

# THE SATURNALIA OBJECTIVE



A SCENARIO BY SHANE

WISHKAH@REDBRICK.DCU.IE

[HTTP://WWW.REDBRICK.DCU.IE/~WISHKAH/HEAVYGEAR/](http://www.redbrick.dcu.ie/~wishkah/heavygear/)

Heavy Gear, Gear, Terra Nova, the Heavy Gear logo, Silhouette, Dream Pod 9 and the Dream Pod 9 logo are trademarks of Dream Pod 9, Inc. Heavy Gear, Gear, Terra Nova, Silhouette and all other names, logos and specific game terms are (c)1994-2004 Dream Pod 9, Inc. All Heavy Gear art and designs are Copyright (c)1994-2004 Dream Pod 9, Inc.

**The Story So Far:** Terra Nova was not, of course, the only planet the Colonial Expeditionary Force attempted to bring back into Earth's fold those few years back – they had the equipment to fight on a wide variety of different planets. And it so happens that in Port Arthur, the left-behind CEF soldier city on Terra Nova, blueprints exist for many of the weapons systems designed for use on Eden, Botany Bay, Jotenheim, Atlantis and all the rest. It's a midget submarine design from the Atlantean campaign that's the centrepiece of this story. The secretive but co-operative relationship between Port Arthur and the Humanist Alliance has resulted in the mutually beneficial exchange of all sorts of things, and in this instance, one of these submarines has been constructed in Port Arthur and is being sent to the Humanist Alliance for field-testing in Gardena, so they can work out what modifications need to be made to adapt it to service in the MacAllen cave network. The large crate marked "MACHINE PARTS" was sent on the maglev to the casino town of Westphalia escorted by Linsey Dementiev, an Arthurian agent, to be handed off to a team of Humanist Insight and Regulatory Authority agents undercover as a Heavy Gear dueling team in town for the annual Saturnalia celebrations, who'd be bringing loads of crates of machine parts back to the Humanist Alliance with them.

But on Terra Nova things are never that simple. Peace River, arms manufacturers and arch-nemeses of Port Arthur learned from their spies in Port Arthur that a never-before-seen vehicle design was being sent to Westphalia. A doubly tempting prize, given the reverse-engineering potential and the chance to deal a blow to the Earthers. They gave word to their contact in the Westphalian crime underworld, casino owner Delano Eckland, to deliver this package to them. Eckland had one of his torpedoes on board the train, who disposed of Dementiev at an appropriate moment, and workers at the unloading docks were perfectly happy to reroute the crate to Eckland's casino.

Meanwhile, a deep-cover agent of the Southern Republic Intelligence Directorate in Port Arthur tasked with finding out just what is going on between Port Arthur and the Humanist Alliance had noticed, in a routine scan of the bug on Dementiev's computer, a maglev ticket to Westphalia being billed to the government by the unfortunate Arthurian agent. It obviously being government business, then, and very close to Republic soil, the SRID agent informed headquarters, who sent two agents to Westphalia to see who'd be waiting for her there.

Eckland's plan is to hide the crate in his casino's underground car park, build it into the casino's Saturnalia parade float, take it out into the desert on the annual themed gambling-and-prospecting tour and hand it off to Peace River agents disguised as caravan traders, then take home the money they'd give him and live happily ever after.

The players take on the parts of the HIRA agents, on a routine if somewhat frivolous and fun mission that goes spectacularly pear-shaped...

# Hail, Dungeonmaster

This scenario is written for the 3rd edition of Heavy Gear, using the Silhouette Core rules, so you'll need both those books, although it can easily be converted to the previous Heavy Gear editions. You may also need some Heavy Gear dueling weapons stats, so have a copy of one of the Dueling books on hand if possible, and either have or have read the Humanist Alliance leaguebook (or have it and have read it, that'd be best). It should take about three hours to play, and there are five player characters. Each PC's document contains a character sheet, a character write-up, a primer for the setting and some unique information, and one or two name-sheets with the name and a picture of the character on them, one of which should be given to the player to fold and set in front of them so the other players can see who that player is, and what they look like. Four of the characters can be either male or female, so only the appropriately-gendered name-sheet should be handed to the player. Farrier and Vantis each have an extra sheet of stuff.

