

# THE COLA DEBACLE

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## INTRODUCTION:

### CREDITS:

This adventure is based upon an adventure seed titled *URBAN LEGENDS* by Rob Meyers that I found on the internet. I found it at the following link which is no longer active: [homepage.mac.com/robmeyers](http://homepage.mac.com/robmeyers). Thanks Rob and if you object to me expanding on your material in this fashion please contact me and I will have this removed. Rob's original adventure seed was as follows, it is posted here without his permission as I do not have any way of contacting him with the link to his web site no longer being active.

*“Due to the original secret recipe being lost in the Twilight War, the best-selling cola along the American Arm is actually the hated "Mark 2" version.”*

*This is true, and is a source of secret shame to the cola corporation. The real secret recipe was hidden in an old wooden cabinet in New England in 2003 by the last surviving member of the board of directors, and was never recovered.*

*The recipe has been found by a homeowner after the cabinet was shipped to Tirane, and the player characters have been hired to recover it by any means necessary (starting with large offers of cash) or copy and destroy it. An Americorp team is after the recipe as well, and may get to it before the PCs. This will make recovery all the more urgent, and the corporation does not want the authorities becoming involved. The PCs must be careful handling the recipe, as it will be no good if the corporation cannot advertise it as 'secret'. If the PCs read the recipe their lives will be in danger when the company acts with deadly force to make sure the 'secret' really is a secret.”*

I am going to use the original authors' basic idea but am going to modify it to add a bit more travel and exotic locals. This adventure will be set in 2320AD but could easily be adapted to the 2300AD timeline.

## RULE VARIATIONS

This adventure is written based upon my homebrew D20 combat and task rules based upon the 2300AD game. These home brew rules are posted on the 2300AD Collective Web Site.

### ORGANIZATION

This adventure will be organized in the following manner:

- Background Information
- Scenes
- NPCs
- Library Data
- Special Rules and Equipment

### BACKGROUND INFORMATION

There are two major companies competing for the top position in the human soft drink industry, followed at a distance by a number of much smaller concerns. These are Co-Cola and Americo. Co-Cola controls approximately 51% of the soft drink market in the core and Americorp controls about 37%, with smaller companies dividing up the remaining 12% of the market. Americo has a slight advantage in the frontier. Co-Cola is a one dimensional company that is primarily involved in the production and distribution of it's soft drink products, while Americo, of course, controls much of the wider convenience foods market in the core and much of human space, plus light manufacturing and other activities. In the last 250 years Americo has tried on a number of occasions to acquire Co-Cola, but a controlling percentage of the stock is owned by the Lesner family. The Lesner family was a major stockholder in Co-Cola before the Twilight War, took control after the war and has maintained control of the company since. Co-Cola has been able to maintain market dominance based upon its name and signature product that has been in production for about 400 years. Co-Cola has a secret however. During the Twilight War the secret recipe for Co-Cola's signature product was lost. The Co-Cola produced for the last 300 years or so has claimed to be the original Co-Cola but it is not.

Last year an old widow died in Bangor Maine, America. One of her heirlooms was an ancient, 1880s roll top desk that she willed to her nephew who is a colonist on the Tanstaaf colony on Aurora. The old widow's nephew had the desk shipped to him and it was broken in transit. As he went about making repairs he found an old envelope concealed within the back panel of the desk. When he opened it he realized that he had found a copy of the pre-twilight war Co-Cola recipe. The colonist, John Sneed, believed that the document may be considered a historical artifact of some value by the Co-Cola Corporation. He contacted the Co-Cola Corporation via electronic mail, which was received at the corporate headquarters in Denver, Colorado. Sneed has no idea that the Co-Cola produced since the Twilight War has been part of a fraud, and that he is holding the evidence of this fraud. In the letter Sneed indicated that he was willing to negotiate the sale of the old document to the Co-Cola Corporation, but that he wanted to conduct negotiations in person.

