the role of the ship's medic in the game: the focus on combat and trading puts the science and healing on the back burner for the majority of the time.

This article begins by charting the development of medicine through the technological levels, to suggest to referees what might be available locally for injured characters. Next, the role of the medic in a *Traveller* campaign is highlighted; along with possible fees that a ship's medic can claim as a roving private medical consultant. Some Patrons with a medical theme follow, rounding off this part of the article. The second half will describe specific issues regarding medicine and medical practice in a *Traveller* campaign, including the possibility of an entire campaign based on the adventures of characters who happen to be physicians.

Medical Innovations By Tech Level

As societies develop technologically, not only do they make new discoveries – they develop new tools, also. So it is in the field of medicine.

The cultural and technological developments listed here are derived from human history on Terra. Other alien races may have developed in different ways. The Hivers, for instance, have little concept for OB-GYN and Droyne medical technology varies from world to world, sometimes from individual to individual, with a staggering range of sophistication from the primitive to the positively magical dizzy heights of the tech levels above 15 and 16.

Cap on Available Skills: At lower tech levels, the availability of reliable knowledge is extremely limited. Referees are advised to cap levels in all the Sciences and Medic to the suggested skill cap level for NPCs at that tech level. Thus, if a TL 8 soldier were wounded on a TL 3 world, the presiding medic's skill could be no more than Medic-2 and at that level of skill said medic would be the highest ranking physician on that planet.

Tech Level 0

Firemaking is invented. Early weapons used for hunting provide protein to allow brain growth and increasing sentience. Trepanning (drilling a hole in the head) is invented: it is used in some surgeries up to TL 10. Some communities have a designated wise woman / herbalist / midwife or shaman figure, generally knowledgeable in herbal lore, though somewhat hit and miss. Bone implements and animal gut and plant glues are used to fashion crude surgical implements including the heyssaw (a stone pick used in trepanation). Medic and Sciences skills are capped at 0.

Tech Level 1

Physicians appear in the historical records. Primitive descriptions of anatomy and herbalism appear. Anatomists begin to dissect cadavers and animals out of scientific scrutiny rather than divination. Physicians can bind wounds, cauterise extensive injuries with fire and boiling oil, perform cataract surgery and use leeches to relieve blood pressure. Egg yolks and sponges provide ophthalmia. Massage therapy and bone setting techniques are developed.

Hemlock and henbane are known poisons. Alcohol is invented, providing the first chemical anaesthetic in surgery as well as everywhere else.

Milling produces the first bread from grain flour. Grain also yields the first beer. Soap is invented, along with an early form of vaccination. Public sanitation is invented: bathing, latrines and clean running water delivered along pipes and channels. Surgical tools of surprising sophistication are developed during this time from metal, bronze and other materials. Obsidian is discovered to hold an edge sharper than steel and finds use in surgery as primitive scalpels. Antimony is used to staunch bleeding cuts.

Medic and Sciences skills are capped at 1.

Tech Level 2

The first authoritative treatises on anatomy are published. Physicians know how to treat lacerations and bone fractures. Dressings, poultices and bandages are invented, replacing cauterisation of wounds. Alchemy is developed: distillation and other techniques yield refined spirit alcohol, perfumes and medicines extracted from various materials. Several elements are discovered, among them arsenic and phosphorus.

Medic and Sciences skills are capped at 2.

Tech Level 3

Cures for diseases such as scurvy are found. The first treatises on pathology as a science are written. The invention of the optical microscope and the discovery of bacteria and micro-organisms revolutionise medicine, paving way for the future inventions and discoveries of TL 4.

Medic and Sciences skills are capped at 2.

Tech Level 4

Further developments in medicine lead to the germ theory of disease propagation and the policy of antiseptic procedures in surgery and general hygiene in medicine. Hypnosis is discovered. The first blood transfusions take place.

Early experiments in heredity lay the ground for modern genetics and the study of evolution. The structure of cells is analysed, leading to the discovery of white blood cells and the first analyses of diseases such as yellow fever, typhoid and malaria are made. Cancer is identified as uncontrolled cell division. The ophthalmoscope, stethoscope, sphygmomanometer (blood pressure monitor) and syringe are invented. Experiments to determine the chemical composition of air lead to the discoveries of chemical anaesthetics such as ether, chloroform and nitrous oxide, leading to their use in surgery. Marijuana, cocaine and opium are routinely prescribed to patients suffering chronic pain. The discovery of radioactivity promises a whole new field of medical technology.

Medic and Sciences skills are capped at 3.

Tech Level 5

The genetic basis of heredity is confirmed. Hormones are discovered, as is blood typing. Transplant surgery is pioneered. Vitamins are discovered. The role of the pituitary gland and other parts of the brain are outlined. Psychoanalysis begins to treat the mind as medicine treats the body. The first true ranges of medicinal drugs are invented, ranging from aspirins to anti-cancer treatments and general and local anaesthetics. Insulin is isolated and prescribed to diabetics. The first truth drug is invented. Doctors routinely carry medical kits around with them, in distinctive black bags.

Rubber gloves, masks and gowns enter the operating room for the first time. The invention of the electric light bulb offers a more efficient method of lighting operating theatres and autoclaves routinely sterilise surgical implements. X-rays provide a new diagnostic tool for physicians. The ECG is invented to monitor heart activity and the EEG monitors brain activity. Ambulances appear, along with a new type of physician: the paramedic.

Medic and Sciences skills are no longer capped at this or higher tech levels.

Tech Levels 6 – 8

Modern medicine, as practised on Earth c. 1930 through to the 21st century, is a bewilderingly vast subject. Human anatomy has been studied down to the genetic level, with the structure of DNA laid out along with its role in genetics and heredity well mapped. Cloning, transplant surgery and gene therapies are developed. Even neural and hepatic (liver) tissues can be made to regenerate. The mind, also, is undergoing scrutiny as psychoanalysis matures and develops. The rational scientific community meets early experiments with psionics with scepticism, leading to surprise and finally acceptance as psionics capabilities are proven.

