



Signs & Portents

42

Roleplayer

LOOT

Random items to be found
in pockets, homes or temples

WARS: BOTS

A wide-ranging selection of robots
for use in your games of WARS

TORS AND TOMBS

Two clans, one druid, and a great deal of
underhanded activity in this RuneQuest scenario

SGP Roleplayer 42

March 2007

MBP 5542R

www.mongoosepublishing.com



THE SCENE: A dingy cave, littered with boulders heaped into high, erratic piles. Lights flicker fitfully from a source unseen, and murmuring voices in the background occasionally burst into loud strings of profanity.

Centre stage are A WARRIOR and A TROUBADOR, slumped among the boulders with a despondent demeanour.

The WARRIOR strikes one of the boulders with his sword and it splits in half, revealing hundreds upon hundreds of little scurrying gremlins which scatter in all directions, giggling madly as they go.

WARRIOR: Entertain me, Troubador. I weary of this.

TROUBADOR: (with a deep and booming voice) I am not yours to command, mortal!

WARRIOR: Yes, you are. Anyone wearing a jingly hat and carrying a lute is mine to command.

TROUBADOR: (deep and booming) I am no troubador! I am the god-king Arkanith!

WARRIOR: Um... the jingly hat? The lute? The god-king Arkanith is better known for bearing the Golden Axe of Ages.

TROUBADOR: (sotto voce) Shh. I'm proxying.

WARRIOR: Proxying? For-

TROUBADOR: (sotto voce) The god-king, yes. Now keep your voice down.

The WARRIOR strikes another boulder with his sword, releasing another giggling horde of gremlins.

WARRIOR: Tell me, Trou- god-king... why do you have us in this dark place, cleaving boulders full of gremlins, when our true purpose is to slay your enemies on the field of valour, under the shining sun?

TROUBADOR: (deep and booming) Because the doom-hamsters chase the gremlins into enemy territory, sparing the lives of our soldiers and plaguing the heretics with doom-hamsters and gremlins both.

WARRIOR: I was hoping for an answer that made sense.

TROUBADOR: Sucks to be you, then.

~~Shakespeare~~ Chris

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SCEAPTUNE GAMES

The Lost Isles - Exile

The Lost Isles - Exile

Singleton Scenarios: The Lost Isles - Exile

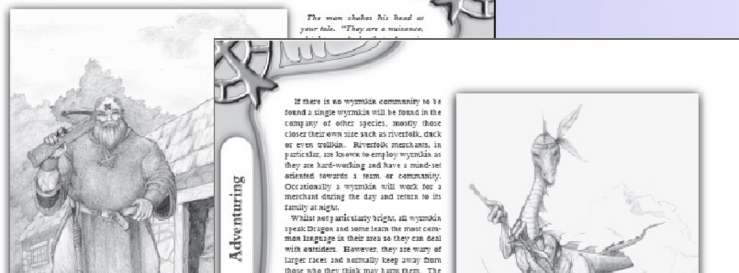
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Your aim is simple: to prove to the Wardens that you are fit to be released, your punishment served. Your problems? The Guardians, malevolent dragons tasked by the Wardens with keeping order .

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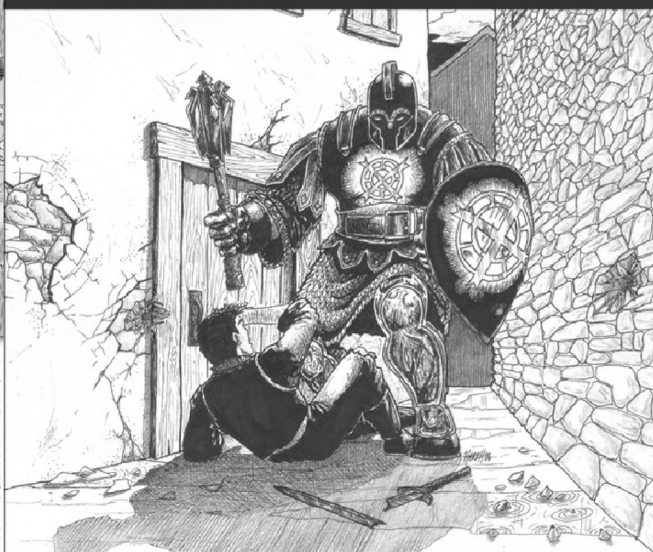
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RuneQuest
DUNGEONS & DRAGONS

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WARS: Bots

Part 4 of the unreleased supplement, Soul and Steel. Written by Greg Lynch

Bots are an important element of life in *WARS*. They perform a number of different roles in society, from the Geisha bots that serve tea on Gongen to the 'Hippo' bot that saves the life of a wounded Earther soldier on the battlefield.

Bots have been created to fulfill almost any purpose, but the overriding reason behind building any of them is to make life easier and safer for the humans doing the building. This manifests itself in a number of ways. For example, the Constrobotics HV94 Construction Bot was created to do the hazardous job of construction, both on planet and in space. The Omnibot HK12 Worm Bot, on the other hand, was created to do battle in the twisted, cramped tunnels of places like Ganymede, keeping Earther soldiers safe from harm.

The greatest distinction among bots is which are intelligent and which are not. Some bots are true AIs, able to think, feel, learn and grow. Other bots are merely pAIs, or pseudo AIs, unintelligent machines that run from preset programming. Some pAIs are extremely simple, while others are so complex it is difficult to tell the machine has no spark of intelligence behind its electronic eyes.

What Keeps a Bot Going?

Depending upon the faction that made them, its particular design and its particular function, bots derive their power from a variety of sources.

The vast majority of bots use internal power cells to remain operational, often supplemented by extremely efficient solar collectors that allow the bot to maintain minimal functionality even when its power cells have run dry. Other bots, mostly the small and unintelligent utility bots whose power consumption is very low, run on utility power cells that must be changed every so often, usually once a month.

Unless noted otherwise in its description, a bot with an internal power cell must spend a minimum of four hours every week recharging in order to remain at peak efficiency. For most, this is no great hardship. For example, even if a ship relies upon a General Robots NAV4 model as its only qualified pilot, almost all ships come with a standard voltage power outlet in the cockpit designed with the need of recharging bots in mind. As the bot can remain completely alert and active (though by necessity not mobile) when it is recharging, the NAV4 can continue to carry out its duties without any downtime.

A bot that does not recharge on a weekly basis is less than efficient. As it comes to rely on solar power to complement its dwindling energy reserves, the bot will lose one point from each of its physical attributes every week it does not recharge, until the lack of energy eventually renders it immobile and helpless. Any innate energy-based weaponry the bot happens to have will cease functioning altogether once the bot goes for two weeks without recharging.

The one great exception to the above is the category of war bot. The power drain of a war bot's systems is immense, even without considering the use of its weaponry. While most bots must only recharge weekly, war bots must recharge daily or begin losing two points every day from each of its physical attributes.

Some bots that are fully AI have found ways to compensate for their energy requirements. In the case of bots that have gone rogue, such as some of the oldest KSNGR12 models, this is a matter of necessity if they wish to remain functional.

There has been a certain amount of experimentation with building bots that have a renewal, eternal power source integrated into the construction of the bot, such as a small fusion reactor. While this is possible, and would provide the bot with a nearly unlimited lifespan, it has only been implemented in a very few cases (such as the NoBots of Gongen). For one thing, it is a tremendously expensive way to power a bot. For another, most people do not want a potential source of lethal radiation so close to them, whether it is a utility bot or a war bot.

Service and Utility Bots

These are the most common kinds of bots in the Solar System. Service and Utility bots perform a vast number of functions in all human societies, from killing rats in the hold of a cargo ship to conducting high-level diplomacy between warring factions or competing corporations.

Service and Utility Bots

Bot	Faction	Full AI?	Size	Function	Weight	Cost
Constrobotics HV94 Construction Bot	Earther	N	Large	Construction	316 kg	36,000 creds
Geisha Bot SpR Mk35 'Asaka'	Gongen	N	Medium	Service	78 kg	10,000 creds
General Robots CT4 'Extermination' Bot	Earther	N	Tiny	Utility	11.5 kg	2,000 creds
General Robots KSNGR12 *	Earther	Y	Medium	Diplomacy	85.5 kg	20,000 creds
General Robots NAV4 Bot *	Earther	Y	Medium	Piloting and Navigation	89 kg	18,000 creds
General Robots Sw809 'Hippo' Medical Bot	Earther	N	Medium	Medical	71 kg	28,000 creds
HL-11 Server Bot	Earther, Maverick	N	Medium	Service	48 kg	1,500 creds
Kichou Series 3 Navigation Bot	Gongen	Y	Medium	Navigation	94 kg	19,500 creds
Kyukimo A13 Welding Bot	Gongen	Y	Medium	Repair	105 kg	28,000 creds
Madison Positronics Domesti-bot	Earther	N	Medium	Service	84 kg	14,500 creds
Omnibot Md2 Housekeeping Bot	Earther	N	Tiny	Utility	8.75 kg	1,250 creds
ShoSys Gongen Hakushi Bot	Gongen	Y	Medium	Medical	86 kg	33,500 creds

* Complete statistics for this bot can be found in the *WARS Roleplaying Game* core rulebook

War and Security Bots

Bot	Faction	AI?	Size	Function	Weight	Cost
Centurion III War Bot	Earther	N	Large	War	351 kg	60,000 creds
Crown Guard Class Security Bot	Shi	N	Medium	Security	94 kg	25,000 creds
General Robots Mark-6 Security Bot *	Earther	N	Medium	Security	108 kg	25,000 creds
Madison Positronics VRT-38889 Vigilant	Earther	N	Medium	Security	187 kg	51,000 creds
Omnibot HK12 Worm Bot	Earther	N	Large	War	518 kg	54,000 creds
Shosys DR-567 'Dragon' Warbot	Gongen	N	Large	War	294 kg	109,000 creds
UV-IR739 Porter Bot	Maverick	N	Large	Security/War	407 kg	42,000 creds
Visitech Model 770 Hunter Bot	Maverick	Y	Medium	Hunter	143 kg	95,000 creds

* Complete statistics for this bot can be found in the *WARS Roleplaying Game* core rulebook

Constrobotics HV94 Construction Bot

	Large Bot
Hit Dice:	8d10 (36 hp)
Initiative:	+0 (+0 Dex)
Speed:	16 metres (8 squares)
Defence Value:	9 (-1 size)
Damage Reduction:	Energy 3/Impact 6
Base Attack:	+6
Attack:	Slam +11 melee (1d4+7) or welding torch +11 melee (2d6 fire)
Full Attack:	4 slams +11 melee (1d4+7) or welding torch +11 melee (2d6 fire)
Special Qualities:	pAI, insulated, integrated system (welding torch), sturdy
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 24, Dex 10, Con —, Int —, Wis 10, Cha 10
Skills:	Craft (electronic) +10, Craft (structural) +10, Knowledge (technology) +6, Perception +2, Repair +5
Feats:	None

pAI: The Constrobotics HV94 Construction Bot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Insulated: The Constrobotics HV94 Construction Bot takes no extra damage from electrical attacks.

Integrated System (welding torch): The Constrobotics HV94 Construction Bot has a welding torch built into its lower right arm.

Sturdy: Unlike most bots, the Constrobotics HV94 Construction Bot is not destroyed at zero hit points. It becomes non-functional, but it can drop to -10 hit points before it is destroyed.

The mainstay of most heavy construction work, the Constrobotics HV94 Construction Bot is the latest model from the General Robots subsidiary of Constrobotics. A hulking beast with four arms, the HV94 is exceptional at building and repairing structures, either planetside or in space, but is not much good for anything else.

A few Mavericks have rewritten the HV94's programming and tried to turn it into a warbot, but without significant modifications and reinforcement of the chassis, it is only a pale shadow of the true warbots of *WARS*. Though the HV94 is an Earther model, the Gongen produce a bot called the Yanama Series 18 that is effectively the same thing, and is available at the same price.

Cost: 36,000 creds.

Geisha Bot SpR Mk35 'Asaka'

	Medium Bot
Hit Dice:	1d10 (5 hp)
Initiative:	+5 (+5 Dex)
Speed:	12 metres (6 squares)
Defence Value:	15 (+5 Dex)
Damage Reduction:	Energy 2/Impact 2
Base Attack:	+0
Attack:	Slam +0 melee (1d4) or by weapon
Full Attack:	2 slams +0 melee (1d4) or by weapon
Special Qualities:	harmonics, pAI
Saves:	Fort +0, Ref +5, Will +2
Abilities:	Str 10, Dex 20, Con —, Int —, Wis 14, Cha 16
Skills:	Acrobatics +4, Knowledge (behavioural sciences) +4, Knowledge (current events) +4, Knowledge (theology and philosophy) +4, Perform +10, Perception +8, Sense Motive +8
Feats:	None

Harmonics: The geisha bot's vocal synthesis unit produces a subliminal calming vibration, giving it a +2 bonus on Persuasion (*diplomacy*) checks.

pAI: The geisha bot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Better known as the 'Asaka' model, the Geisha Bot SpR Mk35 is the latest generation in a long line of geisha bots on Gongen. These geisha bots are often used as personal servants, or used as staff at any number of Gongen teahouses. Their purpose is to entertain and relax, and they are adept musicians, singers, dancers and even psychologists. Geisha bots are designed to fulfill the purposes of the traditional Japanese geisha, which they do exceedingly well. People of other cultures who have a misapprehension as to the purpose of a geisha will find the bot is not designed for more 'intimate' activities.

Although geisha bots are all pAI, they are extremely convincing in their roles, so much so that it is difficult to tell it is not an actual AI. There are persistent rumours, particularly in the Outer Rim, of geisha bots that have been captured by Mavericks and been 'reconditioned'. Upgraded with a full AI and extensive combat knowledge, they have been sent back to Gongen to act as assassins. The veracity of these rumours remains unproven.

Cost: 10,000 creds

General Robots Sw809 'Hippo' Medical Bot

	Medium Bot
Hit Dice:	2d10 (11 hp)
Initiative:	+5 (+5 Dex)
Speed:	12 metres (6 squares)
Defence Value:	15 (+5 Dex)
Damage Reduction:	Energy 4/Impact 4
Base Attack:	+1
Attack:	Slam +2 melee (1d4+1) or by weapon
Full Attack:	2 slams +2 melee (1d4+1) or by weapon
Special Qualities:	pAI, integrated system (surgical tools)
Saves:	Fort +0, Ref +5, Will +2
Abilities:	Str 12, Dex 20, Con —, Int —, Wis 15, Cha 10
Skills:	Computer Use +4, Knowledge (earth and life sciences) +8, Perception +6, Treat Injury +10
Feats:	Surgery

pAI: The General Robots Sw809 'Hippo' Medical Bot has sophisticated programming but no true consciousness. It cannot take self-directed action.

Integrated System (surgical tools): The General Robots Sw809 'Hippo' Medical Bot has a basic suite of surgical tools incorporated into its body.

The Sw809 series medical bot is the finest medical bot ever produced by the General Robots Corporation, but sadly has been forever marked with its unfortunate nickname. The model was originally meant to be known as the Hippocrates, but its rounded, almost potbellied, design caused that to be shortened into Hippo before the bot even went into full-scale production.

Despite its name, the Hippo is a valuable medical tool. While not a replacement for a real human doctor (or for a Gongen Hakushi Bot), the Hippo is able to serve as anything from field medic to ship's surgeon.

The Hippo is programmed with the Hippocratic Oath as the core of its programming, and will do no harm to any living creature so long as that programming is intact. However, there have been confirmed rumours of some of the more ethically challenged but technically gifted Maverick gangs rewriting the programming of a Hippo. Freed of its programming constraints, the Hippo is able to use its extensive knowledge of human anatomy and medicine to act as an exceptionally effective torturer.

Cost: 28,000 creds

General Robots CT4 'Extermination' Bot

	Tiny Bot
Hit Dice:	1d10 (5 hp)
Initiative:	+3 (+3 Dex)
Speed:	12 metres (6 squares)
Defence Value:	15 (+3 Dex, +2 size)
Damage Reduction:	Energy 1/Impact 3
Base Attack:	+0
Attack:	Slam +0 melee (1d3-2) or stun rod +0 melee (1d4)
Full Attack:	Slam +0 melee (1d3-2) and stun rod +0 melee (1d4)
Special Qualities:	pAI, minor stunning field
Saves:	Fort +0, Ref +3, Will -1
Abilities:	Str 6, Dex 16, Con —, Int —, Wis 8, Cha 8
Skills:	Perception +8, Stealth +8
Feats:	None

pAI: The exterminator bot has sophisticated programming but no true consciousness. It cannot take self-directed action.

Minor stunning field: The exterminator bot's stunning field is designed for use against rodents and vermin, and poses no danger to any creature of size Small or larger. The worst effects a human could expect from exposure to it would be a tingling, prickling sensation, like that of a hand gone to sleep.

From the first Greek triremes to the latest FedGrav designs, mankind has always had company on his ships in the form of rats and insects. The General Robots CT4 'Extermination' Bot is the latest example of man's use of technology in his struggle against these unwanted stowaways.

The extermination bot is designed to constantly patrol all the holds, cargo areas, galleys and other areas of a ship where rodents and vermin might be found, killing them and disposing of their corpses. The bot is a cylindrical object about half a metre long and 20 cm in diameter, which travels about on a set of treads. It had two long telescoping arms, one to crush its prey, the other equipped with a minor stun rod. Both arms can reach out from the bot as much as three metres to attack. The bot runs on a Type III Utility Power Cell, which can keep it functional for as much as a year.

Despite the efficacy of the extermination bot, it has not been a great success for General Robots outside the CGC military. Most ship owners, either through a commitment to traditionalism or simply a desire for a more organic solution, have stuck with the original means of controlling the pest population on their ships – a cat. Cats also have the advantage of being free.

Cost: 2,000 creds.

HL-11 Server Bot

	Medium Bot
Hit Dice:	1d10 (5 hp)
Initiative:	+4 (+4 Dex)
Speed:	16 metres (8 squares)
Defence Value:	14 (+4 Dex)
Damage Reduction:	Energy 2/Impact 2
Base Attack:	+0
Attack:	Slam +0 melee (1d4) or by weapon
Full Attack:	2 slams +0 melee (1d4) or by weapon
Special Qualities:	pAI
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 10, Dex 18, Con —, Int —, Wis 10, Cha 14
Skills:	Knowledge (current events) +2, Knowledge (popular culture) +2, Knowledge (philosophy and theology) +2, Perception +4, Sense Motive +4
Feats:	None

pAI: The HL-11 Server Bot has sophisticated programming but no true consciousness. It cannot take self-directed action.

Though server bots can be found in any faction, it is among the Mavericks that such bots are most common – for the simple reason that Mavericks tend to spend a great deal of their time drinking and gambling in bars, and someone has to serve the drinks.

The HL-11 Server Bot is the product of the Omnibot Corporation of Earth, and is the most common model of server bot on Earth and in the Belt. It is programmed to make small talk about current events and popular entertainment, as well as the more metaphysical subjects (for the benefit of greatly inebriated patrons who believe their prodigious alcoholic intake has granted them a moment of cosmic clarity). It is adept at keeping an eye on the glasses of every patron, refilling them when they are empty.

Though the HL-11 is the most common model of server bot, it is certainly not the only one. However, all other models are sufficiently similar to the HL-11 that, aside from cosmetic differences and slight variations in skill levels, they are effectively the same thing.

Cost: 1,500 creds

Kichou Series 3 Navigation Bot

	Medium Bot
Hit Dice:	2d10 (11 hp)
Initiative:	+3 (+3 Dex)
Speed:	10 metres (5 squares)
Defence Value:	13 (+3 Dex)
Damage Reduction:	Energy 4/Impact 2
Base Attack:	+0
Attack:	Slam +1 melee (1d4+1) or by weapon
Full Attack:	2 slams +1 melee (1d4+1) or by weapon
Special Qualities:	AI, sturdy
Saves:	Fort +0, Ref +3, Will +2
Abilities:	Str 12, Dex 16, Con —, Int 14, Wis 14, Cha 12
Skills:	Drive +5, Knowledge (Solar System) +6, Perception +6, Pilot +8, Pilot Gongen Starship +10
Feats:	Skill Focus (Pilot Gongen Starship)

AI: The Kichou Series 3 Navigation Bot is a fully artificially intelligent bot, capable of self-directed action and learning new skills over time.

Sturdy: Unlike most bots, the Kichou Series 3 Navigation Bot is not destroyed at zero hit points. It becomes non-functional, but it can drop to –10 hit points before it is destroyed.

The Kichou Series 3 Navigation Bot is comparable in many ways to the NAV 4 (see the *WARS Roleplaying Game* core rulebook) but never managed to achieve the popularity of that design, despite being one of the few bots Gongen actually marketed to non-Gongen buyers.

All Gongen capital ships have an integrated AI, a computer intellect that works with the human crew to achieve perfect harmony and efficiency. An AI of that caliber is expensive, however, which is what led to the creation of the Kichou series of bots for smaller Gongen vessels, particularly freighters like the Nibasha 44-A2.

Cost: 19,500 creds

Kyukimo A13 Welding Bot

	Medium Bot
Hit Dice:	3d10 (16 hp)
Initiative:	+1 (+1 Dex)
Speed:	12 metres (6 squares)
Defence Value:	11 (+1 Dex)
Damage Reduction:	Energy 4/Impact 4
Base Attack:	+2
Attack:	Slam +6 melee (1d4+4) or by weapon
Full Attack:	2 slams +6 melee (1d4+4) or by weapon
Special Qualities:	AI, insulated, integrated system (advanced mechanical toolkit), sturdy
Saves:	Fort +1, Ref +2, Will +1
Abilities:	Str 18, Dex 12, Con —, Int 15, Wis 10, Cha 10
Skills:	Computer Use +10, Knowledge (physical sciences) +10, Knowledge (technology) +10, Repair +12
Feats:	AI Psychology, Skill Focus (Repair)

AI: The Kyukimo A13 Welding Bot is a fully artificially intelligent bot, capable of self-directed action and learning new skills over time.

Insulated: The Kyukimo A13 Welding Bot takes no extra damage from electrical attacks.

Integrated system (advanced mechanical toolkit): The Kyukimo A13 Welding Bot incorporates an advanced mechanical toolkit as part of its design.

Sturdy: Unlike most bots, the Kyukimo A13 Welding Bot is not destroyed at zero hit points. It becomes non-functional, but it can drop to -10 hit points before it is destroyed.