The Co-Cola Corporation, Security Division immediately did some background work on Sneed and learned that he was born and lived in the Boston Metroplex area for his entire life except for a six year tour in the United States Space Forces during the Kafer War as a combat medic assigned to an American Colonial Marine unit, and that he served in the French Arm. After his term of service was completed Sneed was honorably discharged and returned home where he went to work for a company that designs and produces components of space missile guidance systems for the American military. He worked at this job, with a spotty work record, until 4 years ago when his employer moved for his admission into a Veterans Hospital Psychiatric ward. The man had clearly become a *snap*. After being released from the hospital Sneed immigrated to Aurora using a VA benefit program to fund his new start, supported by the Humanadyne corporation, which runs a hospital in Tanstaaf city and a number of clinics throughout the colony. VA records obtained through some back channels by Co-Cola indicate that Sneed is very distrustful of corporations and believes that large corporations have usurped the power of the national governments. Sneed has also professed that multi-national and interstellar corporations are as large a threat to human civilization and freedom as the Kafers ever hoped to be. Of course, many who move to the colonies share his view. Co-Cola has not been able to determine Sneed's current employer on Aurora.

Only some members of the Lesner family know that the Co-Cola company has been falsely claiming to be making their signature soft drink from the pre-Twilight war recipe. Sneed's letter has caused quite uproar, on the edge of panic, about the issue. The family has decided that Casy Lesner will undertake the mission of retrieving the recipe from Sneed by traveling to Aurora to meet with him. As Casy Lesner plans on obtaining the recipe at all costs, and because he does not want to travel into the uncivilized frontier without security, he has contacted Rebco-SAR to hire a team of experienced troubleshooters to assist him in his endeavor. What Casy does not know is that his wife was seduced two years ago and has been carrying on an illicit affair. His wife's lover is an Americo agent equipped with bio-tech pheromone enhancers, very good plastic surgery and training in seduction. The Americo agent, working as a mid level executive at Co-Cola, has been using her to obtain information about the inner workings of the Lesner family, looking for an opportunity. The way Americo sees it, that opportunity has arrived.

Americo does not yet know that the Co-Cola company has been falsely advertising its signature product, but suspects that such is the case due to the fact that someone as high up the food chain at Co-Cola as Casy Lesner is going in person to attempt to acquire the old recipe document. In any case, Americo intends to obtain the document from Sneed in order to try to use it to cause public relations scandal for Co-Cola to knock it off the top of the soft-drink ladder.

## **SCENES:**

### **SCENES SYNOPSIS**

- **SCENE ONE: GETTING THE JOB:** The PC team will be contacted through Rebco SAR regarding a contract involving travel to the end of the French Arm.

The PC team will meet Casy Lesner' representative and will learn details of the mission.

- **SCENE TWO: THE TRIP:** The PC team will join Lesner on a chartered starship for the trip to Aurora. During the transit through the French Arm the vessel will put in at Kimanjano for re-supply. There will be trouble in port as Americo agents attempt to slow the progress of the PC teams' mission.
- **SCENE THREE: ARRIVAL AT AURORA:** The PC team's vessel will arrive in the Aurora system and the PC team and their patron will travel to the harsh colony planet via shielded shuttle. After leaving the spaceport the PC team and their patron will be assaulted by a group of local criminals hired by an Americo agent to slow the PC team's mission.
- **SCENE FOUR: TRIP TO THE BACK OF BEYOND:** The PC team will make contact with Sneed via microwave net. Sneed will report that he has already been in contact with representatives of a food service industry museum located in Libreville, who has expressed an interest in the document as well. Sneed says that he has arranged to meet with these representatives at the High Pass Hotel in the town of Dead Mule in one Auroran day (61 hours). Sneed will agree to meet with the PC team and their patron at the same time. The PC team must travel with their patron across the Tanstaaf colony to make the meeting.
- **SCENE FIVE: DEAD MULE:** The PC team will arrive in Dead Mule and will immediately be under surveillance by members of an Americo team that is in town. Americo agents will hire local toughs to cause problems for the PC team.
- **SCENE SIX: THE MEETING:** The PC team will accompany their patron as he meets with Sneed and the "museum representative" to bargain for the purchase of the document. At the end of the meeting Sneed says that he will take a day or so to make his decision and that he will be in touch within one half a day (Auroran 61 hour day) with news.
- **SCENE SEVEN: THE SQUEEZE:** Sneed will leave town in his range truck. He will be tracked to his mining camp, 25 kilometers away into the mountains, by Americo agents. Unless it is prevented by the PC team Sneed will be attacked at the camp where he lives with his wife and her family and friends. Sneed will be held at gunpoint until he surrenders the document, with his family held hostage as well.
- **SCENE EIGHT: THE CHASE:** If the PC team did not prevent the attack on Sneed at the ranch, he will contact the team and tell them what happened. The team will then have to chase the Americo agents across the Tanstaaf colony to recover the document before they can leave the planet with it.
- **SCENE NINE: ABOARD SHIP:** If Americo agents have the document and the PC team is not successful in getting it from them, they will determine that the Americo agents are probably heading back to the core on the next space liner leaving port. The PC team will also get on the ship and will have to retrieve the document aboard.