In the world of Heavy Gear, gender isn't a big deal, and same-sex relationships are reasonably common, although still naturally in the minority. The default character genders assume heterosexual tendencies, but this is easily changed. Also, where genders are specified on character sheets, that's merely to keep it readable and shouldn't be taken to imply a particular gender for the character in question. That'll be cleared up by the name-sheets. So, when assigning characters, it's best to do it as follows, in order of importance:

**Galahad** must be a male character, and usually it's easiest to assign characters to players of the same gender, although certainly not necessary. Galahad is the team leader, an experienced spy with some foreign tendencies, who's Corivas' mentor and may be Vantis' father.

**Vantis** should be female if at all possible, and again that usually means a female player is most appropriate. Vantis is a washed-up Gear pilot with a drinking problem, in over her head, who's in a relationship with Farrier.

**Farrier** should preferably be male. Farrier is a hard-drinking electronics and mechanics wizard who defected to the Humanist Alliance from the CEF after the War, with an omnipresent webbled cat and a relationship with Vantis.

**Corivas** defaults to being male, although this is of little importance. Corivas is a young HIRA special agent, making up for lack of experience with combat training, who is Galahad's student and fancies Vantis.

**Thalia** doesn't matter at all what gender he or she is. Thalia is a humourless and ultraconservative reeducator from the Department of Health and Morality who practises some rather harsh techniques.

You'll need to read over the entire scenario beforehand and be familiar with the locations and events, and also the personalities involved and their plans and intentions. Make sure, too, that you read carefully each of the PCs' sheets. When everybody's ready to go, hand out the character sheets as outlined above, ensuring everybody has a character write-up, character sheet, setting primer and a name-card thingie, and that Farrier's player has Aristotle's sheet and Vantis' player has Daddy Cool's sheet.

Give the players a while to read their character sheets and set up their little name-card thingies, and then get them to introduce their characters to the other players – remind them that they've spent the entire journey (several days) together in the truck so they know a bit about each other. You might want to give them a brief run-down on other things not covered, like just what is a preceptor or protector or commoner, and give them the rules of Westphalia (below). Then describe their mission to them as outlined below (go undercover, get into Westphalia, pick up package from Port Arthur agent on maglev, enter Saturnalia competition, go home with package) and give them the story so far, also as below (they're in Westphalia, settled in and waiting at the maglev station), and off you go!

Apart from their personal equipment, the group has a large Camel truck for lugging all that stuff about with them, and Daddy Cool and all its spare parts and promotional material. All the native Humanist PCs are assumed to speak Universal French and Intralingua, plus Anglic for Galahad, Thalia and Corivas – Farrier is confined to Uni French.

The experimental prototype version of Rage that Preceptor Thalia has is less potent than the more advanced version in the Humanist Alliance leaguebook, so its stats are here.

Type	Potency	Effects	Onset Time
Rage prototype	9	hallucinogen\special	5 rounds (30 seconds)

Rage is a hallucinogen that creates intense paranoia, anger and anxiety. Victims are likely to attack anyone near them after a few seconds, believing they are their worst enemy. If the victim gets a Margin of Failure of 4 or more on his Health Test he will have to pass a WIL roll against a Threshold of 5 to avoid attacking the closest person.

Remember that Westphalia is a town of over half-a-million inhabitants, so all the usual facilities are available somewhere. You'll have to improvise if they're required!

### **The Four Laws of Westphalia**

- All wagers must be witnessed by a certified Witness.
- Every event must be witnessed, in person, by at least five people, one of which must be a certified Witness.
- Failure to pay off a debt will result in public flogging, one lash per dinar owed.
- All individuals convicted by a military court of performing any of the following are subject to immediate execution: murder, treason, kidnapping, rape and littering.

## We're Here Because We're HIRA

The player characters are a newly-formed cell of the HIRA, comprising a veteran spy, a DHM re-educator, a fresh-faced newbie, a mechanics wizard and a civilian Gear pilot. Their mission (which is their first as a cell, and for many of them their first mission at all) is simply to enter Westphalia under the guise of the Gardena Heavy Gear duelist crew, meet their contact from Port Arthur (a woman in a blue suit, and the PCs should be wearing their Daddy Cool baseball caps – there's a predesignated identification code: Galahad says "I'd rather be in Gardena for the festival." and the response should be "Me too, but I don't think they'd have me!") at the maglev station, oversee delivery of the crate to their pit area, enjoy the town for a few days, join in the Saturnalia parade, partake of the Gear dueling tournament, pack up and leave town, taking the crate with them.