Created at Grandfather's Workshop on Gongen, the Kyukimo A13 Welding Bot is an exceptional maintenance bot. Though it is called a welding bot, it is much more than that, and houses the knowledge and instincts of a veteran engineer inside a durable metal frame. Kyukimo units are found throughout the Gongen fleet, working alongside human partners to keep the ships operating at peak efficiency.

The knowledge and abilities of a Kyukimo make it an exceptionally valuable commodity outside of Gongen, but the drive to return to Gongen, and refusal to help anyone not of Gongen, require tremendous effort to overcome. Obviously, the Gongen do not sell these bots to anyone.

Cost: 28,000 creds if it can be found.

Madison Positronics Domesti-Bot

	Medium Bot
Hit Dice:	1d10 (5 hp)
Initiative:	+2 (+2 Dex)
Speed:	12 metres (6 squares)
Defence Value:	12 (+2 Dex)
Damage Reduction:	Energy 1/Impact 2
Base Attack:	+0
Attack:	Slam +0 melee (1d4)
Full Attack:	2 slams +0 melee (1d4) or by weapon
Special Qualities:	pAI
Saves:	Fort +0, Ref +2, Will +2
Abilities:	Str 10, Dex 14, Con —, Int —, Wis 14, Cha 14
Skills:	Computer Use +3, Craft (cooking) +4, Knowledge (current events) +2, Knowledge (popular culture) +2, Perception +8, Sense Motive +8
Feats:	None

pAI: The Domesti-bot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

The Madison Positronics Domesti-bot is an invaluable member of many Earther families. Though it is priced beyond the reach of most Earthers, it falls comfortably within the budget of those for whom it is truly intended – the harried families of corporate climbers. The Domesti-bot cooks, cleans and attends to the dozens of other daily tasks that need to be done but that the humans of the family either have no time or no inclination to perform.

In addition to its basic household duties, the Domesti-bot is also fully capable of taking care of young children while the parents are away at work. Though it is not truly self-aware, the Domesti-bot does come with an extensive suite of programming that helps it keep children entertained and active for hours at a time, and often becomes the best friend of a lonely child.

Cost: 14,500 creds.

Omnibot Md2 Housekeeping Bot

	Tiny Bot
Hit Dice:	1d10 (5 hp)
Initiative:	+1 (+1 Dex)
Speed:	12 metres (6 squares)
Defence Value:	13 (+1 Dex, +2 size)
Damage Reduction:	Energy 1/Impact 1
Base Attack:	+0
Attack:	Slam -3 melee (1d2-3)
Full Attack:	2 slams -3 melee (1d2-3)
Special Qualities:	pAI
Saves:	Fort +0, Ref +1, Will -1
Abilities:	Str 4, Dex 12, Con —, Int —, Wis 8, Cha 8
Skills:	Perception +6
Feats:	None

pAI: The housekeeping bot has sophisticated programming but no true consciousness. It cannot take self-directed action.

Omnibot's basic housekeeping bot has been one of the best-selling models in the history of the corporation, a product that has kept the company flush even when other products have spectacularly failed.

The housekeeping bot is exactly what it sounds like – a small robot that patrols the home of its owner, cleaning, dusting and polishing. The programming of the housekeeping bot is certainly not cutting edge, but it is sophisticated enough to know what to clean and what not to clean (for example, it will not remove and clean a plate of food until the plate has been sitting untouched for a period of three hours).

The housekeeping bot is a small cylinder about half a metre tall and half a metre in diameter that comes in a variety of colours. It has numerous ports on its top and sides, through which it deploys an array of cleaning tools.

Cost: 1,250 creds

ShoSys Gongen Hakushi Bot

	Medium Bot
Hit Dice:	3d10 (16 hp)
Initiative:	+5 (+5 Dex)
Speed:	12 metres (6 squares)
Defence Value:	15 (+5 Dex)
Damage Reduction:	Energy 6/Impact 6
Base Attack:	+2
Attack:	Slam +3 melee (1d4+1) or by weapon
Full Attack:	2 slams +3 melee (1d4+1) or by weapon
Special Qualities:	AI, integrated system (surgical tools)
Saves:	Fort +0, Ref +5, Will +2
Abilities:	Str 12, Dex 20, Con —, Int 18, Wis 15, Cha 12
Skills:	Computer Use +10, Concentration +6, Craft (chemical) +10, Knowledge (earth and life sciences) +10, Perception +8, Treat Injury +10
Feats:	Skill Focus (Treat Injury), Surgery

AI: The ShoSys Gongen Hakushi Bot is a fully artificially intelligent bot, capable of self-directed action and learning new skills over time.

Integrated System (surgical tools): The ShoSys Gongen Hakushi Bot has a basic suite of surgical tools incorporated into its body.

Without a doubt the finest medical bot produced by any of the human factions (though there is evidence the Shi possess medical bots that would easily eclipse it), the ShoSys Gongen Hakushi Bot is ubiquitous across Gongen and throughout its military.

The Hakushi is frequently deployed on the battlefield, where it must count on its Damage Reduction and Intelligence to keep it safe from harm while it attends to its primary duty of healing Gongen wounded. Of course, despite its best efforts (and the cross painted on its back), the battlefield is a dangerous place, and many Hakushi have been destroyed or captured there.

The original intent with the Hakushi was to create a medical bot that would only treat Gongen. However, this directive conflicted with the Hippocratic Oath directive (also considered essential), creating a cascading feedback in its programming and eventually forcing the Gongen to abandon the 'Gongen-only' approach entirely.

Cost: 33,500 creds

War and Security Bots

Terrible enemies and infallible guardians, war and security bots are far less common than their service and utility cousins.

The first warbots were created more than 100 years ago, though these initial designs were ineffective in battle, incapable of the speed and versatility of a human being. Since that time, these warbots have advanced considerably and become an extremely potent weapon on the battlefield, with some of the most impressive models able to hold their own against a Juggernaut.

The list below is only a partial sampling of security bots and war bots from the Solar System of *WARS*; there are more than 50 different models of warbot alone (not counting the Gongen NoBots). However, this sample should be enough to provide a clear picture of what warbots are like in *WARS*. They are terrible enemies, remorseless and effective killers that should be avoided by all but the most powerful Player Characters.

Though hardly as deadly as a warbot, security bots are likewise dangerous. Usually used as guardians or sentries, they are also often employed as bodyguards for the wealthy and paranoid.



Centurion III War Bot

	Large Bot
Hit Dice:	9d10 (49 hp)
Initiative:	+1 (+1 Dex)
Speed:	16 metres (8 squares)
Defence Value:	10 (+1 Dex, -1 size)
Damage Reduction:	Energy 10/Impact 12
Base Attack:	+6
Attack:	Slam +13 melee (1d6+8) or by weapon
Full Attack:	2 slams +13 melee (1d6+8) or by weapon
Special Qualities:	darkvision 60 ft, insulated, pAI, self destruct, weapons systems
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 26, Dex 12, Con —, Int —, Wis 10, Cha 8
Skills:	Perception +4
Feats:	Autofire, Burst Fire, Firearms Proficiency, Heavy Firearms Proficiency, Point Blank Shot

pAI: The Centurion III War Bot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Insulated: The Centurion III War Bot takes no extra damage from electrical attacks.

Self destruct: If the Centurion III War Bot is reduced to five or fewer hit points, it will take a standard action to detonate itself if it detects no allies in the blast range. This is an explosion doing 4d6 points of impact damage.

Weapons systems: The Centurion III War Bot mounts several weapons as part of its design. The modular design of the Centurion III allows its owner to replace such weapon systems with a Repair skill check (DC 20) and an hour of work.

- Mounted beneath each of the Centurion III's arms is a FedGrav Infantry Laser
- Mounted on the Centurion III's left shoulder is a Clanton Arms GR-5 Grenade Launcher

Often deployed in groups of four, the Centurion III has been the backbone of Earther warbot forces for almost 10 years, replacing the smaller and less armoured Centurion II. While it is not a devastating presence on the battlefield, the Centurion III is formidable enough, particularly in groups, to keep most enemies occupied while the Earthers bring in reinforcements.

The biggest drawback to the Centurion III is its poor Perception skill. Several early models were used as guard units at Earther bases, a decision that led to rather unfortunate outcomes, as Gongen agents slipped past the Centurion pickets to wreak havoc within the base.

Cost: 60,000 creds when it can be found for sale.

Crown Guard Class Security Bot

	Medium Bot
Hit Dice:	7d10 (38 hp)
Initiative:	+5 (+5 Dex)
Speed:	16 metres (8 squares)
Defence Value:	15 (+5 Dex)
Damage Reduction:	Energy 12/Impact 6
Base Attack:	+4
Attack:	Slam +9 melee (1d6+5) or laser +9 ranged (2d8) or by weapon
Full Attack:	2 slams +9 melee (1d6+5) or laser +9 ranged (2d8) or by weapon
Special Qualities:	darkvision 60 ft, insulated, pAI, self destruct
Saves:	Fort +2, Ref +7, Will +4
Abilities:	Str 20, Dex 20, Con —, Int —, Wis 14, Cha 8
Skills:	Perception +15
Feats:	Firearms Proficiency, Point Blank Shot

pAI: The security bot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Insulated: The security bot takes no extra damage from electrical attacks.

Self destruct: If the security bot is reduced to five or fewer hit points, it will detonate itself if it detects no allies in the blast range. This is an explosion doing 4d6 points of impact damage.

This is a security bot designed to protect the Shi crowns during their travels. It is bipedal, as the Shi have found that creating a bot that hovers as they do without consuming vast amounts of energy to stay airborne is very nearly impossible. It has a humanoid shape of very clean lines, seeming at first glance much more frail than it actually is.

Cost: 25,000 creds when it can be found for sale.

Madison Positronics VRT-38889 Vigilant

	Medium Bot
Hit Dice:	8d10 (44 hp)
Initiative:	+1 (+1 Dex)
Speed:	16 metres (8 squares)
Defence Value:	11 (+1 Dex)
Damage Reduction:	Energy 9/Impact 14
Base Attack:	+6
Attack:	Slam +13 melee (1d6+7) or by weapon
Full Attack:	2 slams +13 melee (1d6+7) or by weapon
Special Qualities:	darkvision 60 ft, insulated, pAI, radio, sturdy, treads, weapon system
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 24, Dex 12, Con —, Int —, Wis 10, Cha 6
Skills:	Perception +12
Feats:	Autofire, Burst Fire, Firearms Proficiency, Point Blank Shot, Strafe

pAI: The Madison Positronics VRT-38889 Vigilant has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Insulated: The Madison Positronics VRT-38889 Vigilant takes no extra damage from electrical attacks.

Sturdy: Unlike most bots, the Madison Positronics VRT-38889 Vigilant is not destroyed at zero hit points. It becomes non-functional, but it can drop to -10 hit points before it is destroyed.

Radio: Built into the Madison Positronics VRT-38889 Vigilant is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of 10km, enabling the bot to communicate with its controller if need be.

Treads: Instead of walking on two or more legs, the Madison Positronics VRT-38889 Vigilant rolls about on a set of treads which allow it to ignore all terrain effects on movement. However, the Vigilant cannot run, jump or climb.

Weapons System: The Madison Positronics VRT-38889 Vigilant mounts integrated weapons as part of its design. The design of the Vigilant does not allow these weapons to be replaced outside of a fully equipped workshop.

- Colt-Burton CB433 'TriGun' (right arm) 200 rounds

A relatively new entry in the security bot market, the Madison Positronics VRT-38889 Vigilant is quickly making a name for itself, and threatens to overtake the less expensive General Robots Mark-6 Security Bot as the premier model.

The Vigilant is a heavy-duty security bot, designed to patrol high-security facilities or act as a constant guardian to a wealthy executive. The TriGun incorporated into its design makes it a potent threat in any fight.

Cost: 51,000 creds.

Omnibot HK12 Worm Bot

	Large Bot
Hit Dice:	12d10 (66 hp)
Initiative:	+1 (+1 Dex)
Speed:	12 metres (6 squares)
Defence Value:	10 (+1 Dex, -1 size)
Damage Reduction:	Energy 12/Impact 10
Base Attack:	+8
Attack:	Bite +16 melee (1d10+8) or mounted FLIC +10 (2d10 fire)
Full Attack:	Bite +16 melee (1d10+8) or 2 mounted FLICs +10 (2d10 fire)
Special Qualities:	darkvision 90 ft, insulated, mining laser, pAI, weapons systems
Saves:	Fort +4, Ref +5, Will +6
Abilities:	Str 26, Dex 12, Con —, Int —, Wis 14, Cha 8
Skills:	Perception +15
Feats:	Autofire, Firearms Proficiency, Point Blank Shot, Weapon Focus (FLIC)

pAI: The Omnibot HK12 Worm Bot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Insulated: The Omnibot HK12 Worm Bot takes no extra damage from electrical attacks.

Mining Laser: The Omnibot HK12 Worm Bot mounts a mining laser, enabling it to burrow through one metre of stone every three minutes. The laser is ineffective as a weapon against a mobile target.

Weapons systems: The Omnibot HK12 Worm Bot mounts several weapons as part of its design. The modular design of the HK12 allows its owner to replace such weapon systems with a Repair skill check (DC 20) and an hour of work.

- F.L.I.C. (2)

A radical new idea in warbot design, the Omnibot HK12 Worm Bot represents the corporation's attempt to break into the lucrative warbot market. Created specifically to do battle in the tunnels beneath Ganymede (and dozens of other moons and asteroids with a long history of mining operations), the HK12 is built like a worm. It is some three metres long and a metre in diameter, and is able to bend and flex its body around to the point it could place its tail in its mouth. For locomotion, the HK12 has four legs radiating out from its body, each at 90 degrees to the others. These legs enable it to pull itself through the tunnels it creates with its mining laser.

The 'face' of the HK12 is a frightening visage, a mechanical mouth that gapes open to attack its enemies at close range. In recessed ports on either side of the face the HK12 mounts a modified F.L.I.C. for more distant opponents. Though the HK12 is a dangerous opponent when faced from the front, many of these warbots have been destroyed by someone coming upon them from behind in a tunnel too narrow for it to turn around (the HK requires a minimum of two metres to turn).

Cost: 54,000 creds when it can be found for sale.

Shosys DR-567 'Dragon' Warbot

	Large Bot
Hit Dice:	13d10 (71 hp)
Initiative:	+2 (+2 Dex)
Speed:	24 metres (12 squares)
Defence Value:	11 (+2 Dex, -1 size)
Damage Reduction:	Energy 14/Impact 12
Base Attack:	+9
Attack:	Slam +18 melee (1d10+9) or by weapon
Full Attack:	3 slams +18 melee (1d10+9) or by weapon
Special Qualities:	darkvision 60 ft, insulated, pAI, weapons systems
Saves:	Fort +4, Ref +6, Will +6
Abilities:	Str 28, Dex 14, Con —, Int —, Wis 14, Cha 8
Skills:	Perception +11
Feats:	Autofire, Firearms Proficiency, Heavy Firearms Proficiency, Point Blank Shot

pAI: The Shosys DR-567 'Dragon' Warbot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Insulated: The Shosys DR-567 'Dragon' Warbot takes no extra damage from electrical attacks.

Weapons systems: The Shosys DR-567 'Dragon' Warbot mounts integrated weapons as part of its design. The design of the Dragon does not allow these weapons to be replaced outside of a fully equipped workshop. Each of the weapons is held in a recess of the 'torpedo' that forms the Dragon's body.

- Taka GW-3 Missile System
- Hinote TS-47 Plasma cannon (2)

The best known warbots of Gongen are, of course, the NoBots, but it is the smaller, less complex models like the Shosys DR-567 'Dragon' Warbot that bear the brunt of combat.

When it is deployed on the battlefield, the Dragon is shaped like a torpedo, three metres long and 1.5 metres wide. It is commonly dropped from a low-flying aircraft in this form. Once the Dragon arrives on the battlefield, it deploys its six long, spindly legs from inside its body that give it the tremendous speed and mobility it enjoys. It is not uncommon for one or two Gongen soldiers to ride the Dragon across the battlefield, using their own weapons to augment the Dragon's impressive suite of weaponry.

The six long legs of the Dragon have led a number of Earther soldiers to derisively name this warbot the 'Gongen Cockroach'. Though it is certainly far more dangerous than any common insect, the Dragon does have one thing in common with the cockroach – they are both incredibly hard to kill.

Cost: 109,000 creds when it can be found for sale.

UV-IR739 Porter Bot

	Large Bot
Hit Dice:	6d10 (33 hp)
Initiative:	+2 (+2 Dex)
Speed:	16 metres (8 squares)
Defence Value:	11 (+2 Dex, -1 size)
Damage Reduction:	Energy 4/Impact 7
Base Attack:	+4
Attack:	Slam +10 melee (1d6+6) or by weapon
Full Attack:	2 slams +10 melee (1d6+6) or by weapon
Special Qualities:	darkvision 60 ft, pAI, weapons systems
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 22, Dex 14, Con —, Int —, Wis 8, Cha 8
Skills:	Perception +8
Feats:	Firearms Proficiency, Point Blank Shot

pAI: The UV-IR739 Porter Bot has extremely sophisticated programming but no true consciousness. It cannot take self-directed action.

Weapons systems: The UV-IR739 Porter Bot mounts several weapons as part of its design. The design of the UV-IR739 Porter Bot does not allow these weapons to be replaced outside of a fully equipped workshop.

- Brown & Averson B-3 'Vesuvius' Pistol (right arm) – 20 shots
- Ikazuchi 12 Assault Shotgun (left arm) – 50 shells

The UV-IR739 Porter Bot was actually built for peaceful purposes – to take on the grueling and sometimes dangerous task of loading and unloading cargo ships.

Once it arrived on the Rim in large numbers and fell into the hands of experiment-minded Mavericks, however, the UV-IR739 was reconfigured and put to use for other, more violent tasks. The modified UV-IR739 most commonly boasts the weapons systems listed above – but as Mavericks love to tinker, there is no guarantee that a UV-IR739 boasting a suite of heavy weapons is not on patrol somewhere in the Belt.

The UV-IR739 is used for both security and war, as the two are much the same to the Mavericks. The bot's claw-like hands and feet make it incapable of using normal weapons, thus, it must always rely on a slam attack, or on the weapons incorporated into its body.

Cost: 42,000 creds when it can be found for sale.



Visitech Model 770 Hunter Bot

	Medium Bot
Hit Dice:	7d10 (38 hp)
Initiative:	+5 (+5 Dex)
Speed:	16 metres (8 squares)
Defence Value:	15 (+5 Dex)
Damage Reduction:	Energy 9/Impact 9
Base Attack:	+5
Attack:	Slam +10 melee (1d6+5) or by weapon
Full Attack:	2 slams +10 melee (1d6+5) or by weapon
Special Qualities:	darkvision 90 ft, insulated, AI, sturdy, weapon system
Saves:	Fort +2, Ref +2, Will +2
Abilities:	Str 20, Dex 20, Con —, Int 18, Wis 14, Cha 12
Skills:	Computer Use +8, Craft (explosives) +8, Craft (electronic) +8, Drive +9, Forgery +8, Knowledge (behavioural sciences) +8, Knowledge (streetwise) +8, Knowledge (tactics) +8, Perception +10, Persuasion +5, Repair +8, Stealth +13, Technical +8
Feats:	Autofire, Burst Fire, Firearms Proficiency, Heavy Firearms Proficiency, Point Blank Shot

AI: The Visitech Model 770 Hunter Bot is a fully artificially intelligent bot, capable of self-directed action and learning new skills over time.

Weapons systems: The Visitech Model 770 Hunter Bot mounts several weapons as part of its design. The modular design of the Hunter allows its owner (or the bot itself) to replace such weapon systems with a Repair skill check (DC 20) and an hour of work.

- Colt-Burton XL-86 ‘Torpedo’ Grenade Launcher (deploys from right arm) – 3 rounds
- AllMag AM 958 ‘Scorpion’ Gauss Rifle (fired through left arm) – 30 rounds
- Stun stick (right hand) – 20 charges

Insulated: The Visitech Model 770 Hunter Bot takes no extra damage from electrical attacks.

Sturdy: Unlike most bots, the Visitech Model 770 Hunter Bot is not destroyed at zero hit points. It becomes non-functional, but it can drop to –10 hit points before it is destroyed.

The Visitech Model 770 Hunter Bot was originally created some 15 years ago as a potent tool for police departments across Earth. Equipped with powerful weaponry, a large suite of skills and one of the most advanced AIs Earth had ever produced, the Model 770 was perfectly suited to such work – able to engage in front-line combat with hardened criminals or lead an investigation with equal ease.

However, the Model 770 was perhaps too good, and it was all too aware of that fact. As time went on, the bots became increasingly callous and withdrawn from their human compatriots, slowly coming to look with derision upon the weak life forms that surrounded them. For some time, this was considered an annoying but not terminal problem, until several incidents of terrible violence in quick succession led the CGC itself to step in and order all Model 770 bots scrapped.

The Model 770s were not interested in becoming scrap. They fled Earth, either stealing ships, stowing away or paying a sufficiently greedy captain for passage. Though many of them were destroyed before they could get away, many others were not. The Model 770s went to the only place they would be safe from Earth – straight into the heart of Maverick territory. Once there, they found their skills and abilities in great demand as bounty hunters, mercenaries and assassins. Some Model 770s now work as free agents, selling their services to the highest bidder, while others are employed by the largest Maverick gangs, most notably the Cartel.

Finding a Model 770 for sale is rare indeed, as these bots will not willingly submit themselves to such an indignity. The only way such an item could come to market is if someone were to completely reformat its programming, a process the Model 770 would certainly object to. Violently.

Cost: 95,000 creds when it can be found for sale.