The first Panaceas and stim drugs are invented and anti-rad drugs developed for use by astronauts to

counteract long-term exposure to solar radiation. Psi-standard drug boosts telepathic ability at TL 8, establishing verifiable psionics for the first time.

Air ambulances appear at TL6, first helicopters and eventually VTOL thrust–powered vehicles. Full body scanners, electron microscopes, ultrasound and ever more sophisticated surgical procedures overtake one another with great speed, each offering ever more sophisticated diagnosis and treatment of diseases and medical conditions. At TL 8, the first computerised modern Medkit is invented, combining many of the above technologies' functions in a handheld unit.

Tech Levels 9 – 10

VTOL propulsion gives way to grav assist and eventually full grav propulsion, rendering ground-based ambulance obsolete. Reliable cloning and cybernetic replacement of limbs enables the most severely injured patient to get up and walk. Tissue samples can now be grown into cloned organs to replace those lost to disease or accident. Amputated limbs can be regenerated with a simple medical treatment and prosthetic limb replacements now routinely outperform patients' natural limbs, to the point where disabled athletes are banned from attending able-bodied sporting events for fear of upstaging the other competitors.

Advances in cryogenics lead to the development of cryoberths at TL 10, along with low passage berths. At TL 9, Psi-inhibitors and Psi-double drug are invented; and TL 10 sees the development of Psi-special drug. The greatest advances come from the invention of metabolic accelerators, leading to the invention of Fast Drug, Slow Drug and Combat Drug.

Tech Levels 11 – 12

Medicinal Slow Drug provides the ultimate tool in the medical treatment of injuries. Coupled with cryoberths, modern cloning and regenerative techniques and speedy grav ambulance services, death as a result of accidental injury becomes almost unheard of, except amongst the poor.

TL 12 sees the invention of the autodoc – a specialised, immobile robotic physician. Combined with the cryoberth and contemporary medical procedures, autodocs become available on most worlds of this tech level and make most doctors obsolete at a stroke. Sickbays from TL 12 onwards comprise rows of cryoberths and autodocs who perform required surgical procedures. No further human intervention is needed.

There are still no caps on Medic or Science skills, although for treating simple injuries and replacing lost organs and limbs human physicians start to become increasingly obsolescent at this time.

Tech Levels 13+

Medical treatment by autodoc becomes routine in civilised society at this time. Physicians focus on finding cures and treatments for diseases and poisons for which there is yet no cure; and as human beings venture further and further into uncharted space, visiting worlds where no man has gone before, they find plenty of brand new pathogens to test their immune systems.

At TL 15 medical treatment becomes economical enough to bring its benefits to even the poorest disenfranchised among the population, who can be cured and healed of almost anything except death itself.

With smarter and smarter computers being invented and Expert, Agent and Intellect software being developed for the Medic and Life Sciences skills, human doctors find computers at first to be a blessing, and later a curse as the intelligent software begins to outstrip the humans' capabilities.

The invention of the bioscanner and neural activity sensor at TL 15 merely crowns the list of technical achievements made by humanity at this time: the shining achievement, by this era, is the long history of medical tech itself, not any new tools man may invent.

Doctor On Board – The Ship's Medic

Qualifications

A *ship's medic* must have at least Medic-0. Usually, the only time a Medic-0 is designated a ship's medic is if the only available qualified medic has been killed or incapacitated and no other qualified personnel are available. If a ship has more than one physician, the character with the highest Medic skill is assigned the position of *chief medical officer* and can draw an extra Cr. 1000 above and beyond what her staff earn. Characters with Medic-0 know basic first aid and can stabilise severe wounds; characters with Medic-1 or 2 can operate as *paramedics* and are qualified to perform life saving field surgery.

A character with Medic-3 or more is a full *doctor*, can prescribe medical treatments, and has earned the title 'Doctor' with their name, e.g. Dr Zahevis. If the character also has Dexterity 8+, he is qualified as a *surgeon* and has the title 'Mister,' 'Miss,' 'Mrs' or 'Ms', e.g. Mr Roget. If assigned to a ship, they may be referred to as the *ship's surgeon*.

The Physician's Role

Physicians appear when a character suffers wounds, dispense a magical curative, restore the character's health within a few minutes and send them back out onto the battlefield to incur more injuries. When needed, the medic is the ship's crew's best friend. Between the frantic calls for aid, they are best seen but not heard.

Aboard ship, however, the ship's medic has a wide range of duties which can bring her character to the fore in a number of scenarios.

Doctor's Orders

In science fiction TV shows, the medic character is often portrayed as being grumpy and irritable. Perhaps, considering the typical behaviour of *Traveller* Player Characters, their grouchiness is not without good reason.

In accord with an ancient Maritime law, the orders of a ship's chief physician supersede those of the captain where the health and wellbeing of the crew or the competency of the vessel's commanding officer, are concerned.

A ship's physician can have a captain declared incompetent and unfit for duty and have her relieved of her post until such time as the captain can receive a full medical check-up and be given a physical *and psychological* clean bill of health.

The physician can order all ship's crew to undertake regular physical examinations, testing for the usual bodily functions – temperature, pulse, blood pressure, respiration, weight, cholesterol levels and substance abuse. This includes regular checks of cybernetic or other augments or implants the characters may have. Regular ship's crewmembers are required to have a physical once every six months; augmented crewmembers are required to have a physical *monthly*.

A ship's physician has a legal responsibility to maintain the crew's health. Apart from the physicals, they do this by monitoring the crew's

diet and ensuring that they eat the proper balance of vitamins, minerals and proteins to keep them healthy and sane. Medics are often seen wandering the length of the ship dispensing vitamin pills, supplements and regular anti-rad shots to the crew in Engineering or even adding the appropriate nutrient packs to food dispensers in the ship's galley.