At the start of the game the characters are already established in their hotel room, in the Gold Dusters hotel and casino, and in their pit area, at the local duelling arena. They've had time to unpack, sweep the rooms for bugs (they were clean) and unload their dueling equipment in the pits down at the arena – then it was wash, change and get down to the maglev station. They have their Camel truck with them to carry the crate.

The other major factions in the game are also set up in Westphalia – Delano Eckland happens to be the owner of the Gold Dusters, and the SRID team are currently staying at another hotel.

The crate also contains a laptop computer with the blueprints for the submarine on it. The laptop is outfitted with a tracking device which when activated (the PCs have the equipment to do this but their superiors intended it as an emergency measure) takes a reading of the positions of Hermes 72 satellites relative to itself and broadcasts that data back encoded to the querying computer disguised as a Hermes 72 pirate television signal. The querying computer, if it has the right software, can then find where the Hermes 72 satellites are currently and calculate the crate's location. This is more secure than having it make a GPS query, but somewhat less accurate – it's good to within about 20 metres. It gives latitude and longitude, of course, but not depth, so if queried while the crate is in the hotel it'll appear to be pretty much exactly in the PCs' hotel room.



For what it's worth, it's TI 1933. The Hades raid hasn't happened yet, the secret war between HIRA and SRID is still comparatively bloodless, and the North\South cold war is slowly hotting up.



## Location 1: Waiting for a Train

As the game begins, the players are waiting at the passenger terminal of the maglev spur that leads from the Gamma Maglev line into Westphalia. Although reasonably well-lit with harsh and artificial lighting, there are still plenty of areas of deep shadow and nothing can disguise the vast size of the platform – sounds echo strangely and it's impossible not to feel very small and out of place here. The platform is about 200m long and 20m wide, and is fringed by a long glass wall with sliding doors at intervals, which separates the platform from the station itself, where you can sit and wait, and buy tickets, magazines, flowers, snacks etc. The players will have to stick close together because the contact on the train will be looking for a group of five wearing Daddy Cool baseball caps. There are other people hanging around waiting for the maglev to come in too, and they look like all sorts – businesspeople, local civilians, off-duty MILICIAmen, schoolkids, and so on and so forth.

Unbeknownst to the players, two of the crowd are our SRID agents, Antoine Devereaux and Chantelle Moyet, waiting to see who'll be meeting Dementiev off the train. Devereaux is dressed as a businessman and is standing overtly on the platform keeping a close eye on everybody. Moyet, having convinced Devereaux that two heads would be better than one in this situation, is sitting in the waiting area, reading a newspaper and ready to tail whoever Devereaux alerts her to via a throat-mike hidden in his collar in communication with an earpiece she's wearing disguised as a personal stereo (the system is one-way).

Before long the maglev pulls in, more-or-less on time, and people begin disembarking. There's no sign of Dementiev in the first surge of people, and when the crowds begin thinning out as the last few stragglers with heavy baggage shuffle off the platform it's becoming obvious that there's a problem. Eventually there's only the PCs and Devereaux waiting on the platform. Devereaux does a good act of looking confused and worried, even pretending to make an unanswered call on his mobile phone, but the PCs will notice that he's looking over at them from time to time – although that's hardly unnatural in this situation.

After a few minutes the crew disembark (if questioned, one of them does indeed remember seeing a woman in a blue suit on board), and the cleaning crew board the train. A few minutes later, there's a scream of horror from about three-quarters of the way along the train – one of the cleaners has unlocked a locked toilet cubicle having knocked and received no reply, and found Dementiev, shot several times from close range and thoroughly dead. There's nothing unusual on her corpse, and an ambulance and members of the MILICIA garrison will arrive shortly to secure the scene. If the players have made it obvious they knew the deceased woman they'll have to answer plenty of questions.