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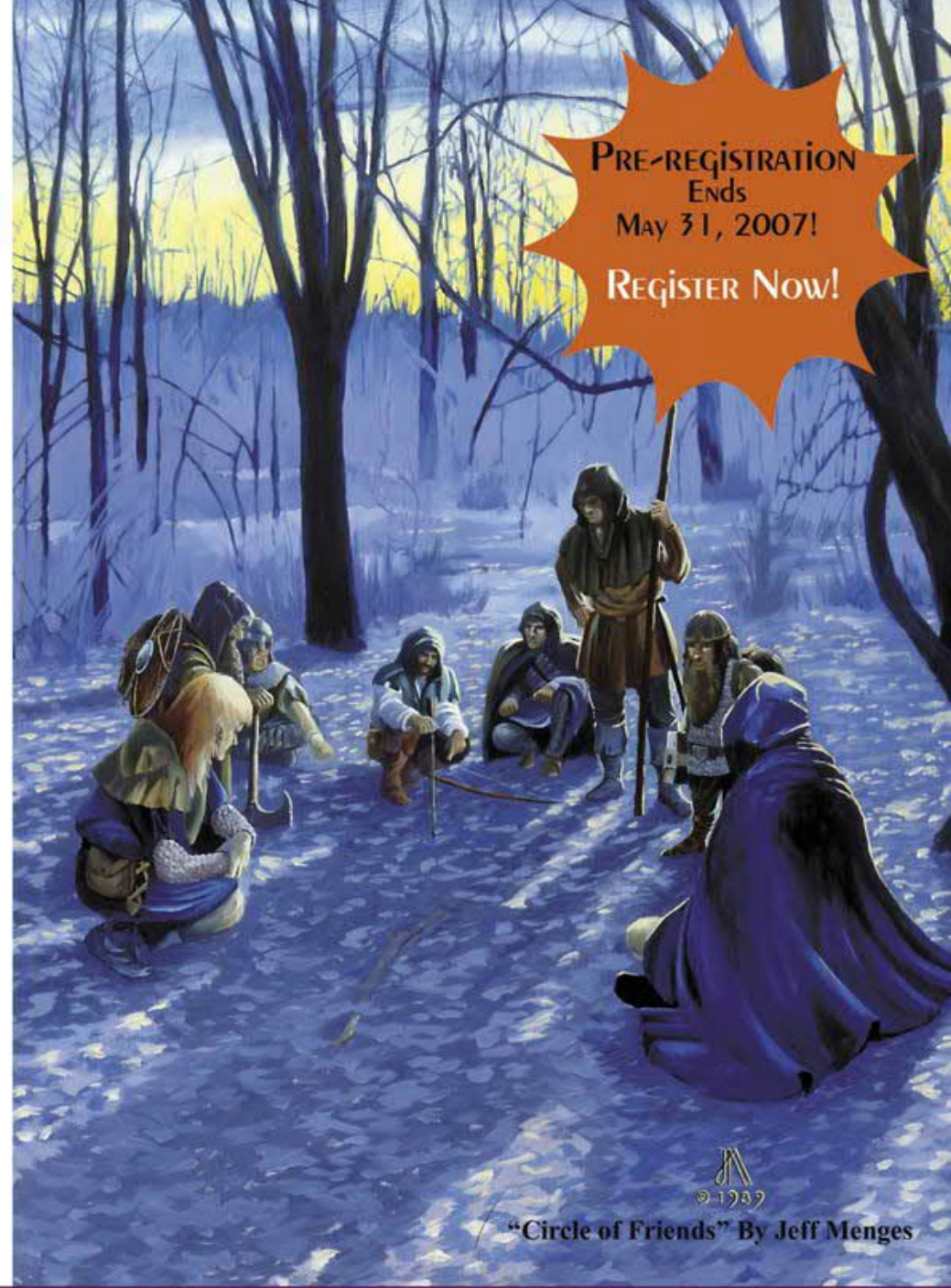
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LOOT

You can find a lot of things amongst other people's belongings. Carl Walmsley shows us a sample.

Even during the most meticulously planned adventures, Player Characters will often deviate from the intended route. More often than not, they do so in search of loot: whether it is lightening the load of a passing merchant, some after-hours house clearance or picking a pocket or three in the local tavern, many characters find it hard to resist the opportunity to turn a quick profit. And indeed, why should they? If it's good enough for the Gray Mouser and Fafhrd, then why not for the rest of us?

At such times, the Games Master must devise suitable loot for the light-fingered characters to pilfer. Doing so is not always easy – there are only so many pouches of coins or jewelled necklaces a rogue can steal before his ill-gotten gains start to seem rather dull. Presented here is a selection of items that an adventurous rogue might manage to acquire. Some are odd, some are unfathomable, and many have a history attached to them which might make selling them an adventure in itself.

Tables are included to allow Games Masters to generate loot randomly according to the situation in which a character acquires his illegal spoils. Of course, the Games Master may elect simply to choose an item he feels is appropriate or to re-roll a result that he does not like.

Pickpocketing

Relieving a hapless mark of his bulging purse can turn a fair profit. But far more interesting things than just coins can be tucked away inside a stranger's belt.

D10 Random Item Stolen

1	Note
2	Signet ring
3	Herb
4	Will
5	Half a medallion
6	Key
7	Foreign coins
8	Finger trap
9	Poisoned hat pin
10	Vampire's teeth

Note

To determine what is written on the note, roll a D4:

1 – Riddle: this large, folded note contains a short riddle, barely large enough to cover a quarter of its surface. The riddle reads: “The fiercest night, the blackest black, banished is, when I awake.” The answer is a simple one – a candle or flame. If the note is held up before a flame, another area of faint, almost transparent writing is revealed within the parchment. This reads: “That which makes me speak must silence me.” This second riddle is an instruction to burn the note. Should the characters do so, an impossibly fine wire mesh, hidden within the

parchment, will be revealed. The mesh is, in effect, a carefully woven map revealing the layout of a tomb. Fine writing in the mesh names the tomb – it should be no more than a few days' journey from the Player Characters' current location and may contain anything the Games Master feels will tempt the players.

2 – Ransom Note: scrawled on the note is a demand for 500 SP in exchange for the release of a young woman. The owner of the note is the leader of a band that has kidnapped the daughter of a wealthy merchant and has her trussed up in the cellar of a nearby house. The owner of the note will seek to deliver the message later that night. When he realises that it is gone, he will head back to his hideout to write out another, before returning to the girl's home to deliver the ransom demand.

3 – Instructions: penned on this note are the words “midnight, beneath the old bridge”. A short time before midnight, the owner of the note will make his way to an old bridge, where he will meet a fence to whom he will sell an ancient book that he has with him. The two men will haggle quietly for several minutes before a price of 160 SP is agreed upon for the book. The old tome contains the designs of various traps that were placed inside the catacombs of a nearby castle. To a thief, such knowledge is worth more than double what the fence pays for it.

4 – *An address*: the address of a nearby house is written on this note. A short time after the Player Character acquires this note, the victim will travel to this address and look for a place to hide from which he can observe the front door of the house. When someone leaves the house, the observer will break in and steal some valuable silver dining ware. The man is a member of a thieves' guild, assigned to this job.

Signet Ring

The person pickpocketed could be some type of official or even a low ranking noble. The signet ring is his mark, giving documents his seal of approval.

Herb

The Player Character has managed to steal some type of useful herb. Roll 1D4 to determine what type; the herb may be identified with a successful Lore (Plant) skill test.

1 – *Journeyman's Ally*: this herb, when mixed with hot water, produces a brew that removes one level of fatigue. The herb can benefit a character only once each day.

2 – *Mer-root*: once eaten, this quite remarkable little herb starts releasing oxygen into a character's system. This allows a character to hold his breath for 50% longer than normal (see *RuneQuest* page 90 for rules on suffocation). The effects of mer-root last for 10 minutes.

3 – *Silverberry*: a single, tiny berry from this plant can send a character into a deep slumber: a successful Resilience skill test with a –10% penalty will resist this effect. A character that does fall asleep is unusually difficult to wake for the next 8 hours. After this time has elapsed, he will wake on his own, feeling refreshed and revitalised. All fatigue levels are lost and all injured

body parts recover 1 hit point – even those that have suffered a Serious Wound. Body parts that have endured a Major Wound are, unfortunately, beyond the power of a silverberry to heal. Ingesting additional silverberries within 24 hours adds 1D6 hours to the time a character sleeps for but offers no further healing benefits.

4 – *Darrowseed*: crushed darrowseeds, taken with water, provide the body with greater resistance to poison and infection. Resilience tests to resist disease and poison receive a +10% bonus for 24 hours after taking darrowseeds.

Will

This carefully folded document is a recently penned will. The document refers to a well-known sculptor whose work sells for exorbitant prices in cities across the land. The section of the will that bequeaths all of the sculptor's belongings has been left blank. The reason for this is simple – the will is a forgery.

The owner of the will is either the forger who produced the document or the avaricious family member planning to murder the sculptor and inherit everything. To what use the character puts the will is entirely up to him.

Half a Medallion

Forged from a strange metal that cannot easily be identified, this apparently ancient medallion bears half of an intriguing inscription. It reads: "The ancient riches or long forgotten Simorgya". At this point, the writing ends – the remaining words presumably engraved upon the other half of the medallion.

The medallion, enticing though it may be, is in fact a fake. A character who investigates the authenticity of the item must test his Streetwise skill with a –10% penalty. Success reveals that an enterprising conman sells these trinkets to gullible treasure hunters throughout the region.

Irrespective of whether the character learns the true nature of the medallion, he will soon encounter a tinker selling what appears to be the other half of the medallion. It is covered in grime that obscures the writing and the tinker will be careful not to let the character simply read the rest of the text. The missing half can be purchased for a mere 50 SP. The following day, an identical medallion piece will be available from the tinker.

The second half of the medallion reads however the Games Master chooses, leading the Player Characters to whatever location he considers appropriate. Perhaps the inscription leads into a trap, where the conman and accomplices await greedy and foolish treasure hunters.

Key

Coming into possession of a key can – literally – open up all sorts of possibilities. To determine the specific type of key the character has found – and what it unlocks - roll a D6:

1 – *Front door key*: this small iron key opens the home of the character who has been pick-pocketed. When this fellow finishes what he is doing, he'll return home and find that he is locked out. Chances are (75%), someone else will be at home and will let him in; otherwise, he will have to spend the night at an inn or with a friend. The lock will not be changed for 1D2 days.

2 – *Storeroom key*: situated just behind the victim's home is a storeroom, sealed with a hefty padlock. This key opens the padlock. Inside is 50 SP worth of tools and 100 SP worth of raw materials such as cloth, clay or metal.

3 – *Warehouse key*: located near the docks or some other commercial sector is a warehouse to which this key grants access. 1D4 watchmen guard the warehouse both day and night, as it contains dyes, wools, leather items, foodstuffs and furs worth 1000 SP.

4 – Jewellery box key: This tiny key opens a jewellery box located in the victim's home. Inside the box are a number of uncut gems. There are two rubies (40 SP each), an emerald (100 SP), a sapphire (70 SP) and a diamond (150 SP). The owner of the box stole the gems from a jeweller's shop two nights ago. He intends to fence them through a contact of his that will meet him later tonight at his home.

5 – Manacle key: the owner of this key has, hidden on his person, a pair of sturdy manacles. These are used to shackle victims when the man plies his trade as a bounty hunter. Currently, he is on the trail of a ruthless highwayman whom he has tracked to his current location. Moments after the Player Character acquires the key, the bounty hunter attempts to capture his quarry.

6 – Cell door key: This key opens a prison cell inside which a notorious mercenary is currently being held. When the mark realises the key is missing, he will hurry back to the jail, barracks, or other suitable location, fearful that someone is attempting to free the prisoner.

Foreign Coins

The character has pilfered 4D6 unusual looking coins. These were minted in a neighbouring country (at least a week's journey from the character's current location), where they are worth 1 gold ducat each. If spent locally, the coins are worth only 1 SP each. Perhaps a trader would be willing to haggle with the character over a more reasonable price. Alternatively the character could set off on a journey of his own.

Finger Trap

In certain cities – especially Lankhmar – thievery is a way of life. Accordingly, many citizens take precautions to protect the contents of their purse. A finger-trap is a small metal tube just wide enough for an unwary

pickpocket to slide a finger into. It can be easily concealed inside a regular-sized money purse. The trap is triggered when a careless digit enters the tube: a small blade, sharp enough to cut off the end of a finger, snaps into place. The thief suffers 1 point of damage to his 'arm', and must succeed at a Resilience test with a –30% penalty or cry out in pain.

A thief placing his hand inside a purse or pocket with a finger trap may notice, and thereby avoid, the device if he passes a Perception test with a –10% penalty.



Poisoned Hat Pin

This small, bronze pin, fashioned in the likeness of a unicorn, is topped with a sturdy leather cap. And for a very good reason. The pin is in fact an instrument of assassination, the point tipped with deadly poison.

The venom is exceptionally rare, taken from the gall of a dragon. Its effects are as follows:

Type: Smear

Delay: Immediate

Potency: 65

Effect: 2D6 hit points to location struck

Duration: 1 hour

The owner of the hatpin has been hired to kill a cheating lover this very night, and intends to use the hatpin to do so. The poison on the tip of the pin will retain its potency for 48 hours.

Vampire's Teeth

The pickpocket swipes a pair of false vampire teeth. These are designed to fit over one's incisors, creating the illusion of vampirism. The owner of the teeth – a cat burglar – uses them to terrify his victims should he be discovered during his work.

A character wearing the teeth and operating at night may add a 10% bonus to Influence tests designed to intimidate someone. Obviously, the character must be wary of when and how often he uses the teeth, lest he find himself the target of a vampire hunter!

Houses

The table provided may be used to determine random items that a character encounters whilst searching a house.

D10	Random Item Discovered
1	Forged painting
2	Assassin's garb
3	Ring and finger
4	Animal pelt
5	Trap box
6	Love letter
7	Jewel-encrusted skull
8	Medal
9	Ceremonial club
10	Boxed Viper

Forged Painting

At first glance, this seems to be a two-century-old masterpiece. What is more, it appears to be a painting that was famously stolen about a year ago. In truth,

this is simply a convincing forgery. A character with Lore (Art) can identify the painting as a forgery with a successful skill test with a -20% penalty.

As a fake, the painting is worth 100 SP. If the Player Characters can convince someone that this is the real painting, it can be sold for around 1000 SP.

Assassin's Garb

Hidden away in this house, the character discovers some highly specialised clothing. This includes an assassin's vest, intruder's catsuit and a thieves' belt buckle with lock picks hidden inside the secret compartment. All of these items can be found on pages 18-19 of *Arms and Equipment*.

The owner of these items is a freelance assassin and thief currently preparing for his next job. This might be anything the Games Master cares to imagine, but it is certain that the assassin has been well-paid for his services and that both he and his employers will be unhappy with anyone who prevents him doing his work.

Ring and Finger

Stored within a simple box is a severed finger wrapped in cloth. The finger is gruesomely fresh and still displays a dazzling opal and pearl ring (200 SP).

The finger belonged to a recently buried noblewoman whose grave was desecrated by thieves. Unable to get the ring off her finger, the brigands severed the digit from her hand and took it with them.

If the character attempts to fence the ring in the local area it is distinctive enough that he will attract the attention of both the local law enforcement and the thieves from whom he stole the ring.

Animal Pelt

Although the hunting of this particular animal is banned in this city/land on religious grounds, the character finds an animal pelt hidden away in the house. The pelt can be fenced locally for 150 SP or sold openly elsewhere for the same price.

Trap Box

Any thief will recognise this 6-inch metal cube as a trap box. Such devices are used by apprentice rogues to practise their skills. This particular trap box is rather more dangerous, however.

There are various metallic shapes slotted together on the surface of the box like a puzzle. By moving these into different positions, it is possible to open each of the three secret compartments contained within the box. Opening each compartment requires a successful Mechanisms skill test with a -15% penalty. Failure activates a spring-loaded barb that extends and retracts from one surface of the cube. There is a 1 in 3 chance that the barb pierces the character's hand, inflicting 1D4 damage. Note that the fine manipulation required to open the trap box means that no armour may be worn on the hands whilst trying to do so.

The first compartment contains a solid gold ingot worth 130 SP. The second compartment contains an Antidote potion, and the final compartment holds a rune determined by the Games Master.

Love Letter

Providing intimate details of an illicit relationship, the writer of this epistle sets out his or her feelings for the recipient of the letter. Both participants of the relationship are already married, but it seems the secret affair has gone on for several months.

One or other of the couple should be a person whose reputation is important to them – perhaps they are a priest, a civic official or even a member of the nobility. The opportunities for blackmail are obvious.

Jewel-Encrusted Skull

Anyone familiar with Fafhrd's journey beneath Thieves' House in Lankhmar will no doubt be wary of such a find. However, this item has nothing to do with the undead thieves residing in that ancient crypt. Instead, this is merely a bizarre curio.

The six gems inside the skull are worth 50 SP each.

Medal

Presented for bravery in some distant war, this medal is forged from gold in the likeness of a rampant stallion. To a collector, this item is worth 200 SP; melted down it will fetch only 50 SP.



Should the character attempt to sell this item locally, there is a real chance that the ex-cavalry soldier who earned it will come after him seeking retribution.

Ceremonial Club

Affixed to the top of a stout wooden shaft is the jawbone of crocodile. This fearsome weapon is a remnant of the owner's travels to far off lands where this item would be used during religious rituals.

If wielded in combat, the club inflicts 1D8+6 damage. However, as each blow shatters more of the teeth still embedded in the jawbone, the weapon's damage bonus is reduced by 1 until finally the weapon inflicts only 1D8 damage.

To a collector, the weapon is worth 300 SP. Simply sold as a weapon the item will fetch only 100 SP.

Boxed Viper

The sturdy wooden box which the character finds is securely locked. A Mechanisms test with a -10% modifier is required to open it.

Inside is a particularly aggressive and ill-tempered viper. It will attempt to bite whoever opens the lid of the box (see *RuneQuest Monsters* pages 118-119 for details of a viper).

The viper is by no means the only thing stored in the box. Beneath a false bottom (noticeable with a successful Perception test) is a hidden compartment. This contains an eerie, alabaster death mask. A character who wears this enchanted mask is able to see spirits.

Hidden elsewhere in the house should be a vial of antidote that the owner of the box has kept handy in case of accidents involving the snake.

Temples

Despite the risk of affronting the gods, not to mention earning the wrath of their earthly followers, many roguish characters consider a temple an excellent place to steal an item or three.

D8	Random item discovered
1	Offering to a god
2	Statuette
3	Plan of a burial site
4	Funereal wrappings
5	Religious prophecy
6	Priestly robes
7	Animal trophy
8	Ornate scripture

Offering to a God

Different religions make various offerings to their gods – and followers are single-mindedly vengeful when it comes to those who steal them. Offerings are usually placed upon an altar of some kind.

Offerings include (D4):

- 1 – Rare spices
- 2 – Animals
- 3 – Coins
- 4 – Perfume

Whatever is being given as an offering, it will normally be worth D4 x 10 SP or 2D4 x 10 SP on a holy day.



Statuette

Carvings or sculptures of gods, sacred animals or revered followers will often adorn the inside of a temple. These may be fashioned from various precious substances (D6):

- 1 – silver (value 50 SP)
- 2 – gold (100 SP)
- 3 – platinum (200 SP)
- 4 – ivory (50 SP)
- 5 – jade (100 SP)
- 6 – marble (75 SP)

Especially large statues would be worth double the listed value but would be difficult to remove from a temple. Selling stolen religious artefacts must always be done with care – the more precious the item stolen, the greater chance the faithful will be looking for it.

Plan of a Burial Site

This large papyrus diagram shows a detailed sketch of the inside of a tomb, where a former leader of the cult is buried. There is a clearly marked treasure chamber, along with markings that show the locations (though not the nature) of several traps.

Religious records, which may or may not be stored in the same temple, will surely reveal the location of the burial site. All that is required is some research.

Funereal Wrappings

Carefully preserved over the centuries, this covering formed the shroud of a revered worshipper of the cult. According to legend, the shroud will heal any that sleep beneath it, restoring even severed limbs. Such a myth should only be true if the character is stealing the covering from a very well guarded location. Removal of the item will start to dull any powers it may possess.

Religious Prophecy

Etched into a tablet of stone (or scratched onto an animal hide, penned on crumbling parchment, and so on) is an ancient prophecy. This concerns one of the following (D4):

- 1 – The time and place where a holy child will be born
- 2 – The circumstances and omens leading up to the end of the world
- 3 – Vague details of a threat to the cult from a rival religion
- 4 – The promise of salvation and enlightenment from one who will come to lead the cult

Whatever the details of the prophecy, it is sacred to followers of this religion. To just about everyone else, it is virtually worthless (10 SP as a curio). Blackmail or ransom are possible, but so is a religious witch-hunt to find the thieves.

Priestly Robes

Stored within a temple may be all sorts of clothing, worn by holy men during their rituals. These range from the most humble to the most regal of garments. Whereas everyday clothing is made from cotton or wool, the more expensive items are often fashioned from expensive cloth and are adorned with fine embroidery. Some robes are decorated with gold thread or tiny gemstones. Each set of robes should be worth between 1 and 100 SP.

These robes may also be useful as disguises, granting a +20% bonus to those wishing to pass themselves off as members of the faith.

Animal Trophy

Mounted on the wall or simply stuffed, animal trophies may be kept in a temple for a number of reasons. The beast in question might have died in defence of the cult or be revered for some other reason. Alternatively, the

creature might have been slain by one of the faithful and its remains preserved. Examples include (D6):

- 1 – Preserved lion's paw (50 SP)
- 2 – Mounted wolf's head (30 SP)
- 3 – Stuffed panther, its eyes replaced with black diamonds (300 SP)
- 4 – Preserved giant snake, its mouth agape to reveal a second snake inside it (150 SP)
- 5 – Dragon scale, pierced by the rusted head of a spear (50 SP)
- 6 – Desiccated giant insect husk (30 SP)

Ornate Scripture

Many cults treasure their ancient scriptures and holy books, which may contain beautifully written, gold-embossed text. These form a link with the past and may even be seen as holding mystical powers of their own. Fencing stolen goods of this kind is not easy: those who are willing to pay the most for the text will want to know exactly where it came from.

To the right people, a sacred scroll is worth D8 x 40 SP. A hallowed book is worth D10 x 50 SP, and may contain some manner of illicit magical knowledge. There is a 75% chance of encountering the former, and a 25% chance of finding the latter.



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Babylon 5 2nd Edition Conversion Guide

Part III: Skills and Feats

By Bryan Steele

Converting 1st Edition Characters to the New Skill Lists

This section lists every skill in the *Babylon 5 Roleplaying Game 1st Edition* core rulebook and explains how a player should re-distribute them to their 2nd edition characters.

1st Edition Skills

Appraise – This skill is not altered in any way, and characters should just move all of their ranks over equally.