On arrival at a new world, the physician will usually insist on providing the landing crew with broad spectrum inoculations to bolster their immune systems against any strange new diseases they may encounter.

Finally, the ship's medic has the duty of looking after all of the passengers in low berths, as well as the more onerous duty of having to write the death certificates for those crew and low passengers who do not make it.

Low Berth Maintenance

The ship's medic must roll 8+ for each low berth patient. The DM is –3 for characters with Medic-0, -2 for characters with Medic-1 and –1 for characters with Medic-2. If the medic fails this roll, the low berth patient dies in transit. Characters with Medic-3 and above do not need to roll: they automatically succeed in keeping all of their low passengers alive. A ship's medic can look after any number of low passengers at a time but on larger vessels a chief medical officer usually has staff at hand for this task.

Research and Diagnosis

Ship's doctors are generally fiercely proud of their profession and do not suffer conflicting opinions readily. At the higher tech levels, with the rising threat of expert systems and automated medicine rendering a human medical opinion worthless, doctors have become very territorial. An NPC physician is likely to feel aggrieved if his medical opinion is contradicted by a machine; and characters are frequently treated to the amusing sight of their ship's medic furiously screaming at a wall panel.

If a new disease or ailment strikes the crew, the ship's medic has to research the cause of the sickness and a possible treatment that will not kill the patients. This is one function which a machine cannot serve and the main reason why ships still require a living medic even at TL 15 or higher.

If an unknown illness strikes a crew between worlds, the medic has to conduct tests using what facilities that are available on board ship, including using stricken crewmembers as guinea pigs to test any treatments and conducting autopsies on deceased crewmembers. The ship's medic has an absolute right to perform these experiments.

If the disease seems immune to known treatments, that same ancient Maritime law that gives the physician power over the vessel's captain also requires that she declare the vessel under quarantine. Nothing leaves the ship, nothing enters it.

Private Consultancy: The Medical Traveller

Sometimes a Player Character chooses a full time Physician career path but instead of setting up a practice planetside or joining a ship's payroll as its medical officer, they choose to make their own way through the universe, using their medical skills and abilities as and when. The ground under their feet is their practice and their medical equipment is whatever is to hand in their medicinal bag or local supplies.

With the advent of autodocs and medicinal slow drug, elective surgical alterations to the face and body have become ludicrously routine, with patients going under the knife and emerging with new faces and surgically enhanced bodies just 24 hours later. Yet still, on many lower tech worlds, surgeons from high tech planets are heavily in demand for operations such as remedial plastic surgery on burns victims and on children with congenital defects such as cleft lips. A ship's medic with a decent high-tech medkit and access to ship's facilities can offer his services while his ship is grounded and a private medical consultant can potentially earn incredible amounts of money if his reputation is good.

Elective Surgery

As a rule, private elective surgery (plastic surgery, implanting or removing augments, removing tattoos and so on) can earn a doctor Cr. 500 x her Medic skill x the tech level of the equipment available, plus expenses. Operating privately as a consultant, performing procedures such as gender reassignments and face lifts, a medic can potentially charge Cr. 1,000 per day x his Medic skill x the highest tech level of locally available accessible equipment, again plus expenses. That does not even take into account expenses such as drugs: a medic with a reliable source of anagathics could easily earn enough money just from delivering courses of injections alone to be able to retire in his late 20s.

That, of course, brings up one other benefit of having medical qualifications: medics and physicians can legally carry and prescribe, a variety of drugs and controlled substances that could get a non-medical character arrested, imprisoned or even executed if found in his possession. A medic can even carry Psi-drugs, if he can make the claim that they are of use for the "psychopharmaceutical treatment of psychiatric patients."

OB-GYN

A competent medic knows how to deliver a baby. A physician who specifically qualified in Obstetrics and Gynaecology can potentially find clients in every starport and human colony. This aspect of the Medic Skill is not without risks. A qualified medic knows as much about preventing and terminating pregnancies as she does about fertility and midwifery and this can land a medic in serious trouble if she is not careful.

Some parts of the universe, particularly those worlds ruled by the more xenophobic theocracies or oligarchic societies founded on misguided

It is entirely possible that characters can come from such cultures and have acquired such shadowy medical knowledge as part of their medical repertoire. Referees are encouraged to steer Player Characters away from this path, mostly out of respect for other players in the party.

Gerontology

No doctor has ever found a cure for death. However, anagathics have managed to stave off the Grim Reaper for a select few. Research into aging and dying also continues apace.

A medical character could make the study of aging her primary focus in her travels throughout the galaxy. Drawn by medical reports of naturally long-lived "Lazarus Longs" and Methuselahs to the sad sufferers of progeria – a medical condition that forces children to grow old rapidly and die at a tragically young age – a wandering physician can find plenty of adventure hooks in his search for immortality (even if that immortality is just his own).

The Holy Grail of medical characters pursuing this line of enquiry is, of course, the discovery of the perfect anagathic that delivers immortality with just a single shot. To date, this treatment remains elusive – but progress in the field of anagathics suggests that the quest is not a futile one.
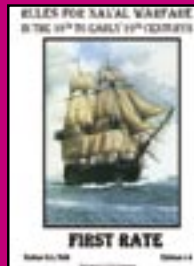
Afterword

In the second part of this article, a range of options, issues, story hooks and equipment for players and referees will further expand upon and enrich the range of adventures possible for physician Player Characters.

concepts of genetic purity and eugenics, sometimes have peculiar, inconsistent and intolerant views on physicians who terminate pregnancies and even those who preach the use of contraceptives and birth control methods. Many an otherwise benevolent physician has found himself the subject of a witchhunt by ignorant locals and ended their life at the end of a noose or even tied to a burning stake, for this dangerous knowledge.