The players will no doubt wish to discover the fate of the crate they're supposed to be collecting. Dementiev was supposed to sign it over to them, but she won't be doing that now. However, enquiring of the dockers at the cargo terminal will reveal (assuming

appropriate rolls and perhaps bribes are done) that it was loaded onto a truck and taken away on the order of one Uivyan Freo. Enquiries around town (Streetwise rolls or good ideas) will reveal Freo to be the main henchwoman of Delano Eckland, owner of several 'enterprises' in town. When the players leave the station, Moyet will tail them – she's a skilled tail and blends effortlessly into any crowd because of her utterly forgettable features. Spotting her is a Threshold 7 Cpx 2 Notice test, which can only be made if the player specifically asks to check to see if anyone is tailing them. If the players are in a vehicle she'll take a taxi, which reduces the Threshold to 5 Cpx 2 but there's a lot of taxis around Westphalia due to the large amount of tourists.



## **Location 2: Gold Dusters**

Once Moyet has found where they're staying she'll rendezvous with Devereaux and he'll find what room they're in from the desk clerk, with a bribe and a purported interest in one of the PCs (female, if there are any). That done, they'll take rooms as near as possible to the PCs' (one next to the double room which is for Corivas and Uantis pretending to be married, one under the triple which is for the others is what they get) and bug them for sound. Finding these bugs will require scanning equipment and a contested roll of Investigation modified by Perception for the player and Creativity for Moyet.

If the opportunity arises, Devereaux will search the PCs' rooms. Make an Investigation (PER) test for him against the results of a Stealth (CRE) test by one of the players, if they specified they were hiding stuff. Otherwise he automatically finds anything not disguised (such as, ironically, a disguise kit) and can make an Investigation (PER) test against Threshold 5 Cpx 2 to discover the real purpose of a disguised item. Suspicious things will make him suspect they're enemy agents of some sort, disguised items will ensure him of it, and baseball caps reading "I Went To Raleigh And All I Got Was This Lousy Lobotomy" will give him plenty to work with.

The Gold Dusters casino and hotel is a slightly pyramidal, X-shaped structure 30 stories high, giving each room its own balcony which enjoys little privacy from those above it. The main entrance is between two of the wings of the X, and features outside a large sandpit containing a slightly abstracted sculpture of Delano Eckland in faux-gold, seven metres tall and wearing a traditional shoulder-mounted prospecting rig, smiling toothily with two faux-diamond teeth positioned so as to get maximum sparkle from the sun. Coaches and taxis drop tourists off here, and people who drive their own cars have them parked for them by car park attendants. There's coloured lights beaming into the sky and around the ground and an atmosphere of expectant excitement which is kind of infectious.

Inside, the foyer is extravagantly done up with fake gold fittings all over the place – the carpet is straw-coloured with sparkles, the reception desk has a golden top, the paintings (landscapes of Badlands locales famed for gold strikes) have golden frames, the staff wear straw-coloured uniforms with plenty of gold trim and buttons, and so on and so forth. Delano Eckland is often to be found here doing the meet-&-greet, especially in the evening, with his bodyguards parked a few metres behind him.

At this time he's promoting a raffle to raise funds for charity (Badlands war orphans), the prize for which is two tickets for the Float – the Gold Dusters parade float will be going out into the desert for the day, for gambling and a bit of gold-hunting; it's very exclusive. There's a big machine with little numbered balls constantly swirling about in it, which can be rigged with a successful Threshold 5 Cpx 2 Technical Sciences (Mechanics or Electronics) (CRE) roll, if they can get near it for long enough. A raffle ticket is twenty dinars and earns you Eckland's thanks. The draw takes place on Saturnalia morning.



To the right of the foyer are several rooms with entertainments going on – a comedian (Johnny Nugget), a cabaret singer (Goldie Bullion), a bunch of nearly-naked people painted gold and dancing on a stage (The Glitters), and a more sedate restaurant, with golden cutlery. To the left is the casino, a huge sprawling room with a swanky bar at the near end, with games tables and fruit machines further on in. People here are well-dressed and there's a constant buzz of noise as money is won and lost, and the atmosphere is one of tense fun.

Devereaux will spend some of his time waiting in the bar, keeping an eye on the comings and goings in the foyer, and will tail the PCs if they leave the building – opposed rolls of his Stealth (CRE) versus their Notice (PER). If they come into the casino, he'll get a seat at the same table and try to engage them in conversation, playing the dumb tourist and trying to get a hint as to who they are and what they're up to.