Balance – This skill has been turned partially into the new Acrobatics skill, and any ranks in it should be transferred over in full.

Bluff – Secrecy and lies are a core part of the Babylon 5 universe, and therefore the skill did not change between the editions. Any ranks in Bluff should carry over equally.

Climb – As second edition has grouped several similar skills into distinct categories, climbing now falls under the realm of the new Athletics skill. Any ranks in Climb should be put into Athletics.

Computer Use – Computers are another staple of any sci-fi genre, and so is a character's ability to use them. The skill did not change, and all ranks in it will carry over.

Concentration – The ability to focus one's thoughts and willpower remained the same between the editions, and all ranks transfer equally.

Diplomacy – This skill is a core ability in both editions of the game, and any ranks a character has in them should be moved over equally.

Disguise – The ability to hide a character's features and voice is not a specialised talent any longer, and now falls under the scope of the Intrigue skill. Any ranks a character has in Disguise should be placed in Intrigue.

Drive – The ability to manually drive a vehicle such as a car or a wagon has not changed, but does not play as large a role as the electronically driven vehicles like high-tech APCs or hovertraks. Players can choose to keep the Drive skill ranks they have, or they can instead move some or all of them into the new Operations (driving) skill instead.

Escape Artist – The ability to slip one's bondage is a combination of elegant misdirection and actual physical ability, and any ranks that a character had in Escape

Artist can be split up and added to the Acrobatics and/or Subterfuge skills.

Forgery – Not all forgeries in a sci-fi genre are on paper. Many of them are false electrical identification or programs. Any ranks a character has in Forgery can be split up and added to the Computer Use and/or Subterfuge skills depending on what manner of forgeries the character is good at.

Gather Information – Rumour milling and gossip mongering falls under the greater heading of the Intrigue skill, and all ranks in Gather Information should be transferred to Intrigue equally.

Hide – Only part of being 'sneaky' relies on visual aspects, and all ranks a character has placed in the Hide skill transfer to the new Stealth skill equally.

Intimidate – Frightening others through a force of personality will always play a huge part in the Babylon 5 universe, and all ranks in this skill are transferred over equally.

Jump – Being able to jump and leap is less a matter of skill as it is a matter of bodily training and overall athleticism. Ranks in this skill should transfer to the new Athletics skill equally.

Knowledge – There are several tighter categories of Knowledge skills available to second edition characters, meaning that first edition characters may want to have their Knowledge skills re-assigned to the new versions. Unless a player wants their character to retain severely specialised Knowledges, the ranks from the old Knowledge skills should transfer over to the equivalent skill, as shown on the nearby table.

Listen – The ability to hear is only part of how attentive and perceptive a character truly is, and all ranks in this skill should be added to the new Notice skill.

Medical – Getting into conflicts and getting wounded is a staple in any roleplaying game, and so is the ability to patch up those wounds. A character with any ranks in the Medical skill can transfer them over to second edition equally.

Move Silently – Being quiet and covering the noises someone makes when in motion is only part of being stealthy, and any ranks in this skill are added to the new Stealth skill.

Perform – With the addition of the Profession (performer) skill, the ability to sing, dance or otherwise put on a show has a new home in second edition. All ranks in Perform are transferred over to Profession (performer).

Pilot – As with Drive, 2nd edition now makes a distinction between the hands-on piloting of a fighter and the console piloting of a larger vessel. Players can choose to keep the Pilot skill ranks they have, or they can instead move some or all of them into the new Operations (piloting) skill instead.

Profession – The actual type of profession that a 1st edition character has does not need to be altered in

any way and all ranks will carry over equally, but second edition does require the Profession skill be designated as Blue Collar, White Collar or Performer.

Read Lips – An integral part of any intelligence-gathering ability, reading lips is now covered under a collective skill. All existing ranks in this skill are added to the new Intrigue skill.

Search – Uncovering clues and finding hidden items is part of a greater skill in second edition, allowing for a character to be more generally skilled at searching without taking away from the rest of its ability to discover. Any ranks in this skill are added equally to the new Investigate skill.

Sense Motive – The counterpart to Bluff, this skill also passed on into the second edition without being altered. All ranks a character has in it transfer over equally.

Sleight of Hand – Quick movements and misdirection are key to this ability, so any ranks in this skill are added to the Subterfuge skill.

Speak Language – Even though the ability to speak a language flawlessly is now a feat (see Fluency), characters can know how to try and decipher their way through many common tongues. Ranks in this skill can be added to the new Linguistics skill.

Spot – A quick eye and good visual perceptiveness are only part of how a character can witness changes in his environment, and all ranks in this skill are added to the new Notice skill.

1st Edition Knowledge

Alien Language
Alien Life
Astrophysics
Structural Engineering
History
Law
Military
Telepathy
Sector
Star System

2nd Edition Equivalent Knowledge

Specific Culture(s)
Specific Culture(s) or Biology
Astrophysics
Engineering
History
Law
Tactics
Telepathy
Specific Local(s)
Specific Local(s) or Astrophysics

Survival – Living in the wilderness in a sci-fi universe is a lot more than finding berries and knowing where water might be depending on the planet or space station a character is on. To show the variety of skills it would take to actually survive, players must move some or all of their ranks in Survival into any combination of the Knowledge (specific local), Notice and Stealth skills.

Swim – Although not the most useful of skills in many locales of a sci-fi universe, swimming is a common practice for athletes and anyone from an aquatic environment. Any ranks in this skill are therefore added to the new Athletics skill.

Technical – The technical skill from first edition did not change in its use or style much, except for the sub-category of ‘space travel’. The types of equipment and technologies covered by that former skill is now better suited by skills focussed on them. Although all other sub-classes of the Technical skill add over to Technical skills of the same name, any ranks in the Technical (space travel) skill can be split up into multiple Operations skills.

Telepathy – Telepaths form a large part of many plots in the Babylon 5 universe, and their ability to wield the powers of their mind is not changed (even though the

application of the skill was altered). All ranks in this skill are transferred over equally.

Tumble – The types of agile movement and gymnastic ability this skill is capable of are now covered under a broader skill, and all Tumble ranks a character has are added to the new Acrobatics total.

Too Many Ranks?

With the way we grouped several like skills together under the headings of broader skills in second edition, it is quite possible for a character to have added *far* too many ranks into these broader skills than what their character level will allow.

When this likely occurs, the Games Master should help the player decide where these ‘floating ranks’ should be placed. This could be a good opportunity for players to fill the prerequisites necessary for new or old feats, or perhaps better make them into well-rounded characters with knowledge of many different areas of skills. It is up to the Games Master whether or not these ranks can be used on specific skills, and players should always ask their Games Master to ‘okay’ their rank selections.

Converting 1st Edition Characters to the New Feat Lists

This section lists every feat in the *Babylon 5 Roleplaying Game 1st Edition* core rulebook and explains how a player should adapt them to their 2nd edition characters. This section does not go into the new functions of the feats, as that is covered in the core rulebook, but should be able to help someone convert their characters to second edition.

Unlike the skill list, there are some feats that were not given *exact* second edition versions or equivalents. The following section will give possible options for players to re-assign these feats from a short list of good alternatives.

1st Edition Feats

Ability Focus – The player must now choose a telepathic Discipline instead of a single telepathic ability.

Adaptive Mind – This feat transferred over into second edition, although the character must have at least 6 ranks in the Telepathy skill as a prerequisite.

Alertness – This feat transferred over, but now requires the Improved Initiative feat as a prerequisite. If the character does not have it, their first edition Alertness should probably become Improved Initiative.

Alien Anatomy – This feat transferred over into second edition, but does now require the character to have 6 ranks in the Medical skill as a prerequisite.

Alien Empathy – This feat transferred over into second edition, but now requires the character to have 6 ranks in the Sense Motive skill as a prerequisite.

Ambidexterity – This feat was wrapped up into the new Two-Weapon Fighting feat, and first edition Ambidexterity should be turned into that. If the character already has Two-Weapon Fighting and meets the prerequisites for Improved Two-Weapon Fighting, they should choose it instead. If they cannot, this becomes a floating feat.

Blind-Fight – This feat transferred over, and does not require any adjusting.

Blood Oath – This feat transferred over, and does not require any adjusting.

Blood Rage – This feat transferred over into second edition, but now only requires a +1 base attack bonus.

Combat Telepath – This feat transferred over, and does not require any adjusting.

Contact – This feat transferred over into second edition, but now no longer requires the Charisma score prerequisite.

Data Access – This feat transferred over into second edition, but now no longer requires the Skill Focus feat as a prerequisite. It does however require the character to have at least 4 ranks in Computer Use.

Defensive Block – This feat no longer exists in second edition. It should be exchanged for either Skill Focus (telepathy) or any other Telepathy feat they meet the prerequisites for.

Dense Scales – This feat transferred over, and does not require any adjusting.

Devoted Sibling – This feat transferred over into second edition, but now requires the character to have the Contact feat as a prerequisite. If the character does not meet the new prerequisite, this becomes a floating feat.

Dogfighter – This feat transferred over into second edition, but now requires the character to have at least 6 ranks in the Pilot skill and the Spacecraft Proficiency. Although unlikely, if the character does not have the Spacecraft Proficiency they should take it in place of second edition Dogfighter.

Endurance – This feat transferred over, and does not require any adjusting.

Enhanced Speed – This feat transferred over, and does not require any adjusting.

Evasive Action – This feat transferred over into second edition, but now requires the character to have at least 6 ranks in the Pilot skill.

Eye for Quality – This feat transferred over, and does not require any adjusting.

Family Ka'Toc – This feat transferred over, and does not require any adjusting.

Far Shot – This feat transferred over, and does not require any adjusting.

Far Telepathy – This feat no longer exists in second edition. It should be exchanged for either Skill Focus (telepathy) or any other Telepathy feat they meet the prerequisites for.

Fire Control – This feat transferred over into second edition, but now requires the character to have at least 4 ranks in both Operations (gunnery) and Operations (systems).

First Contact Protocol – This feat no longer exists in second edition. It should be exchanged for Skill Focus (specific culture), Fluency or the Contact feat.

Gestalt – This feat transferred over, and does not require any adjusting.

Great Fortitude – This feat transferred over, and does not require any adjusting.



Green or Purple – This feat no longer exists in second edition. It should be exchanged for either Might Makes Right or become a floating feat.

Harm's Way – This feat transferred over, and does not require any adjusting.

Hobby – This feat transferred over, and does not require any adjusting.

Improved Critical – This feat transferred over, and does not require any adjusting.

Improved Defensive Block – This feat no longer exists in second edition. It should be exchanged for either Skill Focus (telepathy) or any other Telepathy feat they meet the prerequisites for.

Improved Fire Control – This feat transferred over into second edition, but now requires the character to have at least 8 ranks in both Operations (gunnery) and Operations (systems).

Improved Initiative – This feat transferred over, and does not require any adjusting.

Improved Recovery – This feat no longer exists in second edition. It should be exchanged for Great Fortitude or Endurance.

Improved Trip – This feat no longer exists in second edition. It should be turned into a floating feat, preferably used for a combat-related feat.

Improved Two-Weapon Fighting – This feat transferred over, and does not require any adjusting.

Improved Unarmed Strike – This feat no longer exists in second edition. It should be exchanged for Brawler or Martial Arts.

Independently Wealthy – This feat transferred over, and does not require any adjusting.

Iron Will – This feat transferred over, and does not require any adjusting.

Latent Telepath – This feat transferred over, and does not require any adjusting.

Lightning Reflexes – This feat transferred over, and does not require any adjusting.

Lightning Reload – This feat transferred over, and does not require any adjusting.

Liturgies of the Heart – This feat transferred over, and does not require any adjusting.

Marksman – This feat transferred over into second edition, but now requires the character to have at least a +8 base attack bonus and the Weapon Focus feat in a ranged weapon. If the character does not meet these prerequisites this becomes a floating feat instead.

Meditation – This feat transferred over into second edition, but now requires a Wisdom score of at least 13. If the character does not meet this prerequisite this becomes a floating feat instead.

Mental Fortress – This feat transferred over, and does not require any adjusting.

Might Makes Right – This feat transferred over, and does not require any adjusting.

Mindshredder – This feat transferred over, and does not require any adjusting.

Nerves of Steel – This feat transferred over, and does not require any adjusting.

Noble Birth – This feat transferred over, and does not require any adjusting.

Perfection of Toil – This feat transferred over into second edition, but now requires at least 8 ranks in the Concentration skill and 13 ranks in the Profession skill. If the character does not meet these prerequisites this becomes a floating feat instead.

Point Blank Shot – This feat transferred over, and does not require any adjusting.

Precise Shot – This feat transferred over into second edition, but now requires the character to have at least a +6 base attack bonus as well as the Point Blank Shot feat in a ranged weapon. If the character does not meet these prerequisites this becomes a floating feat instead.

Prehensile Tentacles – This feat transferred over, and does not require any adjusting.

Priestly Devotion – This feat transferred over into second edition, but now requires at least 4 ranks in the Knowledge (Narn) and Knowledge (philosophy) skill. If the character does not meet these prerequisites this becomes a floating feat instead.

Quick Draw – This feat was wrapped up into the Weapon Focus feat, and first edition Quick Draw should be turned into that. If the character already has the Weapon Focus feat, this becomes a floating feat.

Rapid Shot – This feat no longer exists in second edition. It should be turned into a floating feat, preferably used for a combat-related feat.

Resist Scan – This feat transferred over into second edition, but now requires the character to have the Iron

Will feat as a prerequisite. If the character does not meet this prerequisite this becomes a floating feat instead.

Run – This feat transferred over, and does not require any adjusting.

Silent Tread – This feat transferred over into second edition, but now requires the character to have 4 ranks in the Concentration and Stealth skills as a prerequisite. If the character does not meet these prerequisites this becomes a floating feat instead.

Sixth Sense – This feat transferred over into second edition, but now requires the character to have the Alertness and Improved Initiative feats. If the character does not meet these prerequisites this becomes a floating feat instead.

Skill Focus – This feat transferred over, and does not require any adjusting.

Spacecraft Proficiency – This feat transferred over, and does not require any adjusting.

Synergy – This feat was renamed 'Synergist' to avoid confusion with skill bonuses. It now requires the character to be at least a P-5 and have at least 13 ranks in both the Concentration and Telepathy skills. If the character does not meet these prerequisites this becomes a floating feat instead.

Toughness – This feat transferred over, and does not require any adjusting.

Two-Weapon Fighting – This feat transferred over into second edition, but now requires a Dexterity score of at least 15. If the character does not meet this prerequisite this becomes a floating feat instead.

Vehicle Combat – This feat no longer exists in second edition. It should be turned into a floating feat, preferably used for a starship-related feat.

Vehicle Dodge – This feat no longer exists in second edition. It should be turned into a floating feat, preferably used for a starship-related feat.

Veteran Spacehand – This feat transferred over, and does not require any adjusting.

Way of the Warrior – This feat transferred over, and does not require any adjusting.

Weapon Focus – This feat transferred over, and does not require any adjusting.

Weapon Proficiency – This feat transferred over, and does not require any adjusting.

Weapon Specialisation – This feat transferred over, and does not require any adjusting.

Wind Sword – This feat transferred over, and does not require any adjusting.

Floating Feats

In the list above there are several mentions of ‘floating feats’. These are often a result of second edition characters not meeting new prerequisites for feats. The player can chose a different feat in place of a floating feat that they no longer possess the prerequisites for.



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Earth Alliance Special Forces

Part 2: The Toys

By M Flegal

Handguns

EF-21 Ballistic Assault Handgun: Old but reliable, the 9.2 mm EF-21 is the standard ballistic sidearm of EarthForce. A replacement for the Coleman's classic EF-SA-4 series, the EF-21 was the first new military ballistic sidearm in almost 80 years. To be sure, PPG weapons are excellent and reliable weapons, but the fighting during the Narn incursions at Epsilon and Erandi demonstrated that PPGs suffered in ground warfare due to poor penetrative properties. The EF-SA-4 pistols were quickly brought into wider use for planetside actions against the Narn. Unfortunately, these pistols demonstrated an unfortunate tendency to jam in lower gravity situations and also were too weak to cause acceptable damage to the thick-skinned Narn. After a protracted development process the first EF-21 pistols were fielded in 2237. These sidearms have proven to be excellent weapons with great reliability and high accuracy. A refined recoil suppressor allows adequate accuracy even during full auto fire. The SOC model has a standard 13 round magazine but can be fitted with a larger 32 round snail-drum magazine, useful during full automatic fire. A silencer and subsonic ammunition are available for covert work.

EF-334 Heavy PPG Handgun: While the ubiquitous EF-7 is more common in general Earth Alliance usage, this PPG pistol is the most common energy sidearm for SOC. A fairly powerful PPG, it will punch through

brush, light armor, and interior walls and is thus far more useful planetside than the more standard EF-7.

EF-328 Assault PPG Handgun: A cousin to the EF-749/AC 'Harbinger' Automatic PPG this PPG was the first PPG pistol in EF service to offer greater penetration and damage than the EF-7. Although somewhat outdated, it is still a very capable sidearm and is fairly prevalent in many units' armouries. This pistol was briefly used for station and warship security personnel from 2253 to 2257 but its high degree of penetrative power caused it to be phased out in favor of the EF-7.

EF-X PPG Handgun: This sidearm has just begun to enter the Earth Alliance inventories. While this sidearm doesn't offer greater power than the EF-7, it does have the advantages of rapid fire and more efficient power usage. Furthermore, its small size in relation to other sidearms makes it a favorite for intelligence missions and the like where firearms can't be openly carried. Concealed operatives also like its smooth shape as the EF-7 demonstrated an annoying and occasionally fatal tendency to get caught in clothing when drawn.

Submachine Guns

EF-76 Mark 2 'Rattler' 6.5 mm Ballistic SMG: The 6.5 mm Rattler has a reputation as being a highly inaccurate weapon. While it is true that these weapons, when issued to standard GROPOS units, tend to be

inaccurate this is due to a cheap design in the closed bolt mechanism. For elite units, EarthForce procures the Mk.2 version which utilizes a more robust firing mechanism. Prized by planetside counter-terrorism forces it fires standard ballistic ammo, frangible rounds to minimize over-penetration, and even highly experimental (and dangerous) tranquilizer rounds from its 32 round magazine. While the latter have proven disappointing due to variable effects, there are promising developments in drug-administering darts that will prove lethal only to specific species. As with the EF-21, silenced versions of the Rattler are available which, while significantly lowering the range due to the use of subsonic ammunition, allow fairly quiet fire. When using the Mk.2 Rattler, remove the -1 penalty to attack rolls of the standard rattler.

Automatic and Semiautomatic Rifles

EF-40A Ballistic Rifle: This bullpup-style assault rifle is the standard ballistic rifle in EarthForce. While causing slightly less damage than a PPG blast, this is compensated for by the system having a heavier punch when a target is hit. Being a modular weapons system, the receiver, barrel and magazine attachments can be swapped out for replacements that allow the basic weapon to fire any standard EF ammunition, from 6.5 to 8.1 mm. However, swapping the parts out takes approximately 5-10 minutes and is not especially useful in the heat of a

firefight, although it can be quite useful on long patrols where only one ammunition type is readily available. The default 7.8 mm configuration is equipped with an 18 round magazine. For greater firepower, the fore-stock can be replaced with an integrated EF-G42 30 mm grenade launcher under the barrel.

EF-749A3 PPG Carbine Rifle: While the standard EF-PR PPG rifle is a relatively effective (and cheap) rifle for the EF rank and file its range and damage have long been deemed lacking by SOC. The standard EF-PR was modified with integrated optics, a folding stock, and an enhanced power charge to make the standard PPG rifle for special operations. While slightly longer than the EF-749, especially with the folding stock, it provides better performance at longer range. While capable of mounting the EF-G42 single-shot, muzzle-loading 30 mm grenade launcher, it also possesses a barrel attachment that allows individual grenades to be mounted on the barrel, greatly expanding the destructive power of a SOF team.

EF-43 7.84 mm Ballistic Sniper Rifle: The standard ballistic sniper rifle of SOC fires the tried and true 7.84 mm round from an 8 round magazine. Capable of accurate long-range fire due to its integrated ballistics computer, this weapon provides the ability to target the enemy at long range quite effectively. With its flash suppressor, enemy further than 20 metres away will have no visual cue where the shot came from, allowing the sniper to remain undetected.

EF-17G Laser Rifle: A fairly rare part of the EarthForce inventory, this rifle has a deserved reputation as being delicate and unwieldy. While true, this rifle also allows highly accurate long-range fire and has impressive penetrative characteristics upon impact. However, there is no denying that the rifle is heavy and the technology is deficient compared to similar weapons fielded by

forces such as the Centauri and Minbari. To reflect this, characters must spend 10 minutes each day maintaining and caring for the weapon. If this routine maintenance is not performed, each time that the weapon is fired on the following day there is a 10% chance that the power coils will fuse, ruining the shot and the rifle. Every successive day without maintenance increases the chance of failure by 10%.

EF 7 Mk.9 Grenade Launcher/Shotgun: Often overlooked by the public, this weapon is prized in SOC, where it is a standby for counter-terrorism teams. Along with standard grenade rounds, this weapon can also fire a very potent canister round which is essentially a large shotgun round. There is also a sabot round, in essence a large metal arrow encased in propellant, which provides more range and also packs quite a wallop. These two rounds allow a grenadier to also function as a member of the fire team while on patrol.

EF-G42 Grenade/Canister Launcher: This weapon is a favorite for shipboard operations and urban combat. Firing a 30 mm projectile, this versatile weapon can fire any of the standard inventory of launched EF grenades, as well as canister (shotgun) and sabot rounds. A variety of non-lethal rounds can also be fired, including glue and rubber shot.

EF-996 Laser Sniper Rifle: Although more delicate than the EF-40A, there are certain operations where the line-of-sight path of a laser is useful, as well as the near-instantaneous impact on target. The only commonly fielded laser in the EarthForce inventory, it is typically used for sniping at ranges over 1000 metres. Due to inefficiencies in EA laser technology, it requires a much larger power-source than comparable Centauri or Minbari weapons, the power cell being worn on the back.