## **SCENE ONE: GETTING THE JOB**

**SYNOPSIS:** The PC team will be contacted through Rebco SAR regarding a contract involving travel to the end of the French Arm. The PC team will meet Casy Lesner's representative and will learn details of the mission.

**LOCATION:** Libreville or Gateway

**ACTION:**

The PC team members will be contacted by Miles O'Bay of Rebco-SAR (see NPC section below) regarding an employment opportunity. If the PC team is not at Libreville or Gateway, O'Bay will arrange for them to be transported from any location on earth to Libreville. An appointment will be set for the next day for the PC team to meet O'Bay and a prospective employer at the Rebco-SAR office.

When the team arrives they will be greeted by O'Bay's secretary who will lead them into a large, well appointed meeting room where refreshments will be offered. She will then provide the PC team members with standard Rebco-SAR non-disclosure agreements for them to read and sign while they are waiting for Mr. O'Bay who will be along in a few minutes.

When O'Bay comes in he will be accompanied by a thin Asian woman with a severe bun hair style and hard eyes in an expensive well cut gray business suit. O'Bay will introduce the woman as Miss Woo. O'Bay will ask if the team found the confidentiality agreements to be acceptable. If the PC team signed the agreements O'Bay will gather them up and will then start the meeting. O'Bay will tell the team that the patron for this mission is the CoCola Corporation and that Miss Woo represents Casy Lesner, an officer of the CoCola Corporation. O'Bay will then turn the meeting over to Miss Woo. Miss Woo greets the team and tells them that they have been chosen for this mission due to their wide range of experience and skills and time working on the frontier, and on delicate missions. Woo explains that a relic copy of the CoCola recipe has surfaced on the frontier colony of Tanstaafl on Aurora, and that the person in possession of the document has expressed an interest in selling it to the CoCola Corporation. Woo goes on to mention that the actual formula of CoCola has been a closely guarded secret for over 400 years and that the CoCola Corporation wishes to obtain this relic document as quickly and quietly as possible. Woo explains that CoCola corporate security division has learned that the person that is claiming to be in possession of the relic document has a history of mental instability and an irrational mistrust and hatred of large corporations. Woo will then flash up on the screen a dossier of John Sneed that includes documents from his VA file. The VA file lists Sneed as paranoid and borderline manic depressive, and shows that he opted for a Humanadyne sponsored colony immigration program upon his release from the hospital after reported successful treatment.

Woo will tell the PC team that they will be accompanying Casy Lesner, his personal security specialist, and his personal assistant on this mission. Miss Woo explains that this mission is considered to be top secret by CoCola and that Mr. Lesner is one of the top men in the company. Woo says that the PC team will be working at Lesner direction.

O'Bay will then ask the PC team that if they choose to accept the mission the pay offered is Lv 100 per day plus expenses and a Lv 5,000 bonus per team member once the relic document in question is recovered. All necessary mission equipment will be provided to include class 2 weapons bonds in the TanstaafL colony and sonic stunner weapons bonds between Libreville and TanstaafL. Standard Rebco life and health benefits apply as does transportation to Aurora on a chartered starship arranged by CoCola. Co-Cola will also pay for standard passage for the team back to Earth or to any other destination on the French Arm from Aurora. The mission will be considered to be complete when Mr. Lesner and the relic document in question arrive back aboard the vessel chartered by Co-Cola. In the event that the document is determined by Mr. Lesner to be a fake or forgery, payment for the team will remain the same. O'Bay will also remind the team that if they decline the mission, per the signed agreement, they will be guests at the Rebco-SAR all inclusive corporate resort on a man made island off of the coast of Gabon for three weeks at a pay rate of Lv. 30 per day.