The rooms, by default, are reasonably spacious, with comfortable beds, piped triideo, a wet bar, en-suite bathrooms, balconies with tables and chairs, big wardrobes, menus for room service and pamphlets for the hotel's facilities, full air-conditioning and electronic magnetic fob locks (no struggling to get your key into the keyhole while blind drunk!). The walls are of thin but tough polymer sheets, double-spaced with sound-absorbing (also insulating) solid foam between them.

A staircase runs from the ground floor up the centre of the hotel, and there are sixteen lifts (gold buttons and doors and railings and benches) going from various points around the ground floor both upward, and down to the car park.

Below the hotel is the car park, three levels of it, itself underneath the kitchens, generator, laundry and general storage rooms. The entrance to the car park is around the back, and although usually cars are driven in by car park attendants, guests do have access to here. What they don't have access to is a secret level above the car park and below the staff areas. A Notice (PER) test against a Threshold of 5 Cpx 1 while riding the lift down (if they're thinking about it) will reveal that there's an extra level not on the map that the lift bypasses (although being a guest lift of course it also bypasses the staff areas, which give a flare of light through the door as they pass). To access the secret area you go to the top floor of the car park area and through a locked and alarmed rolling garage door marked "PRIVATE", which actually leads to a room which is a large cargo lift, leading up one floor to the secret storey. While the crate is in that area, there'll be a guard constantly there, although paying limited attention to the task at hand due to utter boredom and privacy. The crate is under a tarpaulin in a corner.

The crate will remain there from when it's delivered (which is before the PCs could possibly find it) until about two hours before the parade, when it'll be taken outside and quickly integrated with the parade float, which will be around the back of the hotel.

## Location 3: Live From the Westphalia Arena

The Westphalia Arena is the town's main sports stadium, centred around an artificial-turf soccer field surrounded by a running track. The turf can be peeled back and stored leaving a hard-packed sandy dirt floor, as can the track surface, and that's exactly what's been done in preparation for the full-on metal-mashing carnage that'll be used to celebrate Saturnalia. The tiered seating areas surrounding it have been raised to make it more of a pit, and there's obstacles and things scattered about, not properly set up yet but free to use for training purposes. There's a deployable cloth sun-shade over the seating areas which is retracted under normal circumstances.

From one of the long sides of the stadium runs the tunnel for human-sized sportspersons, which leads to the dressing rooms and all that. From one of the short sides runs the much larger tunnel for Heavy Gears. Along the sides of this dark concrete tunnel are the pit areas, which at the moment are filling up with Gears and crews and spare parts, with mechanics running about doing tune-ups, chatting to each other and cursing over the state of the equipment they're forced to work with. There are numerous radios playing and motors running and with the echo you have to raise your voice to be heard clearly.

What you get when you sign up is a concrete room 6 metres high, with a rolling garage-style door with an electronic keycard lock. That's about it. The PCs' pit room is third on the left coming from the arena, and contains all their Gear-related boxes, tools and equipment, including Daddy Cool himself, their disco-themed Jäger. The event is going to be an over-the-top family affair, rather than a serious sports dueling tournament – Goodie and Baddie characters, alliances, feuds and storylines are the order of the day.

Daddy Cool (the Gardena team's entry) is a goodie. Other goodies include Iggy (an Iguana done up as a cartoonish reptile who fights for honour against all odds, an entry by the Southern Republican Army), The Spacer (a Spitting Cobra who wants to go into space with the help of its unreliable rocket belt which produces lots of smoke and sparks but no thrust, from Timbuktu), Fishman (a silvery scaled Jäger with fins sponsored by local casino Waterworld), and Emir Incorrigible (a Black Mamba proud to be from the Eastern Sun Emirates and embodying all the princely virtues, all the way from Strathclyde itself).

Baddies include Caporal Merde (a Jäger mockery of the Military Police, by the local MILICIA garrison), The Ceffie (a Spitting Cobra painted in CEF colours and with a shaven-headed purple-painted pilot from Aquitaine), Slaver (a nasty Black Mamba who wants to take other pilots home as slaves, from Yung An) and Crazy Nathan (a Hunter done up in lots of pseudo-religious gear including an imitation Dorothean fighting staff and an eye-patch painted on its sensor cowl, poking fun at the Northies, from Réunion).