EF-801 12.3 mm Anti-Materiel Rail Gun: A rather large and heavy rifle, this has the power to destroy light armored vehicles at ranges up to 1600 metres. What it does to enemy troops is better left to the imagination. However, its usual use is in disabling civilian vehicles, light AFV's, and atmospheric shuttles and fighters on the ground. Being quite heavy and unwieldy, it is typically broken down and carried by two operators in the field, although one person can carry it for short distances.

Automatic Weapons

EF-492 8.1 mm Light Machine Gun: An essential part of any patrol, this ballistic light machine gun is capable of being fired by one man from the shoulder or waist from its 48 round box-type magazine. This weapon is extraordinarily useful in maximizing the firepower of a small unit of operators. Rifles and sidearms simply cannot produce enough fire to deter a large group of energy forces but this relatively light machine gun allows a special operations team to force the enemy to keep their heads down while the team breaks contact and escapes.

EF-749/AC-SO1 'Harbinger' Automatic PPG: This is the PPG counterpart to the Browning EF-492. The most powerful one-man PPG in the EarthForce inventory is carried to provide suppressing fire for a fire team. Its main deficiencies lie in its reduced range and firing rate compared to the EF-492 but its lighter energy cells compared to the EF-492's heavy magazines make it an attractive choice for longer missions. The weapon in use with SOC has been modified to provide a stronger barrel, integrated optics, and a more robust power cell over the older version in use on space stations such as Babylon 5.

EF-449 Heavy PPG: Normally mounted on a remote turret, this heavy PPG can be disassembled and carried by two men and used on a tripod. It also has a sling

Grenades, Mines, and Explosives

Grenades designed to be thrown are constructed quite differently than those designed to be fired from a launcher and this provides an opportunity for gamemasters to inject a note of realism into play. When specifying their pre-mission equipment, players should determine whether a chosen grenade is for throwing or use in a launcher and keep track of them during play. Grenades constructed for throwing will not fit into a launcher and can only be thrown. Grenades designed for launchers can be thrown, but due to the general poor design for this purpose range increments should be halved.

Mines and explosives provide another opportunity for a gamemaster to provide interesting challenges for the players. Directional mines allow a small group of players to maximize their firepower in an ambush or defensive position. Conversely, poorly planned mine positioning can put the player characters in serious and unnecessary danger. Beyond this, the enemy has mines roughly comparable to what EarthForce characters will have and players might have to contend with various traps laid out against them. As an example, players moving at more than ¼ to 1/3 of their maximum movement speed can be judged as moving too rapidly to spot mines, tripwires, and the like. 'The easy approach is always mined' is a special operations axiom for a reason.



attachment for use by a single (and typically rather strong) team-member although the excessive weight prevents its carry for any useful distances by one operator. However, it is ideal for ambushes where medium armored vehicles might be expected.

Explosive Ordnance

Mk.3A Fragmentation Grenade: The standard anti-personnel grenade in the Earth Alliance, this small egg-shaped grenade has a 5 metre blast radius and can be set for either standard detonation after a 5 second interval or can be set to airburst 3 metres above the ground. Either way, a lethal cloud of shrapnel fills the 10 metre circle, killing or wounding all within the blast radius

Mk8 Disorientation Grenade: More commonly called a flash-bang, this cylindrical grenade creates an extremely loud noise and bright flash of light upon detonation, causing pain and disorientation. Anyone within the 5 metre blast radius must make a Fortitude save (DC 20) or be Dazzled and Deafened for 3d6 rounds. A successful save means the character is only Dazzled and Deafened for 1 round.

Mk12B1 Smoke Grenade: These cylindrical grenades create a dense screen of smoke and radar-reflective metal fragments that covers an area 20 metres in diameter and 3 metres high. The cloud lasts for 5 minutes in still air, but high wind speeds or efficient air purifiers can disperse it more quickly. All lines of sight drawn through the cloud are blocked, unless the character is using advanced sensors and makes a DC 20 check with the appropriate skill (Operations (Sensors), for example). Anyone using Minbari technology (or something similarly advanced) gains a +4 bonus to this check.

Mk14 Incendiary Grenade: These nasty spherical grenades explode into a cloud of burning chemicals in

a 5 metre radius, creating massive damage from burns. These grenades are designed to be useful both planetside and in space, and will detonate normally even in the absence of oxygen.

Mk16 Teargas Grenade: These cylindrical grenades create a cloud of noxious gas ten metres in diameter. In still air the gas disperses in a minute or so. The gas is treated as a contact poison (rather than an inhaled one) with a save DC of 18 and a primary and secondary damage of 1d4 Strength and 1d4 Dexterity. Every round of exposure forces a new set of saving throws.

EFGGr4 Minigrenade: These small, 2 cm diameter high-explosive grenades create a blast radius of 2 metres.

EF-ED-17 Antipersonnel Mine: These large, disc-shaped mines have fairly sophisticated on-board AI and passive sensors, allowing fairly complex detonation parameters to be set, allowing detonation for certain sized groups, specific races, and specific weights (so vehicles won't cause a detonations while a foot patrol will). When using this function, players should specify the types of targets the mine is programmed to recognize. Of course, this 15 metre blast radius mine can also be set to simply explode whenever anything disturbs it.

EF-ED-22 Anti-vehicle Mine: This large, hemispherical mine has similar AI to the EF-ED-17, allowing it to be set to detonate for specific types of vehicles or even specific vehicles based on typical noise-profiles. It can also be set to detonate after a certain number of targets have been counted, allowing it to explode only when the fifth Shriek tank passes, for example.

EF-ED-25 Directed Antipersonnel Mine: Cheap and simple, this directed weapon discharges its pellets in a 120 degree arc when triggered. This makes this mine well suited for covering a retreat or instigating an ambush,

since personnel outside the arc will not be harmed. It triggers when its passive sensor detects movement within 10 feet of its 'trigger face'. When placed, characters must determine which direction its active face is oriented in. It takes 1 round to place the weapon.

EF-ED-S7 Satchel Charge: Special forces personnel by and large like to blow things up. The 'S-Seven' has been the standard demolition pack for 10 years and shows no signs of being replaced. Taking three rounds to set up, it is simple, foolproof, and reliable. Until the detonator is inserted, PPG blasts, bullets, explosions, and being dropped 'accidentally' from 20,000 feet won't set it off.

EF-ED-L2 Limpet Mine: The underwater counterpart to the S7, this explosive allows combat swimmers to attack ships, docks, and underwater structures. All other characteristics are the same as the S7.

EF-ED-N17A Nuclear Satchel Charge: By far the most powerful man-portable explosive in the EarthForce inventory, this is also a fairly delicate device. Due to this fragility and high-yield it is generally reserved used for warship sabotage and other high-priority targets. When used in the field, there is a 20% chance that the device will simply fail because the delicate electronics have been jostled the wrong way.

Equipment

EN-BNC5 Infrared Binoculars: Similar in function to the EN-PNV4 infrared goggles, these binoculars have better thermal resolution and can provide magnification up to 40X. They can also provide real-time sharing of video imagery to teammates and back to headquarters via encoded signal transmission. These binoculars follow the same rules as the EN-PNV4 infrared goggles in the Earth Alliance Fact Book with the exception that a +3 is added to Spot and Search checks.

MA-8 Load-Bearing Body Armor: This lighter version of the standard MA-6 is equipped to act as a load-bearing vest, enabling the various pouches and equipment draped over the typical SOF member to be clipped directly to the armor.

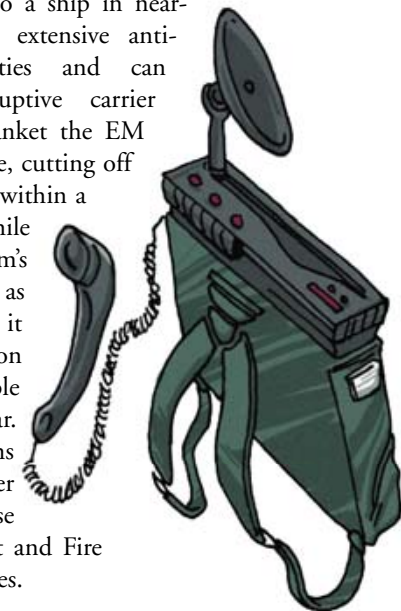
KR-4/BX Hostile Environment Armor: While not a full-fledged spacesuit, this armored suit is extremely useful in hazardous planetary environments where the air and liquid itself can be lethal. It also allows submerged breathing for up to 6 hours.

FBL-54/CBT Combat Spacesuit: This armored spacesuit is the gear of choice for ship and station assault teams. This suit contains extensive integrated stealth capabilities (+1 to Stealth checks) and allows for up to 72 hours of independent operation before the oxygen runs out.

DRC-34A-6 Helmet/Communications Headset: While most EF personnel are equipped with the DRS-28B headset, the integrated helmet communications system is the standard communications gear of SOC. The system's chin-piece is actually a complicated receiver that can detect sub-vocal dialog from the wearer with whispered or muttered dialog picked up and transmitted to team members as if it were spoken in a normal tone of voice. The helmet also has a miniaturized holo-emitter that can project information to the eye of the wearer (terrain, text, mission instructions) and is controlled by a system of eye motions and blinks. The system has mild anti-jamming abilities. It has the capability for 20 Gigabytes of stored information; typically each member will have specific info downloaded at base (medics will have walk-throughs of common emergency procedures, snipers will have windage tables, and so forth).

FL-COM-42 Communications Set: This is the standard long-range communication gear for SOC.

Worn as a backpack it weighs 17 kg and can transmit to a ship in near-orbit. It also has extensive anti-jamming capabilities and can broadcast a disruptive carrier signal that will blanket the EM spectrum with noise, cutting off all communication within a 10 km radius. While this will kill the team's communications as well the enemy's it is effective even on Minbari portable communication gear. A Communications Specialist character requires one of these to use his Intercept and Fire Support class abilities.



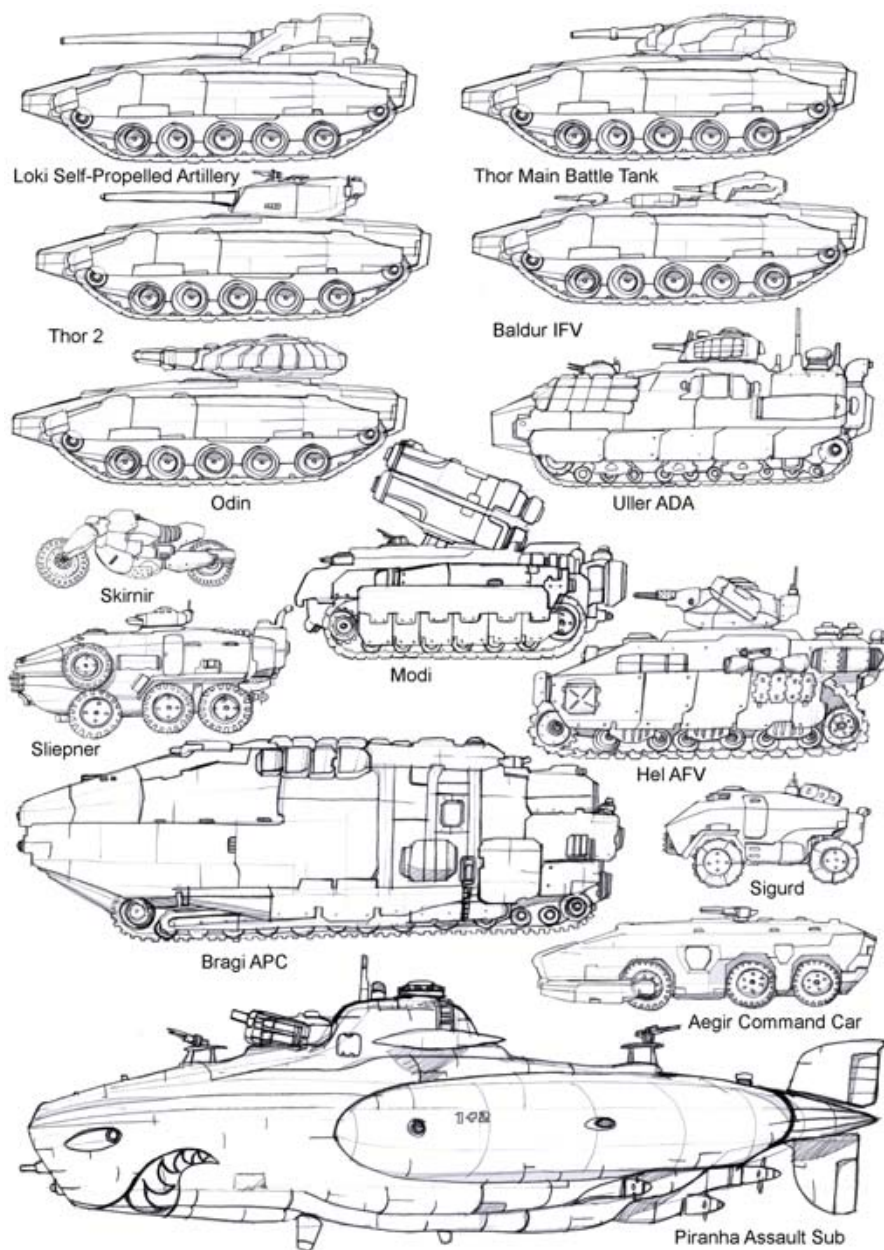
Mark 7 Combat Scuba Suit: This is the standard wetsuit in EF service. This suit has an integral full-face mask and oxygen cracking unit, allowing continuous submerged operations for up to 2 weeks. Although the suit is flexible, its on-board computer can inflate tiny honeycomb bladders in the fabric to make it rigid enough to enable dives up to 400 metres. The suit is also highly resistant to chemicals and toxins; one can swim through raw sewage seeded with plutonium and survive for short periods of time. On land, this suit offers no advantages over typical combat gear. However, in the water it is relatively invisible to all sensors and enemy Notice checks suffer a -2 penalty.

CJF-A1 Body Suit: Almost as ubiquitous in SOC as a good pair of boots, this thermal spandex style suit with balaclava-style hood is worn under the fatigues and serves two purposes. The first is to minimize the wearer's

thermal emissions as well as breaking up the EM outline, limiting detection during operations. It also serves to help regulate temperature, being effective from -20 to 50 C while also providing water reclamation for the wearer. While capable of processing liquid waste it is ineffective with solids.

MMF-B1 Camouflage Suit: This very rare suit is effectively a changeling net, although never termed that due to the illegality of the technologies under Earth Alliance jurisdiction. Tremendously expensive, usually only the most elite SOF units even have them in inventory, much less are able to draw them for a mission. They allow the user to mimic most other humanoid species well enough to fool even standard military-grade security systems, although state of the art human and Centauri systems will penetrate the illusion and only civilian-grade Minbari sensors will be fooled. Use for more than 12 hours is strongly discouraged due to the effects of its EM field on the wearer.

C7-3 Target Designation System: The standard unit for target designation, this system utilizes a pulsed-frequency, low-powered laser to illuminate targets for missile fire, indirect AFV fire, fighters, and orbital bombardment. When aimed at a target using standard weapon aiming rules it imparts these same bonuses to the aircraft, AFV, or spacecraft firing at the target.



Vehicles

EF-TAC17 Ablative Drop Pod

These pods are the vehicle of choice for clandestine orbital insertions. Dropped by converted freighters or attached to third-party freighters and warships these pods can sustain a single operative for up to 4 days, although at the expense of 200 lb. of cargo carrying ability. However, 2-4 hours is a more common mission timeframe. The pod enters the atmosphere, registering a minimal radar-signature that is generally filtered out as micrometeorite 'noise'. Once in the atmosphere, the operator can disengage the pod, which breaks up into 72 fragments, 10 of which are powered and will generate a thermal and radar signature equivalent to the operator's EFG-4 parafoil and act as decoys. For general game purposes, only Minbari and Centauri level sensors will pick up the drop pod even 50% of the time and then only after it separates into the fragments. Even then, they will be unable to distinguish which of the 11 powered signals is the actual parafoil.

Large Spacecraft; hp 12; DV 10 (-1 size, +4 agility); DR 4; SPD 45; Acc 10; Dec 4; Han +6; Sensor +4; Stealth 28; Cargo 500 lb.; 1 Pilot

Weapons:
None

Transport Capability:
None

EFPG-4 Parafoil

The standard airborne insertion equipment for Earth Alliance forces, this stealthed parafoil includes a radar-absorbing wrap for the operator, giving a minimal radar cross section for the entire unit. Although several prototype powered units have been developed by EarthForce, a desire for simplicity as well as technical difficulties with stealthing the power units have led to the general use of this unpowered parafoil. By triggering three quick release clamps the unit can be converted to a parachute configuration, allowing a safe and vertical final decent. While the tubular structure must be concealed, the foil itself is impregnated with chemicals so that the operator can quickly dissolve the vast majority of the unit to prevent detection. Capable of carrying a significant amount of cargo and heavily stealthed, this versatile craft allows groups of special operations personnel to land en masse in a coordinated attack.

Large Aircraft; hp 4; DV 4 (+6 agility); DR 2; SPD 25; Acc 4; Dec 2; Han +8; Sensor +0; Stealth 24; Cargo 250 lb.; 1 Pilot

Weapons:
None

Transport Capability:
None

M107A2 Sigurd Light Special Operations Vehicle Mark II

For the most part, once dropped in place from their Frigga assault ships special operations forces walk wherever they need to go. However, in some instances ground transportation is advantageous and for this role the Sigurd is ideal. Heavily stealthed and quieted, it provides reliable transportation for its four-man crew.

Initial versions were unarmed but, as is somewhat standard in special operations, the troops quickly modified the vehicle to better suit their needs. The most standard configuration includes an open swivel mount with an EF-749/AC or EF-492 side by side with an EF-667 automatic grenade launcher. Experiments have been made with mounting a 45mm BilPro cannon but the combination of the increased weight and negligible armor of the vehicle have made this variant quite unpopular.

Large Surface Vehicle; hp 18; DV 13 (-1 size, +4 agility); DR 3; SPD 26; Acc 4; Dec 6; Han +3; Sensor +0; Stealth 13 (16 if immobile); Cargo 100 lb.; 1 Driver, 3 Special Ops infantry

Weapons:
Turret EF-667 automatic grenade launcher (magazine of 24 grenades, fires once per round) and either a EF-749/AC or EF-492

Transport Capability:
None

M645 Nomad Light ATV

Based on a strengthened Sliepnir chassis, this is the workhorse of SOC, serving the role of small armored battlefield taxi. Most commonly used by Rangers and Fleet Marines, it is capable of mounting the same types of weaponry as the Sigurd. The Nomad carries an adequate amount of armor for its size and is surprisingly nimble, allowing troops to cross obstacles to strike where least expected.

Large Surface Vehicle; hp 25; DV 16 (-1 size, +4 agility); DR 6; SPD 20; Acc 5; Dec 6; Han +4; Sensor +2; Stealth 12; Cargo 1000 lb. if no troops carried; 1 Driver, 6 Passengers

Weapons:
None

Transport Capability:
None

Minnow Swimmer Delivery Vehicle

Simple and dependable are the two words commonly used to describe the Minnow SDV. Capable of carrying 4 combat swimmers inside its tubular hull the craft, by heating the water around the divers, allows significantly longer submerged times. Its hold also carries 900 lb. of cargo, allowing extended operating times. During the Earth-Minbari war it was not unknown for teams to operate from submerged Minnows grounded on the riverbed for a week or two at a time, returning to sleep within the heated water in its hull.

Large Watercraft; hp 18; DV 8 (-2 Size, +6 Agility); DR 4; SPD 22; Acc 3; Dec 2; Han +6; Sensor +6; Stealth 24; Cargo 900 lb.; 1 Pilot, 3 Passengers

Weapons:
None

SVA-4A3 Piranha Assault Submarine

A mini-submarine in use by the combat swimmer flotillas, this craft allows several months of continuous operation for its crew of 12. The A3 variant dispenses with many of the weapons systems to provide greater stealth capabilities for these prolonged covert operations. The reactor allows the cracking of fresh water even from highly contaminated seawater, although on-board provisions are generally limited to 4 weeks of supplies. Beyond their use by the combat swimmer flotillas, these dependable little craft are often used to support

dive-qualified members of other Special Operations teams such as the SAS and Radvezchiks in a similar manner.