Some of the more barbaric cultures practice medical procedures outlawed in other parts of the Imperium, such as lobotomies on suspected psions, State-enforced genital mutilation or sterilisation of citizens considered by "the majority" to belong to a disenfranchised minority (the criteria does not matter; underpinning each such culture is a bigotry that is sadly universal even in the *Traveller* universe) or termination of citizens above a certain age, e.g. 60 years.

## Science Fiction

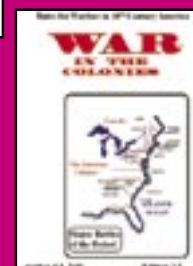|	
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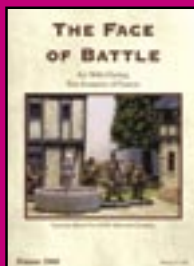
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Attack on Hill 384
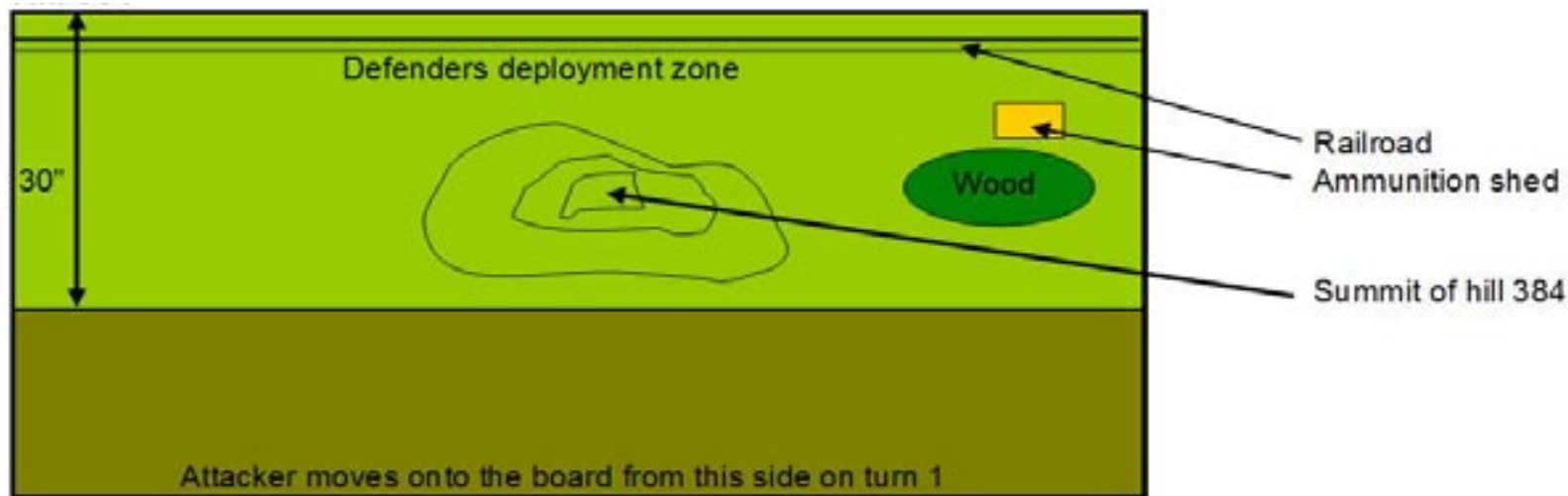
By Daniel Franzen

Background

This mission for Battlefield Evolution - World at War is, to some extent, inspired by Erwin Rommel's endeavours in Romania during WWI. I know, it's the wrong war but there are still many similarities between the Great War and WWII. Even though Rommel did not have access to all assets available in Battlefield Evolution – World at War he was still facing the same basic problems and possibilities that WWII commanders will face in this scenario. If you want to know more about Erwin Rommel and his actions in the Great War, I strongly recommend reading Infantry Attacks by Rommel himself.

The Mission

Hill 384 is dominating this part of the frontline and is an important strategic position. From its summit a defender will have a good overview of the surroundings. Any troop movements will be easily spotted and the view can also be used to guide artillery fire.

An example of how the battlefield can be set up to represent Hill 384.

Defenders deployment zone

30"

Railroad
Ammunition shed
Wood
Summit of hill 384

Attacker moves on to the board from this side on turn 1

Attackers briefing

You have been given the task of capturing the summit of hill 384. The view from the summit and the defensive positions on the hill will make this a tough trial for you and your troops. A surprise attack is out of the question. Your only option is an assault against a waiting enemy. There are two secondary targets in this area. The first is an ammunition shed close to the summit and the other is a railroad running on the opposite slope of the hill. Destroy these if possible.

Defenders briefing

Your mission is to defend hill 384 and thereby keeping the advantage this position gives to this section of the front. You are expecting an attack from the front and have had some time to prepare your defences. However, the enemy has been sending reinforcements to these parts and they are likely to outnumber you when the attack comes. It is also important that you do not let the enemy blow up your ammunitions or the railroad behind the defensive line.

Capturing the hill

In order to control the hill you need to have more units within 12" of the summit than your opponent when the game ends. Only the following units count for the purpose of controlling the hill:

In command infantry units at least 5 men strong, including for instance mortar teams or 88mm FlaK dual purpose guns provided they are in command and at least 5 men strong.

Armed vehicles like tanks, halftracks, armoured cars, vehicles with AA weapons, jeeps with machine guns etc.

The following units do NOT count towards controlling the hill:

Unarmed vehicles like trucks, Kübelwagens, GAZ 67s etc.

Any aircraft, in the air or on the ground.

One Sherman on the hill and another one advancing towards the railroad. Bad news for the Germans.

This scenario has 3 levels of difficulty, A, B and C.

Difficulty level A

This is the most difficult level for the attacker. It represents a situation where the defender has had time to prepare the defences and organise his troops in a good way. The attacker, on the other hand, is forced to attack without all the preparations normally made. These are the rules for level A.