The games are run with no weapons except what's in the arena, which is a selection of dueling stuff brought in by the organisers (or allied Gears!) as appropriate.

## Location 4: Parade Time

The parade will wend its way from the parade ground of the MILICIA barracks (they've let the parade use it, wasn't that nice of them), down various streets in the districts next to the town centre before arriving at the Treaty of Westphalia Memorial Park, where it'll disband and the Gears will head in their own little procession to the Arena for final tune-ups before the evening's entertainment. The parade kicks off at 20:00, just after midday siesta, and will take about two hours. Many of the local businesses (and a lot of those are garishly-themed casinos, but there's also stylish retail outlets, the rail companies, the tourist board and so on) have floats, and there's marching bands (including the MILICIA garrison's martial band, led by AST Garrison Commander Gerome Bienvenue himself on trombone), giant puppets, balloons and dancers. Music will be blaring, guys on stilts will be loping back and forth, Gears will be waving, people will be cheering, and nobody whatsoever will be throwing confetti or ticker-tape.

The Gold Dusters float is a large flat golden (naturally) affair almost the full width of the streets, abuzz with lucky passengers dressed in desert garb and of course Delano Eckland himself. In the centre at one end there's a raised rectangular area (containing the crate) with an enclosed glass box atop where food is served and the air-con is on. There's a sun-shade covering the whole thing, and fruit machines are lined up against the wall of the crate, with game tables are littered about the flat area. Stairs up to the box are round glass ones at the accessible end of the box. Champagne flows freely and uniformed attendants dispense finger-food. Underneath, the float has large balloon tyres and plenty of spare water and emergency gear stored (including a satellite phone) along with supplies for the themed outing.

The Gold Dusters float will do its last-minute assembly (i.e. putting the crate in and ensuring it's hidden) outside the back of the hotel, then head to the MILICIA barracks. It'll follow the parade route and once it arrives at the Treaty Park will meet up with two Élan jeeps of guards (Smuggler archetype, Page 134 armed with Paxton S59 SMGs, Page 188) and head off out into the desert to an area where they've sprinkled some gold dust for the tourists to find, where it'll park so the guests can take the metal-detectors and prospecting tubes provided (and pans if they feel so inclined) and engage in some light-hearted gold-hunting, aided by some professional guides. A small passing caravan which is in reality Peace River agents in disguise will happen by and take the crate, handing over a briefcase of money to Eckland. The party will continue until a couple of hours before sundown (which is at 27:00), whereupon they'll collect everyone, hold a roll-call and return to the hotel.

Devereaux and Moyet will, unless they have no reason to be suspicious of the PCs, keep an eye on the parade, but only as regular spectators – they won't be able to get involved in the proceedings or follow along with it too much.

# The Fireworks

Here's an approximate timeline of the events that are pretty much set in stone.

## Day 1

**Morning:** The PCs arrive in town, unpack and get set up. Arthurian agent Linsey Dementiev is assassinated aboard the Gamma Maglev.

**Afternoon:** The PCs go to the maglev terminal, as do the SRID agents. The scenario begins. The SRID agents tail the PCs to their hotel, obtain nearby rooms, and set up surveillance. Delano Eckland takes delivery of the crate and moves it to the secret floor of his car park.

## Day 3 - Saturnalia!

**Morning:** Eckland's float arrives at the Gold Dusters hotel and is fitted with the crate. It drives to the MILICIA garrison during the midday rest period.

**Afternoon:** The parade takes place. The Gold Dusters float drives out of town to the desert. About half an hour later it's met by a caravan consisting of Peace River agents. The hand-over occurs.

**Evening:** The caravan returns to town, minus its payload but with a load of pay, unless the PCs have done their job.

Obviously this is a very open-ended scenario, and a lot of what happens will depend on the personalities involved – the players might do something, to which the SRID agents will react in their own way, to which the players will in turn have to react, and so on. Go with the flow, improvise, have fun and keep the atmosphere of the secret war of espionage\counter-espionage alive.