If the PC team accepts the mission they will be given tickets for a space-plane flight leaving in the morning to Gateway from Libreville. They will also be given instructions to move to passenger terminal docking bay E-97 where they will find the starship chartered by Co-Cola. The Jakarta Lines B-6. Miss Woo will thank the team for their attention, wish them good luck and will then make her exit. O'Bay will then provide the standard frontier troubleshooter equipment list and will ask the team members for any additional equipment requests (and he will fill reasonable ones).

Due to the nature of the mission Rebco has arranged for the PC team members to have access to their weapons aboard the chartered vessel, after a large premium payment to Jakarta Lines. In addition, class 3 weapons bonds have been obtained for the PC team in TanstaafL. The PC team members are also allowed to carry a standard equipment crate aboard the vessel.

## **SCENE TWO: THE TRIP:**

**SYNOPSIS:** The PC team will join Lesner and his bodyguard on a chartered starship for the trip to Aurora. During the transit through the French Arm the vessel will put in at BCV for re-supply. There will be trouble in port as Americo agents attempt to slow the progress of the PC team's mission.

**LOCATION:** Beginning at Gateway/Sol and ending at Blackjack Field, TanstaafL, Aurora, Eta Bootis system.

### **ACTION:**

The PC team will have no trouble finding the Jakarta Lines B-6 at docking bay E-97. Here they will be greeted by the ship's steward. The vessel itself is a Beowulf Class 200 ton freighter with a crew of 6. The vessel has been modified from the standard (using the Gurps Deck Plan 1) in that it carries no low births and 10 has been outfitted with two standard staterooms and a small lounge. Area 11 has been outfitted with a luxury

stateroom and lounge. An iris valve has been added to the interior wall of area 10 to allow access to the hallway and area 11. The vessel is operated by Jakarta Lines, which is an Indonesian corporation that has a fleet of small freighters that have been modified to be quickly tailored to various specialized tasks. Jakarta Lines specializes in the corporate charter business. In addition to his native language the steward and the captain speak both English and French with a strong accent. The PC team members will have the passenger deck of the vessel to themselves.

The CoCola corporation has hired the B-6 to make a speed run to Eta Bootis. The corporation would have preferred to hire a faster ship, but the B-6 was all that was available on short notice that could carry Lesner in any kind of comfort. For this reason the ship will not be making standard stops along the route, and will only stop long enough to discharge drives and fuel. The only scheduled stop of any duration will be at the BCB orbital platform, where the vessel will stop for three days to off-load cargo, take on supplies and make routine checks before finishing the run to the Eta Bootis system and the destination.

When the team arrives the steward will tell them that Mr. Lesner and his assistants are already on board, settling into their staterooms. The steward adds that Mr. Lesner and his staff would like to meet with them in the top deck passenger lounge in four hours.

At this meeting Lesner will introduce his assistants. Lesner will again go over the briefing information and will ask that the PC team members become familiar with Sneed's dossier. Lesner attempts to be personable during the meeting, and mentions that he hopes to get together from time to time during the journey for a game of cards or something.

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The trip will take 52 days and the B-6 will pass through the following systems during the voyage to the Eta Bootis system;

- Nyotekundu
- Bessieres
- Neubayern
- Augereau
- Queen Alice's Star
- Kimanjano (3 day stop over)
- Beta Comae Berenices
- DM+36 2393
- Hochbaden

- Eta Bootis

During the long-long voyage the team will have a chance to leave the ship during re-fueling at Newbayern, Queen Alice's Star and Kimanjano, but only for a few hours on each occasion. Once every three days or so Lesner and his companions will join the PC team in their lounge for some penny-ante poker. Lesner and Edward Pickle will be quite personable, but Emily Gobin will not have much to say, and will usually only stay for a short while before returning to the other deck.

During the three day stopover at the Orbital Station at Kimanjano, Lesner will approach the PC team and tell them that he has some CoCola business to attend to in the French orbital terminal. He will also tell the team that Miss Gobin wishes to do some shopping at the terminal duty-free shop and he asks the PC team to look after her.