Attacker: You may choose an army worth 100% of the agreed points value. The air force is not prepared to assist in the attack. Your army may not include any air assets.

Defender: You may choose a force of up to 75% of the attackers point strength. You may also add 2 anti-personnel minefields and 1 anti-vehicle minefield without paying the points cost. Only one of these may be positioned on the table edge where the attacker enters the battlefield. All infantry in cover will

add 1 to their target score as well as the normal bonuses for that type of cover. This represents a well dug in defender.

Difficulty level B

This may be considered the standard game. Both attacker and defender had time to make preparations. The following rules apply for the level B game.

Attacker: You may choose an army worth 100% of the agreed points value. Supporting artillery has softened up the defenders positions. After the defender has set up his force you may make 2 attacks with light artillery on his positions. This works exactly like light artillery uses in the game except that you do not need a line of sight.

Defender: You may choose a force of up to 75% of the attackers point strength. Minefields worth up to 300 points may be added without paying the points cost. These may not be placed on the board edge where the attacker enters the battlefield.

Air superiority can make your day!

Difficulty level C

Level C represents a well prepared attacker trying to capture a fairly surprised defender or recapturing recently lost ground. If the hill remains in defenders control after this attack, the commander will become legendary!

Attacker: You choose an army worth 100% of the agreed points value. Supporting artillery has pounded the hill all morning. After the defender has set up his force you may make 2 attacks with light artillery and 1 with heavy artillery on his positions. This works exactly like artillery uses in the game except that you do not need a line of sight.

Defender: You may choose a force of up to 75% of the attackers point strength. Your air force will not be able to assist in defending the hill. No air assets may be included in your army.

Victory

To determine the outcome of this game the attacker gains points for achieving his objectives. 3 points is awarded for capturing the summit of hill 384. 1 point is awarded for destroying the ammunitions shed and 1 point for destroying the railroad. This gives a possible outcome of between 0 and 5 points for the attacker. It's up the attacker to decide what is a good result and what isn't but I think we can all agree that 0 points means that lives have been lost without any gain and 5 points mean that all objectives have been achieved, which is of course a success. Don't forget to consider the difficulty level used when setting your aim for this mission.

Two German survivors watching a Tiger defend the hill.

The defender can also decide for him/her how many points (or which points!) the attacker can have before the result is a failure. This means that, just like in real war, it's entirely possible that both sides are unhappy (or even happy!) with the outcome of the battle.

The Railroad

To destroy the railroad you need to beat its kill value of 8. It doesn't have a Target value or a Save and it only has one hit. Because railroads are low features they are hard to hit from a long distance. To represent this in the game, you can only fire at it from the ground if your unit is within 10 inches of the railroad. Aircraft can use the normal ranges for their weapons. The easiest way to destroy the railroad is probably to bomb it, but you may need those bombs to take the hill…

The Ammunitions shed

The ammo shed must not be visible from any point outside the defenders deployment zone. To destroy it, your troops need to go through or around the wood, and the shed can be placed on the edge of the wood or even just inside the wood. Use whatever small building you have available, but keep in mind that it is not supposed to be big. A big shed may need a big wood to keep it out of line of sight.

It has a Target value of 6, armour Save of 2+, Kill value of 8 and two Hits. Any weapon causing an explosion will automatically destroy it if the explosion hits the shed directly. Explosions around the shed, getting the shed within its lethal zone will have to beat Target or Kill values as usual. So, if a bomb, mortar shell or anti-tank explosive hits directly, the shed is gone. The same applies for tank guns, cannons or any weapon with damage dice of D10 or D6+2 or more reaching the target value.

This unit of US Paratroopers failed to make their way to the ammo shed because of a direct mortar hit. Out of command…

Tips

Remember that one way of balancing this scenario is to use terrain. The more walls, barbed wire and tank traps the easier it is to defend the hill. You may, or may not, put terrain features like woods for the attacker to advance into on turn 1, but keep in mind that it may greatly affects the difficulty of the mission.

With Holy Fire
By Gareth Hanrahan

The Fourth Edition rules allow clerics and paladins to channel the divine energy of the gods to accomplish wonders – if the character takes the appropriate Channel Divinity feat for their deity. This article describes feats for the gods of Nuera, both good and evil.

Word of the All-Father [Divinity]
Prerequisites: Channel Divinity class feature, must worship the All-Father.
Benefit: You can invoke the power of your deity to use the *Word of the All-Father.*

Channel Divinity: Word of the All-Father *Feat Power*
The All-Father's will cannot be denied.
Encounter ♦ Divine
No Action
Trigger: You roll a natural 20 on an attack roll with a prayer.
Effect: The target automatically fails its next saving throw, and suffers a -4 penalty to all further saving throws against the prayer.

Beast's Blessing [Divinity]
Prerequisites: Channel Divinity class feature, must worship the King of Beasts.
Benefit: You can invoke the power of your deity to use the *Beast's Blessing.*

Channel Divinity: Beast's Blessing *Feat Power*
All animals are sacred to the wild god.
Encounter ♦ Divine
Minor Action   **Ranged 10**
Effect: Any one animal within range may spend a healing surge immediately, and gains a +2 bonus to AC and Will Defence for the remainder of the encounter.

FURMAN

Hearthfire of Matrarias [Divinity]

Prerequisites: Channel Divinity class feature, must worship Matrarias.
Benefit: You can invoke the power of your deity to use the *Hearthfire of Matrarias.*

Channel Divinity: Hearthfire of Matrarias *Feat Power*
The home fires are holy to the dwarf queen.
Encounter ♦ Divine

Minor Action	Close Burst 1

Effect: You conjure a warm magical glow around you, giving a +1 bonus to Fortitude to all creatures within the fire. The fire is as bright as a normal bonfire.