If the SRID agents should at some stage decide to approach or interrogate Eckland, things will still go ahead as planned – his henchwoman Vivyan Freo is taking care of all the actual details. Eckland won't help them because they're Southerners, and will resist interrogation. If transported to a SRID facility for a thorough going-over after the scenario ends, he'll hold out until a HIRA mole assassinates him.

If they grab the crate while it's out of town before the hand-over they can get back and leave town as originally planned (damn, the Gear broke so we're off home now) before the float arrives back. If they grab it after the handover, from the Peace River agents, they can do what they like although they shouldn't wave it under Eckland's nose. If they grab it before the parade, Eckland will have people out looking for it.



# NPCs

## The SRID agents

### Antoine Devereaux

**Allegiance:** SRID

**Tag:** Prefers to work alone, acts dumb but isn't

**Quirk:** Usually wears a purple flower in his lapel

**Advantage:** Good at improvising

**Flaw:** Isn't co-operating properly with his partner

**Looks:** Handsome and aristocratic. Clothes look great on him.

**Says:** Typically dumb Republican things, pretends not to know people find it mildly offensive (somewhere between the worst of English and American tourists)

**Equipment:** Fashionable suit (well-to-do businessman on holiday), concealed Dartand 6mm pistol, watch camera (10 mins of audiovisual recording), cellphone-lockpick, stealth suit and helmet (in his room), WFPA knife, SRID I.D., plenty of casino chips

<b>Age:</b> 47 cycles	<b>Height:</b> 1.75 m	<b>Weight:</b> 75 kg	<b>Hair:</b> Black	<b>Eyes:</b> Green
-----------------------	-----------------------	----------------------	--------------------	--------------------

<b>AGI</b>	<b>0</b>	<b>APP</b>	<b>+1</b>	<b>BLD</b>	<b>0</b>	<b>CRE</b>	<b>+1</b>	<b>FIT</b>	<b>0</b>
<b>INF</b>	<b>+2</b>	<b>KNO</b>	<b>+1</b>	<b>PER</b>	<b>+1</b>	<b>PSY</b>	<b>0</b>	<b>WIL</b>	<b>0</b>
<b>STR</b>	<b>0</b>	<b>HEA</b>	<b>0</b>	<b>STA</b>	<b>25</b>	<b>UD</b>	<b>5</b>	<b>AD</b>	<b>3</b>

<b>Skill</b>	<b>Lvl</b>	<b>Cpx</b>	<b>Skill</b>	<b>Lvl</b>	<b>Cpx</b>	<b>Skill</b>	<b>Lvl</b>	<b>Cpx</b>
Combat sense	2	1	Hand-to-hand	2	1	Notice	2	2
Defence	1	1	Info. warfare	2	1	Seduction	2	1
Disguise	2	1	Investigation	2	1	Small arms	1	1
Gambling	2	2	Negotiation	2	1	Stealth	2	1



## Chantelle Moyet

**Allegiance:** SRID

**Tag:** Constantly high-strung and edgy and smoking

**Quirk:** Not too good in social situations, but a good techie, likes expensive Southern cigarillos

**Advantage:** An electronics wizard, anonymous appearance

**Flaw:** Lacks confidence

**Looks:** Limp mousy-brown hair, smell of stale smoke – otherwise very forgettable

**Says:** Clipped or monosyllabic sentences

**Equipment:** Laptop computer, electronics case, wide variety of bugging gear, concealed Dartand 6 mm pistol, appropriate but uninteresting clothing, low-light spectacles, SRID I.D.

<b>Age:</b> 42 cycles	<b>Height:</b> 1.3 m	<b>Weight:</b> 61 kg	<b>Hair:</b> Brown	<b>Eyes:</b> Blue
-----------------------	----------------------	----------------------	--------------------	-------------------

<b>AGI</b>	<b>0</b>	<b>APP</b>	<b>0</b>	<b>BLD</b>	<b>-1</b>	<b>CRE</b>	<b>+2</b>	<b>FIT</b>	<b>0</b>
<b>INF</b>	<b>-2</b>	<b>KNO</b>	<b>+2</b>	<b>PER</b>	<b>+1</b>	<b>PSY</b>	<b>0</b>	<b>WIL</b>	<b>+1</b>
<b>STR</b>	<b>0</b>	<b>HEA</b>	<b>0</b>	<b>STA</b>	<b>25</b>	<b>UD</b>	<b>4</b>	<b>AD</b>	<b>3</b>