The French orbital terminal is quite large, being re-built after the Kafer war quickly as all traffic from both fingers of the French Arm meet at Kimanjano. The most popular part of the orbital terminal is a park full of trees and fountains that is surrounded by duty-free retail shops, and it is in this area that Miss Gobin plans on spending the day. An Americo Agent tasked with retrieving the C-Cola document passed through the station the day before and made contact with another Americo agent on the station. Montez passed on to the local agent information previously obtained through Lesner's wife to include the name of the vessel that the PC team is traveling on and dossiers on Lesner, Pickle and Gobin. The Americo agent, Bridget Bristol (who also serves as a distribution manager for Food Extruders) on Kimanjano Station was instructed to slow down Lesner's groups travel if possible. After noting the arrival of the B-6 at the orbital terminal Bristol hired a group of local toughs to pick a fight with anyone accompanying Lesner, Pickle or Gobin. One of this group will spot Gobin and the PC team in the recreation-shopping area and will then call his friends. The group will then begin shadowing the PC team and Gobin as they slowly meander from shop to shop, waiting for a chance to strike. The thugs have already been paid Lv 25 each to cause trouble, and expect to receive a bonus of Lv 300 for every one of the PC teams' party that they can put into the hospital. The thugs will attack with fists, but also have knives. To pick up on the group of thugs shadowing the party is a task:

**TASK:** To spot the group of thugs shadowing the party: Simple. Surveillance (Difficult Spot or INT unskilled)

The group of thugs will be equal to the PC team in number, plus two. See the NPC section below for details. If the thugs find themselves hopelessly outclassed they will flee. Any violence in a public place that involves the use of weapons (even sonic stunners) will result in a police investigation and if the PC team is stopped, this investigation will tie up the PC team for five days. If the PC team is able to capture a thug and interrogate him, he will reveal that the gang was hired by a woman with an English accent to cause trouble.

The French police on the station travel in pairs and are armed with sonic stunners and wear concealed non-rigid vests. There is always a backup team of 6 policemen available that can be anywhere in the station in five minutes that is armed with laser rifles and shotguns.

Other than the events described above at Kimanjano station, the trip will be uneventful unless the GM wishes to add additional encounters.

Authors note: As state previously in my combat and other rules, my game varies in a number of ways from 2300AD cannon and from 2320 play test rules. I like to use the standard Traveller deck plans, because there are so many available. For this reason there is artificial gravity, and inertial compensators in my game, but they only works outside of a strong gravity field, and they can only compensate for a maximum of 2g acceleration.

### **SCENE THREE: ARRIVAL AT AURORA:**

**SYNOPSIS:** The PC team's vessel will arrive in the Aurora and the B-6 will make landing at Blackjack Spaceport, Tanstaaf City. After leaving the spaceport the PC team and their patron will be assaulted by a group of local criminals hired by an Americo agent to slow the PC team's mission.

**LOCATION:** Blackjack Spaceport and Tanstaaf City, Aurora, Eta Bootis System

#### **ACTION:**

The B-6 will make landing without incident at the Blackjack Spaceport and the captain will make arrangements for a shuttle to transport the PC team, their patron and his assistants, to the terminal and customs. If the PC team has been to Tanstaaf before they will know to have some cash handy for bribes to make it through customs without a large delay.

When the team members come up to the customs counter and inspection point each team member will be taken to a small room by a customs official. If the PC is attempting to import weapons into the colony they will at first be denied entry of the weapons into the colony, no mater what paperwork he or she has. A bribe of Lv 20 per weapon will allow passage if the weapon is a sidearm or civilian weapon. If the weapon is a military style weapon it will take a minimum bribe of Lv 50. There will also be cost of a temporary 90 day permit for each weapon of Lv10. Any other items brought into the colony of high dollar value will be taxed as well, usually about Lv 10 per item.

Once the team clears customs, if the PC team does not think of it first, Lesner will suggest that the team secure lodgings and ground transport. There are vehicle rental companies and hotel information and reservation stations in the terminal. Lesner will tell the PC's to secure vehicles while he makes hotel reservations. Lesner will secure lodgings at the Tanstaaf City Center Hilton, and will moan that it was the best that he was able to obtain. The PC team should have no trouble in finding ground cars

(Lv10/day), hover cars (Lv20/day), range trucks (Lv15/day), luxury ground car (Lv30/day) or luxury hover cars (Lv40/day) for rent. Should the team inquire there is also a stretch civilian light transport tilt rotor aircraft for rent at a rate of Lv1200/day plus a security deposit of Lv 50,000.