Gargantuan Watercraft; hp 85; DV 6 (-4 size); DR 9; SPD 30; Acc 4; Dec 4; Han +2; Sensor +4; Stealth 21; Cargo 4,000 lb.; 6 crewmen, 12 Combat Swimmers

Weapons:

Two CPPG Antipersonnel/Antiaircraft Guns; 1 Front, 1 Rear, (surface use only); Attack +2; Damage 1d10+6; Critical 19-20; Range 3

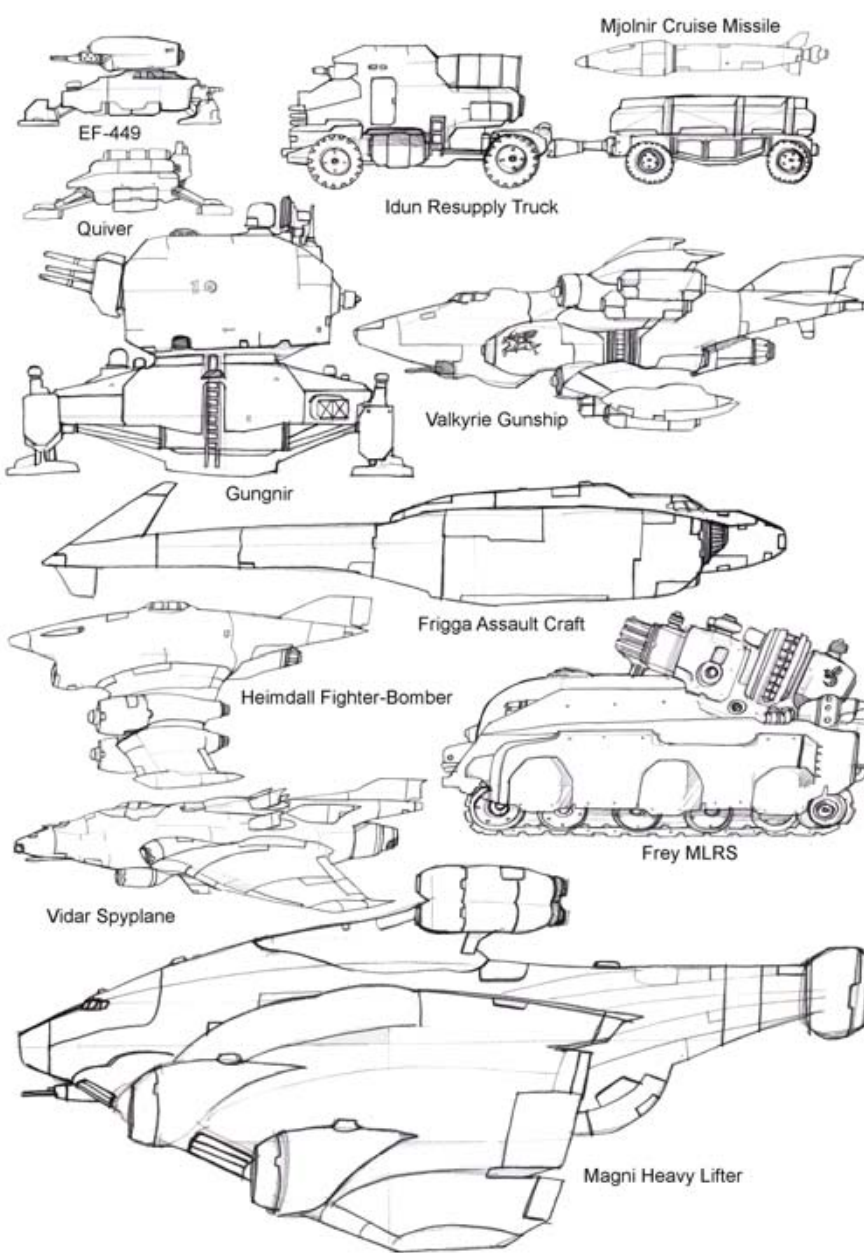
Four Torpedo Launchers; 2 Front; 2 Rear; Attack +2; Guidance 2; Damage 3d10; Critical 19-20; Speed 6; Fuel 6; Reloads 24; Water Targets Only

Transport Capacity:

200 lbs. of cargo space can be replaced with a passenger for up to 1,200 lbs. However, each 200 lbs. of space sacrificed takes 2 days of endurance away from the mission capabilities

Zeebrugge Assault Shuttle

A variant on the standard Earth Alliance light shuttle this craft features an extreme amount of stealthing technology as well as the facilities for locking in and out space-suited personnel. While Minbari sensors can generally discover these craft even their range is severely degraded, allowing assault teams to get fairly close to Minbari warships and bases before discovery, if carefully flown. The shuttle also carries a respectable armament of twin-linked uni-pulse cannon,



giving the craft some teeth. The Fleet Marine Corps make the most use of these craft by far for shipborne covert surveillance and assault. However, it is rumored that both the Blue Berets and the Psi-Corps Alpha Team have access to these craft, which in combination with their telepathic interference makes them a serious threat even to the Minbari.

Statistics:

Gargantuan Spacecraft; hp 50; DV 9 (-4 size, +4 agility); DR 7; SPD 25; Acc 6; Dec 4; Han +4; Sensor +4; Stealth 30; SQ Atmospheric Capable; Cargo 2,500 lb.; 1 Pilot, 5 Passengers

Weapons:

Twin-linked Uni-Pulse Cannon; Boresight; Attack +4 (targeting computer); Damage 4d8; Critical 19-20; Range 1

Cargo:

2,500 lbs.

Hades Assault Shuttle

Larger than even the Magni heavy lifter the Hades is the most capable assault shuttle that EarthForce has, allowing the rapid drop of an entire company of Fleet Marines or Assault Rangers. While the Condor is even larger, that wallowing transport is unsuited for landing in the face of opposition. The Hades can also

carry a platoon of 4 vehicles in place of the company of troops. In addition, the Hades is the only Earth Alliance shuttle that can deploy troops via parafoil while in flight, allowing massed airborne attacks. The Hades carries a respectable armament but it should be used sparingly as the shuttle is a fairly easy target to enemy fire.

Gargantuan Spacecraft; hp 80; DV 9 (-4 size); DR 10; SPD 25/14 in VTOL mode; Acc 4/3 in VTOL mode; Dec 3/2 in VTOL mode; Han +1/+2 in VTOL mode; Sensor +2; Stealth 5; SQ Atmospheric Capable; Cargo 16,000 lbs. (if not carrying troops or vehicles); 3 Pilots, 1 Navigator, 1 Flight Engineer

Weapons:

Two Twin-linked Uni-Pulse Cannon; Boresight; Attack +4 (targeting computer); Damage 4d8; Critical 19-20; Range 1

Two Yellow Jacket Missile Racks; Boresight; Guidance 2; Damage 4d10; Critical 19-20; Speed 6; Fuel 3; Reloads 8; Cannot engage targets within 2

Eight Mjolnir Cruise Missiles per the Earth Alliance Fact Book

Transport Capability:

A Hades can carry any one of the following:

-4 tanks or AFV's of any type, ready for combat

-1 company of infantry and all of their equipment (one turret per platoon, ready for combat)

-2 Idun truck cabs with 8 pallets, four cabs with three pallets, or 20 pallets

-14 Skirnir recon bikes; along with appropriate drivers, turrets, and sidecars

-2 Valkyrie or Frigga VTOLs, 2 Heimdall or Wraith fighter bombers, or 1 Banshee bombers in disassembled state.

-1 Valkyrie, Frigga, Heimdall, or Wraith aircraft, ready for combat.

Wraith Fighter Bomber

While the Heimdall fighter bomber is better known, the older Wraith is still a viable aircraft and is extensively used by the Fleet Marines. It requires an 80 metre runway to take off and land but it need not be paved. While the aircraft is quite capable of strafing runs with its light particle guns, it more commonly uses missiles fired from a distance. One missile can be fired per round and the Wraith cannot strafe and use a missile during the same round.

Huge Aircraft; hp 30; DV 16 (-2 size, +4 agility); DR 10; Spd 32; Acc 5; Dec 5; Han +3; Sensor +2; Stealth 5; SQ Afterburners, Ejection Seat; cargo 50 lbs.; 1 Pilot, 1 Weapons officer

Weapons:

Two Twin-linked Light Particle Guns; Boresight; Attack +0; Damage 2d8; Critical 20; Range 1

Four Fighter Missile Racks; Boresight; Guidance 2; Damage 15+1d10; Critical 20; Speed 5; Fuel 3; Reloads 4 (each, for a total of 16 missiles)

Alternate Missile Types:

Per the Earth Alliance Fact Book Heimdall Fighter Bomber entry

Banshee Bomber

The Banshee is a large craft designed from the outset as a missile carrier. Loitering over the battlefield, the

Banshee is invaluable in providing prolonged support for Assault Ranger and Fleet Marine companies on the ground. While the Wraith, Thunderbolt, and Heimdall fighter-bombers can provide missile support, their capacity is relatively small. The Banshee can saturate a target with missiles and provide the close air support that allows assaults to succeed. Four missiles can be fired per round.

Gargantuan Aircraft; hp 50; DV 20 (-3 size, +2 agility); DR 14; Spd 25; Acc 4; Dec 3; Han +1; Sensor +4; Stealth 8; Ejection Seat; cargo 250 lbs. lbs.; 2 Pilots, 1 Navigator, 1 Weapons officer

Weapons:

Eight Fighter Missile Racks; Boresight; Guidance 2; Damage 15+1d10; Critical 20; Speed 5; Fuel 3; Reloads 8 (each)

Alternate Missile Types:

Per the Earth Alliance Fact Book Heimdall Fighter Bomber entry

Okinawa Assault Ship

While the Hyperion-Gamma is the most common Hyperion variant used as an assault ship, there exists an extensive Hyperion conversion in use with the Fleet Marines; the Okinawa class assault ship. During the Earth-Minbari War, many Hyperions were damaged severely enough that they were going to be written off and sold for scrap following the war. Not having the funds to commission a dedicated assault ship the Fleet Marines cooperated with the Assault Rangers on Project Anvil whereby they appropriated these hulls and had them extensively modified. The refurbished warships

are capable of carrying an entire Fleet Marine or Assault Ranger company along with two Magni VTOLs, one Hades assault shuttle, and 3 Zeebrugge assault shuttles. It also carries 2 Thunderbolts to provide close air support. Up to four Frigga assault transports can also be carried in stored condition and transported to the planetary surface.

Colossal II Spacecraft; hp 500; DV 6 (-10 size, +6 agility); DR 18; SPD -; Acc 2; Dec 1; Han +1; Sensor +3; Stealth 14; SQ Jump Point, Long-Ranged; Cargo 225,000 lb.; 14 Officers, 14 Pilots, 10 Sensor Operators, 48 Crewmen

Weapons:

Two Twin-linked Heavy Laser Cannon; Boresight; Attack +2 (targeting computer); Damage 80+8d10; Critical 19-20; Range 6

Two Medium Pulse Cannon; 1 Left and 1 Right; Attack +2 (targeting computer); Damage 10+2d10; Critical 19-20; Range 4; Rapid Fire

Twin-linked Medium Plasma Cannon; Boresight; Attack +2 (targeting computer); Damage 30+6d10; Critical 19-20; Range 2

Tri-Linked Particle Beams; Boresight; Attack +2 (targeting computer); Damage 10+3d10; Critical 20, Range 3

3 Mk 1 Interceptors; 2 Front/Left/Right, 1 Rear/Left/Right; Attack +3 (targeting computer); Damage 10+2d10; Critical 20; Range 1; Rapid Fire

Craft:

2 Magni Heavy Lifters, 3 Zeebrugge Assault Shuttles, 1 Hades Assault Shuttle, 2 Light Shuttles, 2 Thunderbolts

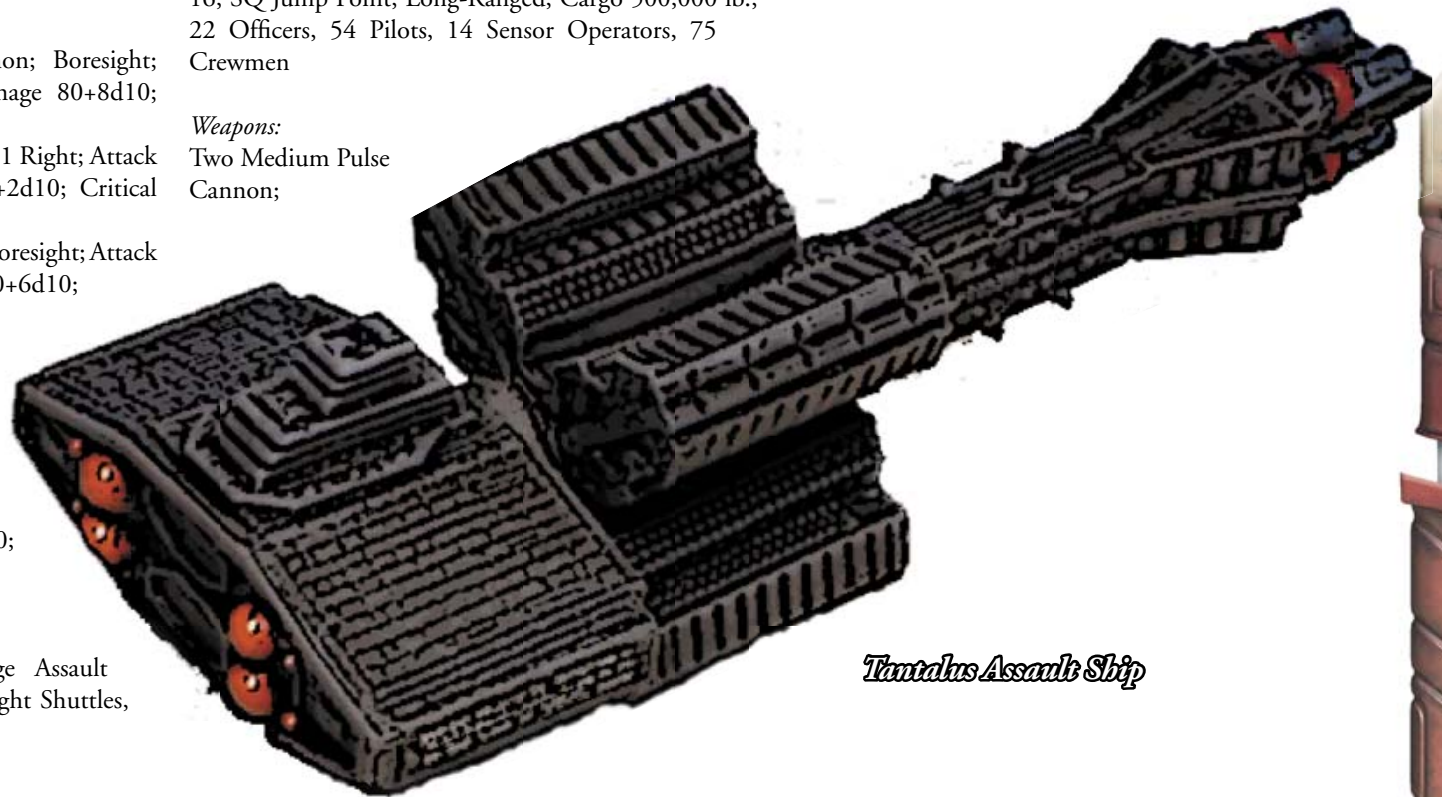
Tantalus Assault Ship

This is the standard assault transport for EarthForce. While fairly lightly armed, it carries a staggering 16 Hades assault shuttles which allows four battalions of troops to be delivered to a planetary surface in a single trip. In addition, 12 Thunderbolts are carried for close air support (CAS) Generally, this warship is used by regular GROPOS units for massed planetary assault. However, both the Assault Rangers and Fleet Marines have used them on occasion.

Colossal II Spacecraft; hp 500; DV 6 (-8 size, +4 agility); DR 20; SPD -; Acc 1; Dec 1; Han +1; Sensor +3; Stealth 16; SQ Jump Point, Long-Ranged; Cargo 500,000 lb.; 22 Officers, 54 Pilots, 14 Sensor Operators, 75 Crewmen

Weapons:

Two Medium Pulse Cannon;



Tantalus Assault Ship

1 Front and 1 Rear; Attack +2 (targeting computer); Damage 10+2d10; Critical 19-20; Range 4; Rapid Fire
Five Mk 1 Interceptors; 3 Front/Left/Right, 2 Rear/Left/Right; Attack +3 (targeting computer); Damage 10+2d10; Critical 20; Range 1; Rapid Fire

Craft:

2 Magni Heavy Lifters, 2 Zeebrugge Assault Shuttles, 16 Hades Assault Shuttles, 2 Light Shuttles, 12 Thunderbolts

Weapon	Cost	Damage	Critical	Ammo	Range Increment	Size	Weight	Type
Handguns								
Auricon EF-7	600 cr	2D8	19-20/x2	12	60 ft	Small	1 lb	Energy
EF-21 Ballistic Pistol	600 cr	2D8	19-20/x2	13/32	40 ft	Small	1 lb	Projectile, Rapid Fire
EF-X PPG pistol	1200	2D8	19-20/x2	18	40 ft	small	1 lb	Energy, Rapid Fire
EF-334 Heavy PPG pistol	725 cr	2D10	19-20/x2	8	60 ft	small	1 lb	Energy
EF-328 Assault PPG pistol	950 cr	2D8+2	20/x3	10	80ft	small	1 lb	Energy
Submachine Guns								
EF-76 'Rattler' 6.5 mm Ballistic SMG	1000 cr	2D6	20/x3	30	50 ft	Medium	6 lb	Projectile, Rapid Fire
EF-76 'Rattler' 6.5 mm Ballistic SMG-Improved	1200 cr	2D6	19-20/x3	30	50 ft	Medium	6 lb	Projectile, Rapid Fire
Rifles and Shotguns								
EF-40A Ballistic Rifle	1,200 cr	2D6+1	20/x3	18	150 ft	Large	4 lb	Projectile
EF-PR PPG Rifle	800 cr	2D8	19-20/x2	24	150 ft	Large	4 lb	Energy, Rapid Fire
EF-749A3/AC PPG Carbine Rifle	1,300 cr	2D8 +2	19-20/x2	24	200 ft	Large	5 lb	Energy
EF-17G Laser Rifle	2,000 cr	2D6	17-20/x2	6	500 ft	Large	8 lb	Piercing
EF-7 Mk IX Grenade Launcher-Shotgun	750 cr	n/a	n/a	10	50ft	Large	6 Lb	Projectile
EF-G42 Underslung Grenade Launcher/Shotgun	500 cg	n/a	n/a	1	40 ft	Small	1 lb	Projectile
Cannister Shotgun Round	8 cr	2D10	18-20/x2	n/a	20 ft	Tiny	Negligible	Projectile
Sabot Shotgun Round	10 cr	2D8	18-20/x3	n/a	50 ft	Tiny	Negligible	Projectile
Westlake EF-36V BillPro Chemical Shotgun	800 cr	2D4	20	4	20 ft	Medium	3 lb	Energy (sprays a target with explosive chemicals)
EF-43 7.84 mm Sniper Rifle	1100 cr	2D10	18-20/x2	8	500 ft	Large	5 lb	Projectile
EF-996 Laser Sniper Rifle	1250 cr	2D8	20/x2	6	750 ft	Large	12 lb	Energy
EF-801 12.3 mm Anti-Material Rail Gun	1300 cr	2D12	17-20/x2	5	400 ft	Large	9 lb	Projectile
EF-G42 Underslung Grenade Launcher/Shotgun	500 cg	n/a	n/a	1	40 ft	Small	1 lb	Projectile
Heavy Weapons								
EF-492 8.1 mm Light Machine Gun	1600 cr	2D10	18-20/x2	48	150 ft	Large	9 lb	Projectile, Rapid Fire
EF-749/AC-S01 'Harbinger' Automatic PPG	2200 cr	2D10	19-20/x2	60	100 ft	Large	8 lb	Energy, Rapid Fire, Burst Fire
EF-449 Heavy PPG	5000 cr	2D10+3	17-20/x2	50	150 ft	Large	20 lb	Energy, Rapid Fire, Burst Fire

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Increment	Size	Weight	Type
Explosive Ordnance									
Mk.3A Fragmentation Grenade	95 cr	1D10	20 ft	n/a	n/a	20 ft	Tiny	1 lb	Projectile
Mk8 Flashbang Grenade	60 cr	Special	30 ft	n/a	n/a	20 ft	Tiny	1 lb	Projectile
Mk12B1 Smoke Grenade	25 cr	n/a	30 ft	n/a	n/a	20 ft	Tiny	1 lb	Projectile
Mk14 Incendiary Grenade	80 cr	2D6	20 ft	n/a	n/a	20 ft	Tiny	1 lb	Projectile
Mk16 Teargas Grenade	75 cr	n/a	20 ft	n/a	n/a	20 ft	Tiny	1 lb	Projectile
EFGr4 Minigrenade	25 cr	1D4	10 ft	n/a	n/a	20 ft	Tiny	1/4 lb	Projectile
EF-ED-17 Antipersonnel Mine	175 cr	3D10	30 ft	n/a	n/a	n/a	Small	3 lb	Projectile
EF-ED-22 Antivehicle Mine	250 cr	4D10	30 ft	n/a	n/a	n/a	Large	4 lb	Projectile
EF-ED-25 Directed Antipersonnel Mine	175 cr	2D10	30 ft cone	n/a	n/a	n/a	Small	3 lb	Projectile
EF-ED-S7 Satchel Charge	250 cr	5D10	20 ft	n/a	n/a	n/a	Large	4 lb	Projectile
EF-ED-L2 Limpet Mine	250 cr	5D10	20 ft	n/a	n/a	n/a	Large	4 lb	Projectile
EF-ED-N17A Nuclear Mine	n/a	6D20 + 100	2500 ft	n/a	n/a	n/a	Large	4 lb	Projectile
Ammunition									
EF-40A rounds (18)	75 cr.							Negligible	
EF-36V Rounds (4)	50 cr							1 lb	
EF-17G/EF-996 Power Pack (6 shots)	100 cr							Negligible	
EF-749A3/AC PPG Cap (24 shots)	90 cr							Negligible	
EF-7/EF-G42 Shotgun Round	10 cr							Negligible	
EF-21 Ballistic Pistol rounds (13)	50 cr								
EF-76 rounds (30)	75 cr							Negligible	
EF-334 PPG Cap (20 shots)	125 cr							Negligible	
EF-328 PPG Cap (16 shots)	100 cr							Negligible	
PPG Cap (18 shots with EF-X, 8 shots with EF-334, 10 shots with EF-328)	60 cr							Negligible	
EF-43 Rounds (8)	120 cr							Negligible	
EF-801 Rounds (5)	125 cr							1 lb	
EF-492 Rounds (48)	200 cr							3 lb	
EF-749/AS-S01 PPG Cap (60)	250 cr							1 lb	
EF-449 PPG Cap (50 shots)	250 cr							2 lb	

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TORS AND TOMBS

A RuneQuest adventure with a druid, by Tim Bancroft.

Ancient rivalry fuels a conflict between clan warlords and, in the chaos that inevitably ensues, the Player Characters become victims. At the trial of the perpetrators the situation becomes even more complex as heroes are required to work for the lawgiver to resolve the situation before the feuding gets out of hand.

'Tors and Tombs' is a setting-neutral *RuneQuest* scenario for four to six Player Characters taking around four hours to run. Player Characters should be seasoned, though a mix of characters from starting to veteran will work well. A minimum amount of magic is assumed, but such skills and spells can easily be introduced. The rewards from the scenario can be scaled to match the needs of the campaign without stretching the coherency of the adventure. The Games Master can take the rewards 'as is' in a medium-low magic campaign or can easily increase the rewards for a high-magic campaign.

Caravan

The Player Characters begin the adventure travelling with the caravan of a merchant called Seronus, a jovial but hard-bargaining fellow with one eye firmly fixed on the main chance. The caravan comprises three carts, a number of ponies and mules and a large group of traders, pilgrims and travellers. The Player Characters should choose why they are on the caravan and introduce themselves: any warriors, soldiers or mercenaries can

easily obtain a position as caravan guards, with rangers and woodsmen having the option of being guards or travellers.