<b>Skill</b>	<b>Lvl</b>	<b>Cpx</b>	<b>Skill</b>	<b>Lvl</b>	<b>Cpx</b>	<b>Skill</b>	<b>Lvl</b>	<b>Cpx</b>
Combat sense	1	1	Hand-to-hand	1	1	Stealth	2	2
Defence	1	1	Info. warfare	2	2	Tech. sci.*	3	2
Disguise	2	2	Notice	1	1	Tinker	1	1
Forgery*	2	2	Small arms	1	1	* Electronics		

The SRID agents want to find out what's going on. They don't know who the PCs are, although a small amount of investigation will certainly make it presumable that they're from the Humanist Alliance. They don't know of the existence of the crate, unless they manage to find out during the course of the scenario. They don't know what's in the crate, but if they know it's the centrepiece of the whole shebang they'll certainly want a look inside. They don't know Eckland is involved, again unless they find out as the scenario progresses. They're undercover and not exactly on their home ground although it's about as close as they can get while still being outside the Republic's borders, but if it comes to the crunch they're still willing to start shooting and can call on the MILICIA to help.

## **Delano Eckland**

**Allegiance:** Westphalia crime syndicate

**Tag:** Wannabe Badlander, plays the overenthusiastic host, never stops smiling with his teeth

**Quirk:** Unfond of the Southern Republic, is sarcastic (but still very smiley) with them

**Advantage:** Good connections

**Flaw:** Lives in a town administrated by the Southern Republic

**Looks:** A big guy but a bit tubby, pair of gold teeth

**Says:** Stuff with a somewhat fake-sounding Badlander drawl

**Equipment:** Pretty Stylish Actually suit inspired by traditional Badlands designs, bodyguards especially when outside his casino, plenty of casino chips

Eckland is in this for the money, pure and simple. He's done work for Peace River before and found them to honour their debts, so he's happy to undertake this task because he knows he'll be well-paid. His contacts in Peace River have told him the crate is booby-trapped (although it isn't) so he's not to try to open it, so he won't. He'll treat enquiries with suspicion, and has a fair amount of muscle to call upon if necessary. He's not afraid to leave a few broken bones or even corpses in his wake if it'll help him achieve his ends.

## **Westphalian MILICIA garrison**

**Allegiance:** Allied Southern Territories

**Tag:** Drawn from all over the AST

**Quirk:** Bored, always on for a chat

**Advantage:** They're the law in this town

**Flaw:** But it's not under martial law as such so they can't shoot first

**Looks:** Regular fatigues, rifles slung, helmets off and berets on

**Says:** Things in an authoritative tone of voice

**Equipment:** Medium flak suit, 7mm rifle



An AST protectorate, Westphalia is patrolled by the Southern MILICIA, who hang around in twos and threes walking their beats and ensuring the town is kept free of trouble and litter. They're far from the horrors of Saragossa or the uprisings in the Eastern Sun Emirates and so enjoy their reasonably peaceful job. They're always glad of a chat, especially with someone from the same league as them. Use the Infantry Soldier stats on Page 128. Any given group has a 50\50 chance of containing somebody from the Humanist Alliance (or any other league for that matter) and a good Negotiation roll will bend those ones to a PC's will if they believe it's for the good of the Alliance.

## The Peace River agents

The caravan consists of three large Camel transport vehicles, and three PaxSec agents and six Peace River Defence Force special-operations troopers with a desert guide (Page 121). They're well-armed and prepared to defend themselves against anything up to a pair of Heavy Gears with support, although all their hardware is kept hidden. They're wearing simple desert garb and although their accents mark them as being roughly from the Peace River neck of the woods the only proof is their I.D. cards, which they obviously aren't waving about.

Use Infantry Trooper stats (Page 128) for the troopers, with Paxton R25 7mm Assault Carbines (Page 189) and two of them with the tools and talent to field an anti-Gear rifle (Page 206) and even a portable AAGM launcher (Page 197). Use Killer/Assassin stats for the PaxSec agents, with Paxton S596 Suppressed Submachineguns (Page 188).