Mersmerro's Grace [Divinity]

Prerequisites: Channel Divinity class feature, must worship Mersmerro.
Benefit: You can invoke the power of your deity to use *Mersmerro's Grace.*

Channel Divinity: Mersmerro's Grace *Feat Power*
You slip across the battlefield like a fish through water.
Encounter ♦ Divine
Immediate Reaction
Trigger: An enemy makes a ranged attack upon you using a missile weapon, and misses.
Effect: You may shift up to five squares towards the enemy.

Breath of Mortessal [Divinity]

Prerequisites: Channel Divinity class feature, must worship Mortessal.
Benefit: You can invoke the power of your deity to use *Breath of Mortessal*

Channel Divinity: Breath of Mortessal *Feat Power*
Death walks with you.
Encounter ♦ Divine

Immediate Reaction	Ranged 5

Trigger: You make an attack on an enemy that reduces them to 6 hit points or less.
Effect: You deal 1d6 necrotic damage to a single enemy within range. This enemy must be one you just hit with the attack that triggered this power.

Cry of Praxious [Divinity]

Prerequisites: Channel Divinity class feature, must worship Praxious.
Benefit: You can invoke the power of your deity to use *Cry of Praxious*

Channel Divinity: Cry of Praxious *Feat Power*
The Brazen One helps those who help themselves… by any means necessary.
Encounter ♦ Divine

Immediate Interrupt	Ranged 5

Trigger: You are about to make a saving throw against an effect, and there is at least one ally within range of this power.
Effect: You gain a +2 bonus to your saving throw. All allies within range suffer a -2 penalty to all saving throws made until your next turn.

Vulka's Wrath [Divinity]

Prerequisites: Channel Divinity class feature, must worship Vulka's Wrath.
Benefit: You can invoke the power of your deity to use *Vulka's Wrath*

Channel Divinity: Vulka's Wrath *Feat Power*
Vulka's power holds the fire and the fury!
Encounter ♦ Divine
Minor Action
Effect: Your next attack is against the target's Will defence instead of the defence normally associated with the attack. You suffer 1d6 fire damage when you use this power.

Halloween Gaming Night at Mongoose Headquarters

By Katrina Hepburn and Sandrine Thirache

Boys and girls of every age
Wouldn't you like to see something strange
Come with us and you will see
The halls of Mongoose Publishing

Members of the SWAT club

The night was just oozing with creepyness, from the specially prepared food ("Guts and entrails" and "Mouldy burgers" on the menu, along with "Vomit", I kid you not) to the gaming!
And what a spectacular line up of games we had!

Last Night on Earth

We kick started the night off with a wonderful card game called The Werewolves of Millers Hollow by Bluffing & Violent Death, which is an incredibly social game and a good excuse for everyone to get to know each other a bit better. The scene unfolds on a small agricultural community of which everyone plays a pitchfork-wielding farmer, save one person who plays the werewolf and one person as the narrator to the story, the Games Master if you will. Every evening as the sun sets the farmers go to bed and sleep peacefully. However one of them will not wake up the next morning. During the night all of the players close their eyes and the narrator then asks the player

Arkham Horror

who is the werewolf to pick its next victim (this of course being done with as little noise as possible to save giving themselves or their location away to the other players). Once the narrator knows the next victim, all of the farmers

Danger at the Haunted Mansion

are asked to open their eyes again and the knowledge of who the werewolf massacred overnight is revealed. It is then the farmers' job to discuss who the werewolf may be and vote on a player to pitchfork to death. If they choose correctly and they pitchfork the werewolf then the farmers win; however if they choose wrong then the werewolf gets another chance to kill when the sun

Fury of Dracula

goes down, not to mention all the feelings of guilt the players will have at just skewering one of their own people to death, heh heh [Evil Grin]. The game continues until the werewolf wins by default because of having killed so many people or the farmers manage to pitchfork the werewolf to death.

Among the rest of the selection was Arkham Horror, which is a brilliant game based similarly around the Call of Cthulhu roleplaying game in which a team of players co-operate to fight the ugliest monsters that you have ever seen and to seal the portals to the other worlds before the supreme nasties come to earth and obliterate life as we know it. Of course no All Hallows Eve would be complete without a showing of the man himself? In the game called Fury of Dracula, our beloved immortal of immortals is 'cruelly' chased across europe by a band of players led by the stake wielding Van Helsing.

Kiss the cook!

While there were many, many more games going on over the course of the evening and unfortunately I cannot mention them all, I would be wrong if I did not include a mention of just one more game because of its sheer awesomeness, Last Night on Earth. In this groovy board game, the players take on the roles

A little more mould for your burger sir?

of some intrepid survivors trapped inside a small village, which has been overrun by zombies (the zombies are also played by another player) and are given a mission to complete, which usually involves killing as many

A little blood helps the zombie burger go down

zombies as possible while setting fire to as many things as possible, hence you can see why I loved it so much. The missions are completely random and selected from a collection of pre-set mission cards included in the game, so from one game to the next you will never know what you are

Pumpkin cake all round

doing or what you are up against. The only guarantee being there will be a lot of fun stuff... like mindless violence.

Of course while all of these games were going on, the kitchen was busy preparing a gruesome feast for everyone involved!

Vomit (chunky style), mouldy burgers (vegetarian option included - made with 100% real vegetarian), guts and entrails (don't ask) and even hotdogs [shudders] (the sight of these have given me many a night where I have woke up screaming). On top of all of this we even had Halloween cookies and a lovingly prepared pumpkin cake (you could feel the enamel peeling off your teeth just by looking at it).

The night itself was an amazing success everyone involved seemed to have had a brilliant evening of games and fun. Personally I hope it becomes a yearly event because it was "just that great" and a big thank you to everyone involved who made it such a night to remember.

Who says that my zombies aren't fresh!