The PC team will be under surveillance in the terminal from the time that they clear customs. This surveillance is being conducted by a team of eight Americo operatives. There are four operatives on foot in the terminal, and four in vehicles outside waiting to follow the team away from the spaceport. These operatives work for Americo in Tanstaafl full time and are not part of the team that traveled to the planet with Montez. To detect surveillance is a task:

**TASK:** To spot surveillance: Routine, Surveillance (Difficult, Spot). Success indicates that 1-2 of the surveillance team members have been spotted.

If the team members attempt to confront any of the surveillance team members, they will try to evade, and if unsuccessful, will call for the police for assistance. The surveillance agents are not armed.

Assuming that the Americo team is able to maintain surveillance on the PC team, they will keep track of the team, and at an opportune moment will have a group of local thugs attack the PC team. This group of thugs will be equal to the PC team in numbers +2. The attack will most likely be in the form of an ambush, or even a drive by attack from multiple vehicles. This attack could take place in the parking lot of the hotel, as the Hilton does not have covered or indoor parking. See tough guys in the NPC section below. This encounter will only take place if the PC team is out and around town (of course after being cooped up in a spaceship for weeks Lesner's personal assistant, Emily Gobin will want to go out to eat and to do some shopping. If the team maintains a good security footing and stay at the hotel, this attack will not take place. If the attack does take place and one of the thugs is captured and interrogated, he will be able to reveal that the group was hired by a female named Linda. Linda will be described as a black female with an American accent driving a black hover car. They met her in a bar in Blackjack the night before the encounter. She provided them with a net phone and paid them Lv 50, provided the weapons, and promised another Lv 1000 for each member of the PC's team that they killed or seriously wounded. They were given a communications number to call after the attack had been completed. This communications number is assigned to a pre-paid net phone with no subscriber information.

#### **SCENE FOUR: TRIP TO THE BACK OF BEYOND**

**SYNOPSIS:** The PC team will make contact with Sneed via microwave net. Sneed will report that he has already been in contact with representatives of a food service industry museum located in Libreville, who has expressed an interest in the document as well. Sneed says that he has arranged to meet with these representatives at the High Pass Hotel in the town of Dead Mule in one Auroran Day (61 hour days) and that the meeting will

take place at 0200 hours. (the current time will be 0500 hours, so the meeting is scheduled to take place in 58 hours). Sneed will agree to meet with the PC team and their patron at the same time. The PC team must travel with their patron across the TanstaafI colony to make the meeting.

LOCATION: TanstaafI Colony, Aurora, Eta Bootis system

**ACTION:**

After settling into the hotel, Lesner will place a call to Sneed over the TanstaafI communications net. The communications number is to the High Pass Hotel in the town of Dead Mule. Lesner will be forced to leave a message with the hotel staff, who tells Lesner that Sneed will call him back in a day or two.

Twelve hours later Sneed will return the communication. When Lesner receives this call it will be 0500 hours local time. He will tell Lesner that he has already been contacted by another interested buyer. The other potential buyer said that he represented a museum of science and industry in Libreville that was very interested in purchasing the document. He says that he has arranged to meet the other interested buyer at the High Pass Hotel in the town of Dead Mule in 58 hours. This meeting will be at 0200 hours local time. Sneed says that Lesner and the museum representative can bid against each other for the document. Sneed says to bring gold coins or bullion, as that is the only currency that he will accept. Sneed also says that he will have a copy of the document with him for the meeting, but not the document itself, just in case he planned on sending corporate thugs to relieve him of it. He adds that the original document is in a safe place and well protected. Sneed will then say, "see you in 58 hours" and will then end the communication.

From this point the PC team will have to make arrangements to travel to the town of Dead Mule, and to obtain gold. The TanstaafI government mints a Lv100 one ounce gold coin. If the team looks into air travel they will learn that there is a scheduled passenger flight from Blackjack Airfield to Equator Flats in 26 hours. It is also possible to reserve two rental range trucks in Equator Flats, which is the closest location to Dead Mule with regularly scheduled commercial passenger air service.

The other choice is for the team to travel approximately 1200 kilometers overland to the town of Dead Mule.

The overland journey via ground vehicle, whether it be from Equator Flats, or from TanstaafI City will entail some risk. Some of this risk will be from the natural hazards of Aurora, and other hazards will be from humans. Kafers have been largely eliminated from the area between TanstaafI City and Dead Mule, with most of the remaining Kafers farther onto the hotback and to the south. Random encounters, weather and human, should be determined using the Aurora sourcebook from GDW.