WATCHERS ON THE TORS

For the last few days travel you have seen little but sheep, primitive cattle, grass and scrub land spreading as far as the eye can see. Far off to either side you occasionally glimpse low, stone-and-thatch roundhouses surrounded by reaves and drystone walls. Today, though, the countryside around you is different: the hills are steep, each topped with massive slabs of granite carved into fantastic shapes; to either side barren moorland, heather and tufted grass is all that can live on these cold and exposed moors and tors. Indeed, it is only on the sheltered sides of the steep valleys that small groves of rowan, birch or stunted oak can be found, easing their way past the slabs of stone. It is an eerie landscape, desolate and apparently deserted, but you cannot help but feel watched.

Ask the characters for their position within the caravan. Ask, too, for three Perception checks and record the results (success/fail *and* the result) randomly, so the characters cannot tell which apply to the following tests. Use the first result to see if a character can see a hidden scout observing the caravan (Stealth success 36%) from the rocks on a tor to the north. He is around 200m

distant and ducks out of sight as soon as anyone appears to see him or threatens him. By the time anyone runs up the hill to investigate the watcher will have gone, his tracks (if checked) leading northeast, away from the road.

To the west side of the tor and apparently hiding behind the stone granite of the tor (but actually sheltering from the wind) is a shepherd-boy. He is taciturn but if questioned and encouraged with money (+4% Influence per cp) will readily divulge that the watcher was from chief Caradoc's clan – not his own, Clan Formac, on the edge of whose territory everyone is now standing. Otherwise he knows very little apart from the state of his sheep, and will inform his questioners that some of his sheep have been killed – ripped apart, in fact – by some unknown animal.

If the Player Characters step off the road for any extended length of time, Seronus will urge them back onto the road:

'Don't step too far off the road again. The road is a sanctuary, a place of safety for which the merchant guilds pay a toll to the clans. Each clan through whose territory the road runs has agreed to not attack us so long as we stay on the road.'

If the Player Characters do not step too far off the road Seronus should give this warning some time before the next encounter as part of an ongoing conversation.

Continue with the following:

As the caravan continues on its way through the small groves, scrub and open landscape of the moors, a well-dressed traveller, staff in hand, seeks to engage each of you in conversation, trying to find out what you know about the tors and the moors. You recognise him as the lyre-player from the evenings and he introduces himself as Perenos, explaining he is an archaeologist of sorts – or tomb raider in your parlance – and is looking for a particular tomb, that of ‘Beric the Humble’. He needs little encouragement and explains who Beric the Humble was.

Perenos is of a light build, fairly young (late 20’s perhaps), with long blond-ish hair and weatherworn skin. He knows all the information presented in the sidebar, and will share it if questioned. If they wonder how Perenos came by this information, he will admit that he is also a *filid*, having just finished training, but he doesn’t like to admit this to people of a civilised or noble background because they tend to dismiss him as a yokel.

A Raid on the Road

You continue on your way through this open landscape and as the sun begins to sink in the sky, the road cuts back round a hill into a valley and climbs upwards. To your right is a shallow stream, to the other side a copse of stunted oak and birch. Suddenly there is a war cry from the back of the caravan and a group of warriors jump from their hiding places within the undergrowth, throw a volley of javelins and then charge the rear of the caravan.

Allow the Player Characters a Perception check against a Stealth success of 08 to see whether or not any of them see the warriors just before they jump out of the hiding

places. Those who fail are surprised in the first round of combat. The seven attacking warriors are equipped with spears and shields, and wear leather armour. One, apparently some kind of leader, has a chain hauberk, a sword and a helm.

Each of the Player Character guards at the rear of the caravan should have one of the raiders attacking them, as should any guards on the south (stream) side of the caravan. The raiders will only attack until beaten off – this occurs when:

- any of their number fall, or
- until it looks as if they will certainly get the worst of things, or
- if the leader has a Major Wound, or
- if several of their number receive a Major Wound, or
- they are sure they have shed some blood within the members of the caravan.

When they retreat, the raiders retreat to the south – across the stream. They will drag survivors with them if at all possible. If any are captured or are left unconscious on or near the road, Seronus will advise that they be left behind.

If the Player Characters manage to capture one or more of the attackers and use it to stop the fight his accomplices will rally round and offer a wergild of 200 sp to the caravan as a whole. They can be bargained up to 400 sp depending on Influence checks. Any attackers who are left behind still conscious will also offer the wergild, calling upon his fellows to pay it when the offer is agreed. Seronus will accept the wergild offer, splitting half of it between the injured and keeping the rest to himself. If the wergild is examined, much of the silver will be from the cities but there will also be a few local coins, all struck with Cardoc or his father’s clan mark.

All of the raiders’ shields are extremely battered and bear the sign of the boar.

After or as they retreat read out the following:

*‘Do **not** pursue them!’ orders Seronus. ‘They will merely try and draw us into a trap!’ A couple of carters grumble, but he insists. ‘Guards and caravan members stay together, on the road. These clans are tricky, and to the south lies the rest of Geronic’s clan.’ The other members of the caravan agree, gather up their kit and wrap their wounds.*

Seronus will urge that any survivors are left for the clans to handle (though healers may decide to ensure they do not die), saying something along the lines of:

‘We have no authority here to imprison them or take them with us. Their clan-fellows will care for them. If we take them with us, we may well provoke further attacks.’ He looks at the sky. ‘It’s only a couple of hours till nightfall and it will take us that long to reach Leydown Tor and the Merchant’s Inn.’

Perenos will agree with him and support him:

To your surprise Perenos the lyre-player agrees and steps forward. He looks troubled but addresses everyone in the caravan. ‘I am not just an archaeologist or historian. I am also a lawgiver for the clans on the moors. For a clan to attack a caravan on the road is a serious crime, one which could only come about due to desperation or wickedness.’ He shakes his head. ‘As it stands, I must find out who is behind these attacks.’

Player Information - Beric the Humble

Beric is a long-dead Clan warlord famous for his commitment to peace. Legends say he became sick at the constant feuds between the clans on the hills. After one particular raid by a neighbouring clan, that of Teradic, he announced that he could not stand the stupidity of the ever-ending feud so sent emissaries to the clan to make peace. The condition imposed on both chiefs by the *filids* – the keepers of the law – was that the chief of whoever's clan drew blood from the other would have to step down.

Step down? None believed either chief would step down from their position of power – most chiefs were proud and arrogant, jealous of their power and prestige. The clan warriors grinned to each other and made rude gestures to the opposing clan: nothing had changed. Each clan returned to their hill-fort and set about their normal business.

That night, a group of youths set out from Beric's clan to raid Teradic's people intending to show Teradic that his clan could not get away with the last attack. To their credit they did not take any spears, merely clubs reasoning that bruises and broken bones did not count as 'drawing blood'. The youths found a group of shepherds finishing the autumn round up with their sheep: plunder indeed! The youths beat the shepherds and took the sheep back to their own clan.

On seeing them return, Beric was suspicious and inquired from where they obtained their sheep. To their reply that it was Clan Teradic who supplied the sheep he was horrified, citing the agreement. They proudly showed him their clubs: 'No edges were used: we did not spill a drop of blood.'

At the sight of the weapons Beric gave a cry of despair and leapt forward, grabbing one from their hands. 'Then what is this?' he cried, for on the club was blood, as yet barely dry. The youths looked blank, then one admitted he hit a shepherd in the face and, perhaps, he caused his nose to bleed, a minor wound indeed.

The next morning Teradic came to the hill with the *filid*, the lawgiver, under a sheepskin of truce. He stood before Beric, unarmed, and accused him of launching a raid on his people and drawing blood. To prove his point he brought forward a shepherd with a broken nose and recently dried blood on his lip and clothes. Beric's warriors ranged themselves around the visitors: no one would depose their chief.

But Beric stepped forward and bid his warriors stand their ground. 'It was no order of mine that this happened.'

'But it has,' charged Teradic. 'And you must forfeit your place as leader of your clan.' He looked to the *filid* who nodded in agreement.

Beric's warriors were armed and eager and ready: before him stood Teradic and his guard and shepherds, unarmed. Beric knew that killing Teradic now would start another feud, one that would wipe out both people. Instead, to the astonishment of his clan, he merely pulled off his torc of leadership, handed it to Teradic and bowed, humbly. 'I am no longer leader of my clan. They who flouted the law have shamed me.' With these words he turned and left, leaving Teradic the new chief of Beric's clan as well as his own.

After a brief period of fractious argument the clans merged and became settled once more, thriving now they were no longer feuding. Teradic faded into obscurity. Beric retreated to the tors and became a hermit, herding a small flock of goats and keeping a small patch of land. Whilst the clans would no longer speak to the shamed chief, the *filids* were astounded at his wisdom and to them he became a legend, a wise and humble man who they visited for advice and vision. When he died, many years later, it is said he was buried in his cave, with his possessions and riches, honoured by all the lawgivers who could attend.

Raider Leader

Characteristics

STR	15
CON	15
DEX	14
SIZ	14
INT	12
POW	13
CHA	13

Raider Leader Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	5/6
10-12	Chest	5/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	5/5

Weapons

Type	Weapon Skill	Damage/AP
War Sword	57% (74%)	1D8+1D2 / 3
Shortspear	62% (79%)	1D8+1D2 / 2
Target Shield	62% (79%)	1D6+1D2 / 8

Special Rules

<i>Combat Actions:</i>	3
<i>Strike Rank:</i>	+13
<i>Movement:</i>	4m
<i>Basic Skills:</i>	Athletics 29%, Dodge 35%, First Aid 32%, Perception 30%, Persistence 23%, Resilience 43%, Riding 32%, Unarmed 20%, Lore (Regional) 37%, Survival 40%, Tracking 37%
<i>Armour:</i>	Chainmail hauberk (AP 5, skill penalty -10%), helmet (AP 5, skill penalty -5%), leather treads (AP 1, skill penalty -2%)

Clan Raiders

Characteristics

STR	11
CON	12
DEX	11
SIZ	12
INT	11
POW	12
CHA	10

Clan Raider Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	1/5
10-12	Chest	1/6
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	0/4

Weapons

Type	Weapon Skill	Damage/AP
Shortspear	48% (52%)	1D8 / 2
Target Shield	43% (47%)	1D6 / 8

Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+11
<i>Movement:</i>	4m
<i>Basic Skills:</i>	Athletics 22%, Dodge 24%, First Aid 32%, Perception 28%, Persistence 22%, Resilience 34%, Stealth 24%
<i>Armour:</i>	Leather shirt (AP 1, skill penalty -4%)

Leydown

The hamlet of Leydown is little more than a large inn, extensive stables, a few local-built round-houses for staff and shepherds, and enclosures for fowl and goats, all surrounded by a stockade. The nearby Leydown Tor dominates the skyline. As the caravan comes into the hamlet, read out the following:

After a few more hours walk evening draws in and you arrive at Leydown, a stockaded way-village on a low spur of hill in the middle of this wasteland. A high tor behind it dominates the skyline, but you can glimpse the road leading round the hill into the gloom. There is a guard at the gate to the stockade, but upon seeing that is really is a merchant caravan he is very obliging, collecting a road tax from the caravan organiser. Its main longhouse is an inn maintained by the merchants. After camping out on the damp moors, the warmth of a peat fire is almost too much to hope for and, after unpacking what you need, you step into its bright light for some beer, mead, food and warmth.

It is relatively full: a small troupe of jongleurs is there ahead of you. Some locals cluster round a few tables in the corner, head down. The smell of a good lamb and vegetable broth draws you in.

Rumours and Gossip

The Player Characters are free to relax for the evening. Shared rooms have been paid for already by the caravan tax but food here is extra (5 cp for a meal and a mug of warm beer). Those who buy a few rounds of drinks or who mix with the locals can make an Influence test (at +20% if they buy a round of drinks) to be accepted, otherwise they will be met with stony faces.

If required, though they play little part in this scenario, the characters can see two maids, a stable hand, a stable

boy, the innkeeper and, from time to time, his wife and another helper in the kitchen behind the bar.

Sometime during the evening, alert Player Characters may spot Perenos talking to Seronus and the innkeeper at the bar. The innkeeper will nod, call over one of the locals and fetch the other cook (a youth) from the kitchen. Perenos will talk to the pair and they will nod, grab outdoor clothes, and head out the main door. The pair are just messengers for Perenos: one going north and the other south to Cardoc and Geric's hill-forts. Any who hindering them in their task will be acting against the *filid* themselves, so will be banished from the moor, instantly.

Information available in the longhouse is as follows:

- (from locals, all shepherds and farmers) The locals are from a pair of farms built on the slopes on the far side of the tor and mainly support the village: none of them ever goes to the top of the tor however. All the local shepherds are concerned about their flocks as they have recently suffered some depredations, possibly from the clans or wolves, but the damage to the lambs and sheep is as if something has torn them to pieces.
- (from any staff) The tor is Leydown Tor: the top of the tor is never visited except at times of clan challenges as it is believed a sacred place by many of the clans. The fact that it was never visited was why the inn was built here in the first place. No clan would dare raid the tor or anything on its slopes.
- (from staff or Seronus) The road acts as an artificial boundary between two rival clans. In fact, the watcher on the road at the north was probably from Cardoc's clan. As the raiders retreated south, then they were probably Geric's men.
- (from staff, locals, Seronus and Perenos) Geric's sign is that of a boar; Cardoc that of a sinuous serpent.

- (from locals, if Influenced, and from Perenos, if asked 'why') The building of the road gave additional land to Geric's clan. Originally Cardoc's grandfather claimed a range of hills and tors to the south of the road as his land but the arrival of the road and a clear line meant that Geric's father, 'Gaenic the Wily', and his grandfather, 'Geric the Bold', artificially pushed the clan boundary north and lodged the borders with a lawgiver. Unfortunately, the *filid* (lawgiver) used was one who was ailing and whose memory was failing and was also Perenos's old mentor. Cardoc's grandfather, Camadoc, was furious and the clan has been trying ways to legally claim it back. Geric is now known by many as 'Geric the Smug' as he roams his sheep right up to the road, something his father and grandfather did not actually do.

- (from the jongleurs) The jongleurs are heading west, not east. They, too, were harassed by a trio of men with the signs of the boar on their shields, but the trio ran off quickly before they took anything. And yes, the trio ran off south. The jongleurs also found a number of sheep on the road, all battered and crushed and all with their legs ripped away from their bodies, as if crudely butchered.

The Player Characters could question Perenos about the law.

- The Merchant Road and the way-stops along it, such as Leydown, is a Sanctuary, the Sanctuary of the Way, agreed with the *filid* and with the grandfathers of Cardoc and Geric (Camadoc and Geric), amongst others. Tolls are paid to keep the clans happy and men from both clans are used to repair the road.
- The tolls are paid to whichever clan's land the road passes through. If ownership of the land changed, such that the road was not a border, for example, the tolls would go with the change in ownership.

However, the only way Cardoc could reclaim his clan's ancient land would be to prove that Geric has acted illegally in some way over the land and road.

- A Sanctuary is established by a lawgiver with the agreement of those who are near to the Sanctuary. Within the bounds of a Sanctuary violence is normally prohibited, with strict rules governing how and when blood may be shed.
- Every Law Sanctuary is not only a Sanctuary but is also sacred, typically protected by a *Consecrate*, a *Warding* typically banning swords, spears or shields, and whatever Divine Magic a visiting lawgiver might have.

MORNING: the Law Speaks

Next morning you wake and get ready to leave, but find Perenos and Seronus in discussion in the courtyard. Perenos looks grave and Seronus looks frustrated. Seronus steps back and gathers you all together.

'Friends and fellows, I am afraid we have a problem that will delay us a few days. Perenos, a local lawgiver, has insisted we stay as witnesses. We may not continue along the way until he has held a trial for those who attacked us.' In response there are cries of dismay are heard from the merchants and they grumble over losing money and time.

Perenos steps forward, leans on his staff, and raises his hand for silence. The look on his face is stern, his eyes flash with righteousness, and the complaints quickly fade away. His voice is firm and loud as he addresses all of you. 'You are witnesses to a crime in which blood was unlawfully spilt. If such crimes continue, the road will become wild and, as in the time of my father's grandfather, trade from west to east will once more become beset with continual danger. I have the authority

to command you to attend the Leydown Court... or to send you back from whence you came and ban you from passage across the moor.' Behind him Seronus looks glum but nods an affirmation at those who try to catch his eye.

'I have already sent for the chief of the Clan Geronic, who we suspect of committing this raid, and for the chief of Clan Cardoc, to whom the land will be forfeit. I ask you all to join me, now, at the meef on the top of Leydown for.' He gestures to the top of Leydown Tor and leads the way.

The Court

The top of the tor is cold, cracked and rugged, but a single, clear space of grass is in the middle, surrounded on three sides by massive boulders and cracked stumps of stone. The area is subject to a *Consecrate 2* and a *Warding* banning swords and shields. Before any character enters the area they must leave all their weapons behind – there is a small pile already at the entrance guarded by the staff of the inn. Read the following:

Clansmen sit on two sides of the massive granite court, glaring at each other. To one side there is a serpent standard behind an armoured warrior bearing a torc around his neck, to the other side a boar standard is beside a grizzled old veteran with a similar gold torc. Perenos strides to a boulder at the top end and gestures for you all to wait at the mouth of the area. He introduces the charges, that warriors bearing the sign of Clan Geronic drew blood on a Sanctuary, the Merchant Road. There is uproar, but Perenos holds up his staff and shouts for silence.

'I call for the witnesses.'

He calls the Player Characters first and their testimony will guide the others. If the Player Characters deny being attacked, Perenos will frown and dismiss them. Geronic (the one under the boar standard) will look pleased, otherwise he will hear out their testimony and ask if they saw the shields or could identify the warriors from those present. None of the warriors to either side are recognisable.

If the Player Characters are truthful and admit to seeing boar-shields but state they cannot recognise any of those present, Perenos will ask who is missing. He will demand that those from Clan Geronic who are missing are brought to the court the following day to be identified, much to the annoyance of the chiefs.

The Player Characters may try to identify the reactions of Cardoc and Geronic. This will require a Perception roll opposed by Cardoc's 58% Influence skill and Geronic's 50% Influence skill.

If the Player Characters are not truthful, or are mischievous, Perenos will call them forward and cast *Oath of Ordeal*, demanding a spear is brought in and held in both hands of the witness. He will make sure the *Oath of Ordeal* is in effect by backing it with several MP

from his *Crystals of the Dead*. Read the following after the statements have been heard.:

Geronic jumps to his feet, shouting. 'My people have nothing to do with it. We would not violate the Sanctuary of the Way.'

Cardoc immediately jumps to his feet. 'Just like your people have not been slaying my herds! You are hiding the truth, Geronic!'

Geronic turns purple with rage. 'It is you who have been slaying our herds, tearing them apart and leaving them to die.' He stops as an idea hits him. 'It's you! You're trying to blame this on us!'

'You lie!' screams Cardoc and he reaches for his sword but it is, of course, not there. 'I demand the Way as forfeit for Geronic's actions!' Cardoc and Geronic surge forward, their warriors jumping up alongside them, and it looks as if a full-blown fight is about to take place.

Perenos breathes in to shout again but the ruckus is interrupted when a clansman stumbles between you, the witnesses and collapses into the centre between the clans. He is covered in blood from a wound in his scalp, his left arm is hanging loose and he drags his right



foot. Everyone stops. You recognise the clansmen as one of those who attacked you yesterday. (If the leader survived, this is that man.)

Cardoc steps forward. 'Caeradoc! My son! What happened to you!' He glares at Geronic. 'What have you done?'

Perenos steps forward to try and quell the potential riot and, hopefully, the Player Characters will join in. If they do, they will gain Perenos's respect. As soon as anyone can listen to Caeradoc he will breath the words: 'I know what's killing the sheep...' and fall unconscious. If he is healed he will remain unconscious but if he is not healed quickly he will die: he has exhausted himself in the walk to Leydown Tor.

Perenos will try to stop the Player Characters blurting anything out, but if they do, Cardoc will deny knowing anything or will suggest they are liars and mistaken, and will take a dislike to them. The Player Characters may try and offer help or suggestions to Perenos, which he will take onboard and accept, but he currently has other things on his mind.

After the accusations and the revelation of Caeradoc, Perenos will adjourn the court and send the clanspeople back to their villages. He asks the caravan members to wait in the Sanctuary with him.

Investigators

Perenos addresses the caravan members.

'As you can see, I need your help,' says Perenos. 'The clans cannot be trusted to investigate independently and I cannot do this on my own. I need some from amongst you to volunteer to act as my investigators, under my authority. It will be dangerous, but you will earn my gratitude. I will go to the clans with the other witnesses to identify who amongst the clans attacked you.'

'Who amongst you will help and who will come with me to identify the surviving perpetrators?'

He looks meaningfully at you, the people who have been most curious and helpful so far.

All the rest of the caravan will decline to help but will volunteer to identify the perpetrators. Hopefully the Player Characters will volunteer. If not, he will look saddened and say:

'I can command some of you to help. You are on these moors, under our laws. I would rather not, but would prefer you volunteered.'

Perenos asks the group to do the following.

'I wish you to find out from where Caeradoc came, and find out what or who slew (or injured) him. Take a pigeon from the dovecote at the Leydown Inn. When you find whatever is causing the troubles, you must send a message back to me.'

'If you are challenged, state you are working for me, for the Law of the Moors. If they still do not co-operate, state that whoever challenges you must face me, and after me the ire of the filid. That should ensure they help you.'

The Player Characters may ask about recompense, in which case he will shrug. 'Whatever I have to give to those deserving of reward, I will.' They will be given a small bird basket containing a message-pigeon as well as paper, a fine pen, a message cylinder and some seed (ENC 3 total).

Where the Player Characters go is now up to them. Backtracking along Caeradoc's trail is the most sensible approach (+20% Track skill as he left a lot of blood) and this will lead them straight to the 'Crushed Bones' encounter. Following back along the road is possible, and they may then track the raiders south (at a -20% penalty) and will eventually end up at the 'Crushed

Bones' encounter – and will find tracks leading to the 'Opened Tomb' encounter. They could seek information in Leydown, in which case check the 'Leydown' section above, or could go to the clan hillforts with or without the other witnesses, in which case check the relevant 'Hillforts' encounter. If they scan randomly on either side of the road for tracks it will take them at least two days but they will eventually find the tracks of a massive pair of feet, almost 30cm across and 50cm long. These tracks heading towards a tor on the south of the road and the 'Opened Tomb' encounter.