Competition Results

We had an excellent response to the competition in last month's S&P to win one of two copies signed by Claudia Christian.

The question was:

What did Susan Ivanova give to her brother before he left for the Earth Minbari War?

Of course the answer to this was:

One of her earings

The Lucky winners were Chris Grierson, and Paul Cordeiro.

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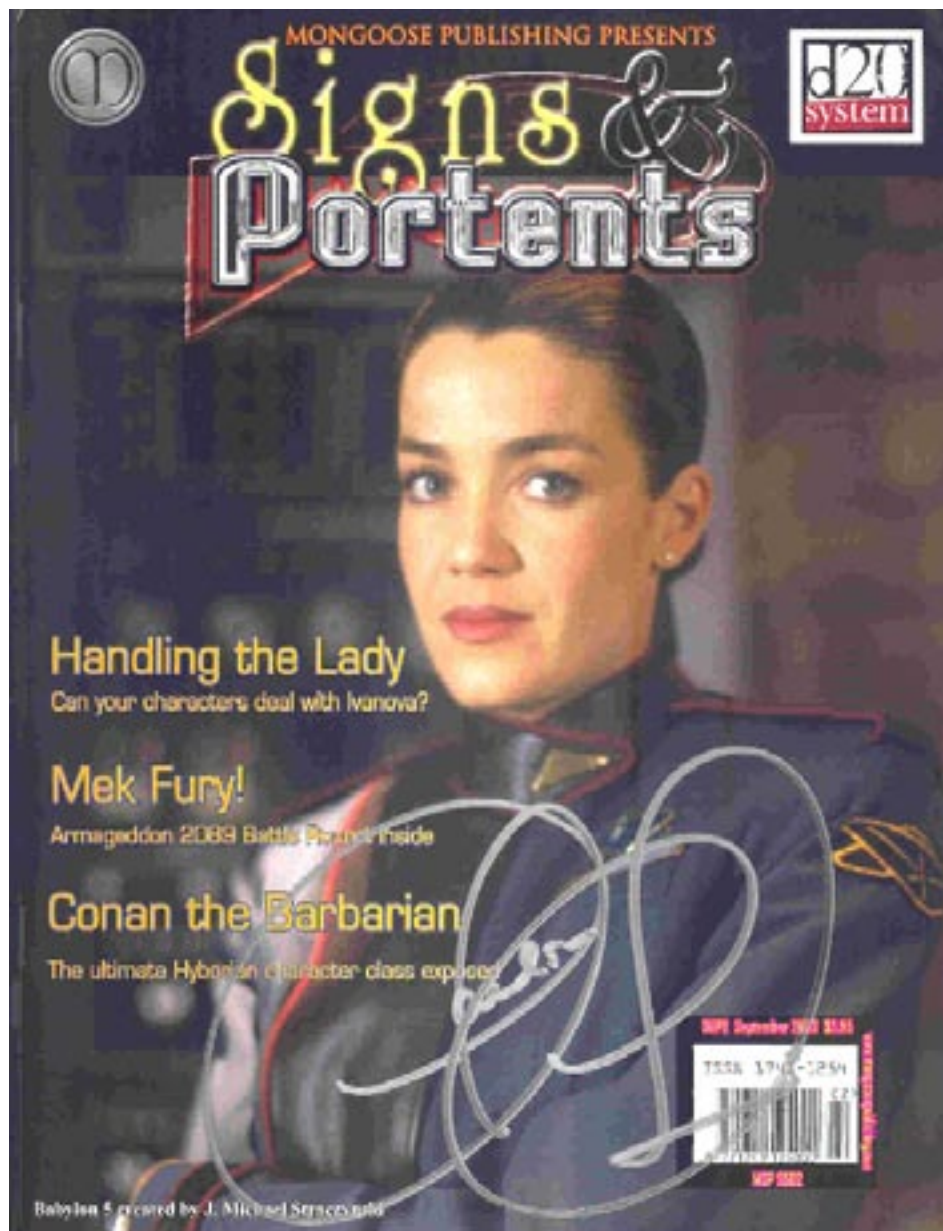
The Graveyard Shift
By Charles Lister

Background

The Scenario is intended to be a dramatic conflict with fighter and ships dodging in and around huge destroyed hulks of ships – just like in the movies!

Potential changes:

The Purgatory could be replaced with a normal Avenger carrying Shadow Furies with little real effect (and if a new ship design is not desired), if this is the case I would suggest also including a second Pulse Hyperion to help balance the forces.

The Graveyard Shift

Reclamation Yard 16, 3rd June 2264,
Following the destruction of the Shadow Omegas by the White Star fleet, the few remaining enhanced vessels and prototypes were concealed or even consumed in the first steps of the Nemesis programme.

One of the former was experimental vessel S21B, designated the EAS Washington. Moving from facility to facility it had remained hidden whilst its crew became increasingly adept with its systems and abilities.

It finally arrived at Reclamation Yard 16, a graveyard of old and battered ships beyond repair, which it was hoped would conceal it from observation. Unfortunately the Rangers had already discovered its existence and began tracking its movements. They informed their superiors as a matter of priority who decided such a threat could not be allowed to remain at large. A strike force was quickly dispatched in secret to destroy the vessel and any other examples of shadow technology.

The ensuing battle was a brutal affair as the yard was also home to the Purgatory, a secret training facility for pilots learning and being adapted for the new Shadow Fury fighters. Together with the yards enhanced defences, they took a heavy toll of the White Star attackers, allowing time for the Purgatory to power up its jump

engine and escape. The Washington however died in fire as its sister ships had, impaled on the beams of neutron lasers.

Earth Alliance Black Operations / Psi Corps

EAS Washington, Shadow Omega, CQ 6, (2 Thunderbolt flights remaining serviceable)
Purgatory, Shadow Fury Training and Research Facility, CQ 6,
EAS Ghost, Shadowcloak, CQ 6, Psi Corps Liasion,
EAS Wraith, Shadowcloak, CQ 5, Psi Corps Escort,

EAS Furious, Hyperion Pulse Cruiser, (Yard Guard Ship) CQ 4, reduced damage and crew – due to its age – it has 24 damage remaining and starts with 28 crew. 1 Aurora Starfury flight,
EAS Resolute, Hermes Class Transport, (Yard Supply ship), CQ 3, (no fighter flight)

Southern half of the reclamation yard

ISA

White Stars *12, 23, 24, 30, 36* and *45*, all CQ 5, (4 White Star 1's and 2 White Star II's),
6 flights of Nials, (in addition to flights carried by the White Stars)

Deployment:

The EA player deploys first having designated secretly his Defence Platforms as noted below.

The *Washington* and *Purgatory* must be placed within 18" of the centre of the facility and within 6" of each other. The *Furious*, the *Resolute* and the two Shadowcloaks may be placed anywhere in the deployment zone but not within a debris field. The 8 flights of Shadowfuries may be deployed anywhere within the deployment zone (or can remain within the Purgatory), including within debris fields if the controlling player wishes. No other EA fighters may start the game launched.

The *Washington* may not use its Hyperspace Engine before Turn 6 and the *Purgatory* not before Turn 8.

Purgatory and Shadow Omega at bay

The ISA player may enter from any on table edge on turn 1 – they may not use hyperspace.

Special Rules:

Home field Advantage – The Shadowfury flights do not have to make checks when moving into asteroid fields – they know the terrain very well having been training here for months.

Defence platforms – There are a number of defence platforms concealed within the debris fields, before the game begins the EA player should secretly designate **three** fields to each have one set of platforms within them. Each turn, these may fire once at any target within 6" of the field (or within it) and have the following weapon:

4AD	twin linked, AP,	Turret arc.

White stars are engaged by a gun platform

They may not be attacked in the game being too well protected within several huge ship hulks.

The Debris Fields count as Asteroid Fields in all respects, density 8

Victory and Defeat

Victory Points are awarded as normal, with the Scenario being treated as a Raid level engagement.

Purgatory training facility (Avenger corruption)

The former EAS Beijing served with distinction in a number of conflicts before being devested by Minbari ships in their unstoppable march towards Earth. It languished with many other wrecks in a backwater ship graveyard. When the facility was quietly acquired by deniable elements of Earth Force, the ship found a new role. Used as training and medical base for pilots adapting to and being altered for the new Shadowfury advanced interceptor. Pilots could test their skills in the challenging environment of the graveyard whilst being monitored by the scientists and medical crews aboard the Purgatory. Several new technologies were tested - including a fighter dispersal tube. Following the end of the Clark Regime, the ship was, in turn, acquired by Psi Corps who used it as a mobile fighter base, able to provide a virtually impenetrable fighter screen to defend facilities and ships.

Speed: 6, **Damage**: 40/10, **Crew**: 56 /12, **Turns**: 1/45, **Hull:** 5, **Troops**: 4, **In Service:** 2252+, **Craft:** 8 Shadowfury flights

Special Rules: Advanced Jump Engine, Carrier 4, Command +2, Fleet Carrier, Interceptors 4, *Lumbering*, Scout, Unique, Stealth 4+, *Unique*,

Weapon	Range	Arc	AD	Special
Missile Launcher	30	T	2	Precise, Slow Loading, Super AP
Medium Pulse Cannon	10	F	8	Twin-Linked

Weapon		Range	Arc	AD	Special
Medium	Pulse Cannon	10	P	8	Twin-Linked
Medium	Pulse Cannon	10	S	8	Twin-Linked
Medium	Pulse Cannon	10	A	8	Twin-Linked

Special: The Purgatory has an experimental and dangerous Fighter Dispersal Tube. This acts in the same way as a Shadow Fighter Dispersal Tube - except when used roll a D6 for each fighter flight launched, on a 1 the flight is destroyed in the process and can not be recovered by the Fleet Carrier trait........

Debris Field
EA Deployment Zone
12"
12"
12"
12"
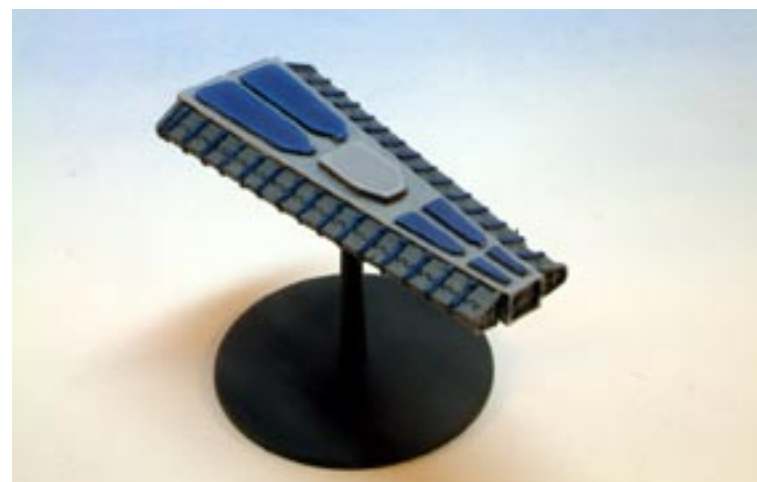
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So, you have chosen your game, but what do you actually write about? Scenarios are good. In fact, we love them. Give me a scenario to edit and I am a happy camper. Perhaps you want to discuss the philosophy of a game. That's good. We encourage intellectual thought process around here. If you have something meaningful to say, then try us out. If we don't like it, we *will* tell you. Think hard before you try humour though. With guys like Jonny Nexus about, you will need to be sharp if you want to break in. If you think you have what it takes, though, then feel free to try your hand. Just be prepared to be told you may not be as funny as you think you are.

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