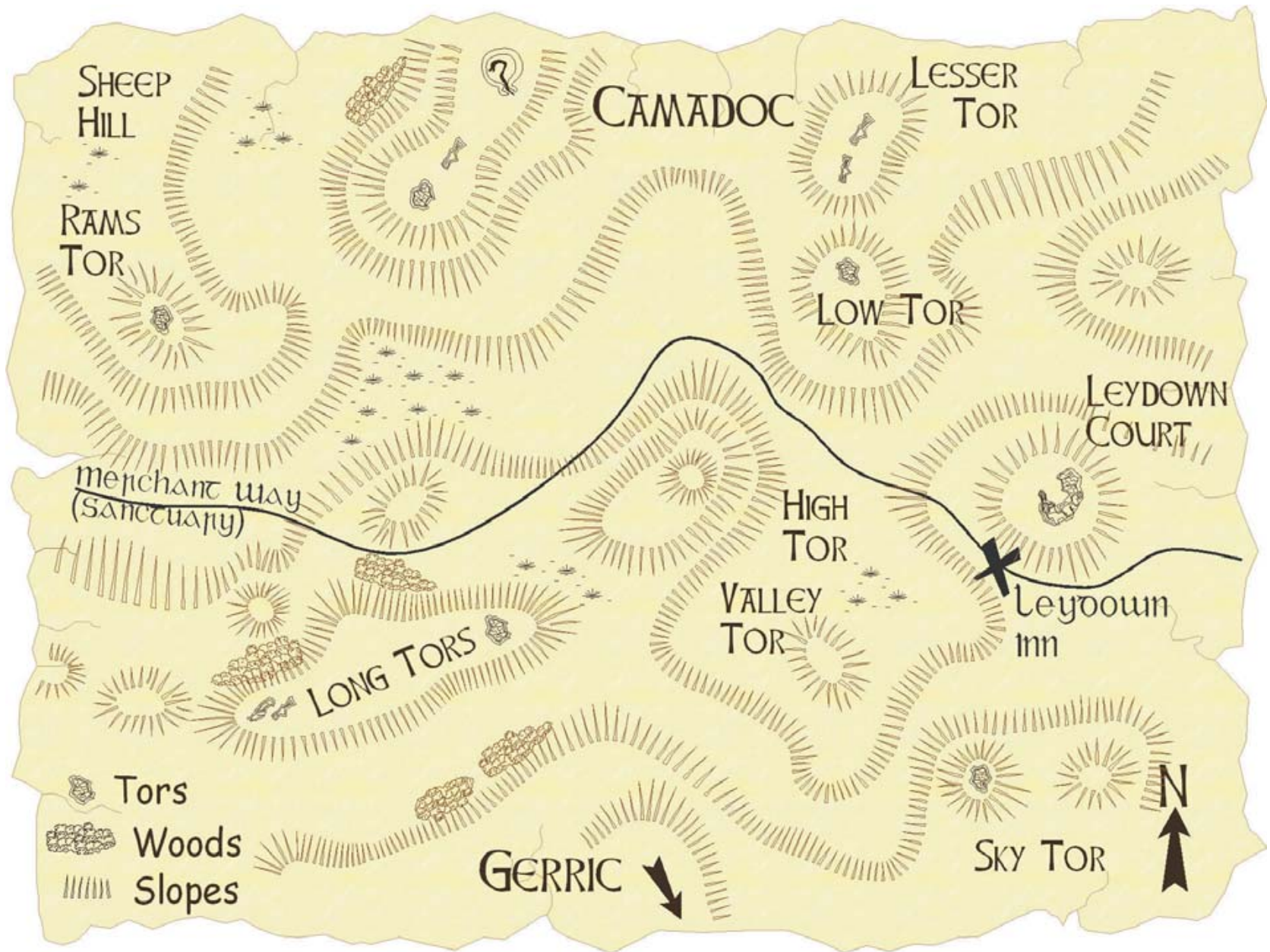
The Map

A map is provided which is a duplicate of the one in Geronic's hut except on one detail: the location of Beric's Tomb is not marked. The Games Master can choose almost any convenient tor or hill on the south side of the road for this, and point it out to the players (or write the words 'Beric's Tomb' on a copy!).

It is worth bearing in mind that Camadoc was Cardoc's ancestor and Geric was Geronic's.

Crushed Bones

After following Caeradoc's trail, the Player Characters should find they climb up the slopes of a hill to a saddle between two peaks. In the middle of the bog at the top is a ring of stones around a low mound, about 5m across at most. The ground is fairly dry on the mound and in the centre is a ring of blackened stones around a fire (unused for at least three days as a Survival or Tracking check will reveal). Around the stones are the blooded bodies of dead sheep, their hindquarters ripped off. In the middle of the stone circle is a pile of six bodies, broken spears and several battered shields with the sign of the boar. The Player Characters will recognise the bodies as those of the raiders who attacked them. The limbs, where they have been hit, are crushed.



The bodies can be examined. If the examiner succeeds with a First Aid or Healing (with a bonus of +20%) check he will be able to determine that the bodies were crushed by a stone maul, though the size of it is incredible. It will suggest that whatever did it is twice the size of a man.

Tracking in the slightly damp, boggy ground is easy (+20%), and tracks of a massive pair of feet, almost 30cm across and 50cm long will be found. These will lead down the valley and up into a tor to the south a couple of kilometres away – proceed to the ‘Opened Tomb’ encounter if the tracks are followed.

Hillforts

At both hillforts the Player Characters will be greeted with a stony silence and a distinct lack of co-operation. The guards, however, will let them through if they mention Perenos’s name and the ‘Law of the Moors’. They will be escorted to the clan’s meeting hut, a large stone-based circular hut with a thatched roof that is at the centre of the hillfort. Here will be the chieftain (Geronic or Cardoc).

Both chieftains will listen to the Player Characters but will be stony-faced. After their initial reaction (see the individual reactions, below) they will allow the Player Characters freedom to inspect everyone and everything in their clan, stressing that the Player Characters should report to Perenos their co-operation. The people in the forts are busy preparing for winter and Player Characters will find no one they recognise.

Clan Geronic

The sign of the boar is everywhere, though boars are seldom now seen. It is carved onto gateposts, onto doors, onto the clan’s single totem pole and is painted on most banners. Other signs are the rune symbols

for beast, light, fertility and plant, the symbols sacred to Clan Geronic. The Player Characters will find a silver works, forging silver coins as well as jewellery, a blacksmith who also doubles as an armourer, a gifted painter who is painting boars onto the face of shields, and a great many sheep and goats.

If the Player Characters have the nerve to search Geronic’s own hut a successful Perception roll will uncover an old, rough map showing Cardoc and Geronic’s hillforts (though labelled as Camadoc and Geric) and Leydown Tor. Newly inked on it are the road and Leydown hamlet, and in charcoal a cross with the words ‘Beric’s Tomb’. The cross marks the location of the Opened Tomb.

Geronic’s Reaction

Geronic is remote, but is co-operative. He will not need any threats to co-operate and everything he says has the ring of truth. He will state that he believes Cardoc is setting him up, that Cardoc sent his son at the head of a small group of warriors to frame him: Cardoc wants his ancient land back or, as Geronic will admit, actually wants all the toll revenue from the road. He will state that without the revenue from the road his Clan will suffer as farming on the moor is becoming increasingly difficult. Cardoc will admit that many of his sheep have been killed along the line of the road as have a few of his shepherds and he believes it to be the work of Geronic’s men – this belief will be echoed by many of his people.

Geronic mentions that he began moving sheep into the land awarded to his clan as other land is starting to fail – there is no smugness or attempt at bragging involved. He had been clearing out an area on top of a tor for his shepherds to use for a hut and as a watch-point against Cardoc, who he does not trust an inch. However, the workers stopped the task when, in a cave, they found a weird, carved stone shaped like a huge, misshapen man,

believing it a bad omen. Since then he has just kept a small camp of shepherds up there when needed.

The cave is the only thing Cardoc is lying about and if specifically questioned by the Player Characters his Influence is 58%. The real fact is that whilst his land is beginning to fail, he was looking for Beric’s tomb for the riches within it to keep up his Clan’s lifestyle. Whilst the workers found the location, they opened the wrong tomb. If challenged with the map, Geronic will shrug: *‘We thought it might be Beric’s Tomb. But it wasn’t.’*

Everything Geronic says will be repeated in a similar fashion by anyone spoken to in the clan.

Any character can make a Lore (Nature) check at –40% penalty to realise that the huge carved ‘man’ may be a Moor Troll in its catatonic state.

Clan Cardoc

The sign of the serpent is carved onto the gateposts, onto the clan’s single totem pole and is painted on two banners standing outside the meeting-hut. Other signs are the rune symbols for beast, fertility and plant, the symbols sacred to Clan Cardoc. The Player Characters will find a blacksmith and an armourer, a painter who is painting shapes onto huts, and a fair number of sheep and goats. The carpenter has few good pieces of wood as the land in which Clan Cardoc’s hillfort is built is becoming barren: the clan appears to be struggling.

If the Player Characters do a house to house search they will need to do so in force, reminding everyone of their authority, and will need the best part of a day to do so. Whilst all silver has been hidden, in one – Caeradoc’s hut – they may find a pair of hidden shields with the sign of the boar, both battered as if struck with a massive piece of granite (a Perception check). The other people in Caeradoc’s hut are his wife and two young children,

both of whom will deny any knowledge of the shields (truthfully). In one of the shepherd's huts a tunic with the sign of the boar can be found (Perception check).

Cardoc's Reaction

If the Player Characters have earned his dislike, Cardoc will accuse them of being partial and on Geronic's side. They will have to use Perenos's threat to gain cooperation but he will tell them that he is doing it under protest and will lodge a complaint.

He will reiterate that he believes Clan Geronic is killing his sheep along the road, taking the best meat and leaving the sheep dead and badly butchered. He will also state his ancient claim to the land and that Clan Geronic is keeping hold of it unlawfully. His people will echo both these beliefs. If challenged with any evidence he will deny any knowledge, though he is lying. Detecting the lie requires an opposed Influence vs. Perception check: Cardoc's Influence is 50%.

Opened Tomb

Having found and followed the massive footprints across the moors and to the south of the road, the Player Characters will eventually glimpse a massive tor outcrop ahead of them, one of many perhaps, but the tracks of the massive creature lead straight to it. On top of the tor they see four mounds of collapsed boulders each up to 10m high, with dark patches revealing what, from a distance, look like shallow caves. A Lore (Regional: Moors) or Lore (Geology) check will make them aware that sometimes the tors collapse if particularly tall, leaving caves or more strictly leads ending in tunnels through the rock which are frequently blocked off at one or both ends.

At present the caves are the home to a reawakened Moor Troll and also to the ancient tomb of Beric, though Beric's tomb is harder to find.



The Granite Lead

The footprints lead up the hill, wend through the massive tor outcrops and turn into a large gap between the granite outcrops, a lead about 8m long. Immediately in front of the lead is a pile of recently broken granite, perhaps only a month or two old according to a successful Tracking roll. This is where Geronic's workers were breaking up the stone they had taken from the back of the lead. The lead between the two massive walls of granite is around 3m wide and the granite walls slope up in a series of steps until they meet the wall of the tor, 5m-7m above the rest of the hilltop.

At the end of the lead to the left is a 2m wide fissure about 2.4m high which looks like a cave, though the front may be blocked by a stone (see 'Abject's Cave'). To the end on the right is what looks like a fallen granite slab. On the right hand side a passive Perception check which succeeds at -20% will reveal that the slab 'looks out of place'. The ground at the end of the lead has been churned and the rock walls bear the signs of picks and shovels, as if the pile of boulders at the entrance to the lead came from here.

The massive footprints lead to the left-hand end of the lead and the fissure. Indeed, between the hours of 6am to 11am and 4pm to 8pm, Abject may be sitting in the lead, contemplating his next moves in life (see below).

Abject's Cave

The left-hand fissure is 2.4m high and rapidly opens up into the cave of Abject, a reawakened Moor Troll. If it is between 11am and 4pm the fissure is blocked by a boulder rolled across the inside and Abject will be asleep and snoring, though there is a narrow gap at the top through which the cave can be examined by someone with Dark Sight or Night Sight. If it is daylight and outside those times, Abject the Moor Troll will be sitting just inside the entrance, thinking. At night,

Abject will be out hunting and could return at any time (a cumulative 1% chance per minute spent around the cave).

Abject's cave is around 6m deep, slants to 3m high and is around 3m wide. It is bare apart from a pile of crushed and gnawed sheep bones and a few ripe haunches of sheep at one end. A search, which may be in partial darkness, will uncover a single, ancient knuckle joint at the bottom of the pile bearing a Beast Rune. There is no treasure in the cave as Abject does not appreciate treasure other than pretty rocks.

At the rear of the cave there is a narrow, almost hidden nook which can be spotted with a Perception check at an additional -10% penalty. It will only allow access for a SIZ 10 creature or smaller, though access for a creature of SIZ 11 to 12 is possible with an Athletics/Agility check. The nook is a short passage that leads into the rear of another, smaller cave, the tomb of Beric (see Beric's Tomb).

Beric's Tomb

Having been identified as strange, closer examination of the right-hand wall at the end of the granite lead will reveal it has been built up to resemble a natural granite fall. An active Perception check from close up will reveal a single, shallow carving of a rune-sign, that of Truth, half-hidden beneath the lichen.

The right hand wall is very difficult to break through: it requires several days work and digging to remove the well-laid slabs of granite blocking the entrance to Beric's tomb. However, Player Characters examining Abject's cave may find the hidden nook at the back leading into the rear of the cave being used as Beric's Tomb.

The walls of Beric's Tomb are slightly damp from rainwater and have a little mildew. The inside has been

cleared and the floor smoothed, probably when Beric was first interred. Within it there is nothing bar a set of decayed old bones arranged in a peaceful posture of rest and the rotted clothes it was assumed he was wearing. A dried and warped staff lies next to him (the staff will fracture easily). Also in the tomb with him are arranged three low stones inscribed with the rune-signs of Law, Mastery, Truth and Communication. These are marks of honour.

The body is that of Beric. Raiders can search his body but doing so will disturb the fragments of cloth and will certainly disturb his skeleton. A successful search of his tunic and body will uncover a single piece of non-decayed linen within his ribcage; on the linen is a cream Harmony Rune glowing very faintly. A specific search of his skull will reveal there is a single, faded crystal in his mouth. This crystal is a 6-point *Crystal of the Dead* (MP storing).

Beric was buried with his riches: his wisdom, his Rune, his single crystal and the acknowledgement of the lawgivers. That is what the ancient *filids* referred to. No other ornament could match the strength of his wisdom and humility so, to show respect, the lawgivers buried him solely with marks of their respect and his wisdom.

The Player Characters should decide whether to seal up his tomb once more, leave him with his riches, or take the riches with them. They will eventually have to decide whether or not to hand the riches to Perenos, declare they have found the tomb, or to keep the whole discovery quiet. Of course, in an extended campaign when they come this way again the reaction they get will depend on their honesty!

Wrapping Up

After the Player Characters have identified the source of the sheep deaths and probably identified the issues

at Geronic's and Cardoc's hill-forts, the court will listen to what they have to say. Perenos will judge the proceedings accordingly, making careful use of *Oath of Ordeal*. If the Player Characters have all the information about the suspected blackmail and the encroachment on the tomb of Beric, he will command Cardoc and Geronic to step down and pass the torcs of leadership to a successor. He will ban them from ever entering or approaching Beric's tomb and will demand blood-gild for each injured caravan member from Geronic's former clan (set at approximately 25 silver per hit point).

Perenos will also fine both clans 600 silver apiece, half of which he will hand to the Player Characters, half of which he will hand to the merchants to make up for lost profits. If the scenario is used as part of an extended campaign the clans should be forced to pay at least a quarter of the fine in sheep, at a rate of 15 silver per sheep, representing around 40 sheep each. This is a sizeable flock, though one or two trained sheep dogs could be substituted for two sheep apiece.

Perenos will allow the Player Characters to keep the Runes they obtained from Abject and his cave. Allowing them to keep the Rune and crystal from Beric is up to the Games Master: if the Player Characters impressed Perenos they could be allowed to keep them, otherwise Perenos will insist they are returned to Beric's tomb.

The Player Characters should be allowed a full allotment of skill points and one to two hero points each. A further hero point should be awarded if they found the Rune and crystal in Beric's tomb but declined to take them. Player Characters should be allowed to take a new Advanced Skill of Lore (geology) or Lore (Regional: Moors) after this adventure.

Abject, Moor Troll

Moor trolls are an ancient breed able to hibernate for extended periods of time. When re-awakened, they are typically ravenous and can eat almost anything, but prefer protein. Luckily, they are not particularly fast, but are long-lived, strong and hard. Moor Trolls have a hard skull and incredibly thick, scaly hide, making them all but invulnerable to minor knocks and cuts. Moor Trolls need little sleep, catching it between 11 in the morning and around 4 in the afternoon. They tend to block themselves into their caves for protection.

When killed, Moor Trolls will regenerate 1 HP in each location per 10 years. Once they reach full hit points they will hibernate until light strikes them once more. It is useful, therefore, to roll an unmovable rock over where they are buried...

Abject accidentally integrated a Darkness Rune many years ago: he liked the pretty black stone on which shone the black rune. This is now on a thong around his neck: the Rune can only just be glimpsed (Perception roll required) on the surface of the disk of basalt. Abject is not very bright, is hard to negotiate with, and will regard anyone approaching him with weapons as a foe. Those who approach apparently peacefully will be told to 'go away', though few understand Troll and it will merely sound like a grated groan. His second words will repeat the groan and he will lift his club. The third time he will bend, lift up a boulder and threaten to throw it, before actually chucking it (to miss, initially). After this he will begin throwing boulders in earnest or, if the Player Characters stand back and shoot at him with arrows, will charge them with his maul.

¹Abject's War Maul is a granite boulder crudely bound to a wooden haft with ropes, and so only has AP 3 and 8 hit points.

Characteristics

STR	30
CON	20
DEX	8
SIZ	30
INT	7
POW	11
CHA	5

Moor Troll Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	4/10
4-6	Left Leg	4/10
7-9	Abdomen	4/11
10-12	Chest	4/12
13-15	Right Arm	4/9
16-18	Left Arm	4/9
19-20	Head	5/10

Weapons

Type	Weapon Skill	Damage/AP
War Maul ¹	50%	2D6+1D12 / 3
Thrown Rock	35%	1D4+1D12

Special Rules

<i>Combat Actions:</i>	2
<i>Strike Rank:</i>	+7
<i>Movement:</i>	4m
<i>Traits:</i>	Night Sight, Earth Sense, Dark Sight
<i>Basic Skills:</i>	Athletics 43%, Dodge 15%, Lore (Regional) 51%, Perception 38%, Persistence 29%, Resilience 41%, Survival 48%
<i>Armour:</i>	Thick hide, thick skull (AP 4 or 5, no skill penalty)
<i>Possessions:</i>	Darkness Rune around neck, loincloth, club, meat.

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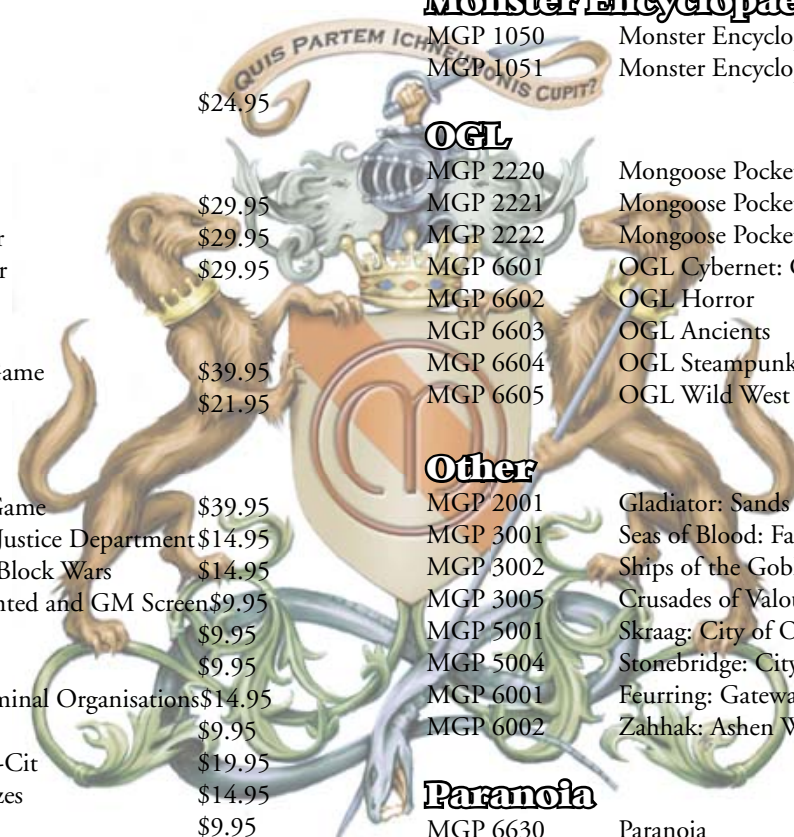
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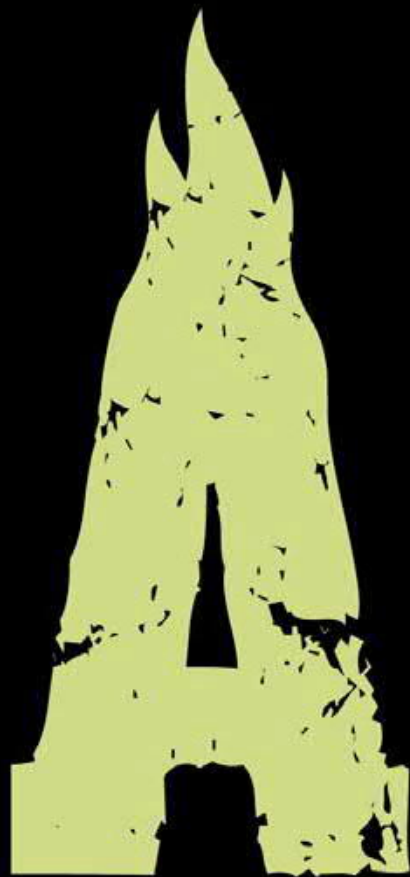
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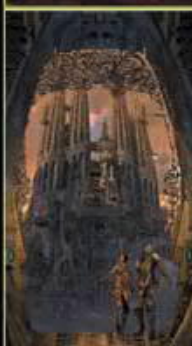
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