Current conditions on TanstaafI are as follows, for additional information see the library section below;

Re-building has come a long way in TanstaafI City and in many of the smaller settlements in the area around the city. Mining operations in the mountains south of Le Gulfe in area 3 have been expanding, with the discovery of extensive deposits of gold. Much of area 3 has been abandoned and some small Kafer bands, surviving with their Yilli food converters still roam the rubble of the ruined settlements here. Human bandits are still a plague in all rural areas of the colony, becoming less of a threat the closer one is to TanstaafI City.

## **SCENE FIVE: DEAD MULE**

**SYNOPSIS:** The PC team will arrive in Dead Mule and will immediately be under surveillance by members of an Americo team that is in town. Americo agents will hire local toughs to cause problems for the PC team.

**LOCATION:** The town of Dead Mule, located 100 km north west of Distant Thunder, TanstaafI Colony, Aurora, Eta Bootis System.

### **ACTION:**

What follows is a description of the town of Dead Mule. Note: I plan on using the Dead Mule town map from the old TSR Boot Hill module "THE LOST CONQUISTADOR MINE" when I run this adventure, but north on the map will be south.

The Small town of Dead Mule is located along a rough dirt road in the mountains at the entrance to a very narrow pass that leads farther into a rugged mountain range. The North end of the town is dominated by a high ridge and part way up the ridge on the east side of the pass there is a heavy plasma gun emplacement on the ridge overlooking the town that was built to help protect the town from Kafer raiders and bandits. The town is very small and serves as a community center for the scattered small mining and hydroponic farming operations in the area. It has been a bit of a boom town with the discovery of easily accessible gold in the hills around the town. The town has the following buildings;

- **Judge Race's House:** Judge Race's house is a two story structure constructed of flat-top wood and stone that is built into the hillside on the west side of the pass. Judge Race lives here with his wife and twin sons and their young wives. Judge Race is an attorney who left the rat race of the core many years ago. He came to TanstaafI and became a successful prospector. He sold his interest in a number of claims and started the town of dead Mule before the first Kafer invasion, building the High Pass Hotel and the vehicle repair center and machine shop and the Black Mountain Bank. During the Kafer War Judge Race led the successful defense of the town from a number of Kafer raiding parties. After the war he was appointed Judge for life for the area around Dead Mule after making a few well placed bribes in TanstaafI City. Judge Race was also appointed assayer for the Dead Mule area by the TanstaafI Government. As such Judge Race handles the recording of mining claims and disputes as well as other legal matters for Dead

- Mule and the surrounding area. Judge Race also holds an interest in a number of area mines. Some of these he won playing cards at the High Pass Hotel.
- **Dead Mule Vehicle and Machinery Repair (Stage Depot Grafton Stable and Station Master's House):** This is the only repair shop in the area and the shop is equipped with a fabricator purchased by Judge Race, so the shop is able to produce parts for any type of machine or vehicle, to include machines used to mine the surrounding mountains. This business is run by Race's sons.
  - **Sheriff's Office:** This small office, constructed of stone has a small lockup building behind it. The Sheriff was appointed by Judge Race. The Sheriff and his deputy (who happens to be his wife) is frequently out of town during the day patrolling the area around Dead Mule. Both are veterans of the Tanstaafl Free Legion and are originally from Australia. Sheriff Henry Ringwold, and his wife are usually back in town before nightfall, and usually at dinner at the High Pass Hotel. The Sheriff's Office is a two story building and the Sheriff and his wife live in a room in the second story.
  - **Black Mountain Bank:** This bank is owned by Judge Race and is run by Samuel Escobedo and his wife Guadalupe. Independent miners from the area bring their gold to the bank to exchange it for Tanstaafl Dollars or for Livre, at an exchange rate that makes a tidy profit for the bank. The bank has made a number of loans to finance start up equipment for new mining operations and to purchase pay-dirt and stock for new farms. The original capital used to make these loans came from the mining claims that Judge Race sold before the kafer war, but the bank now has a fair amount of cash of deposit from additional miners, farmers and business people. The bank is constructed of thick stone walls and has sturdy, if low technology, physical security measures in place. The Escobedo couple live in a comfortable two story house just to the south of town.
  - **Ching's Laundry:** This is a one story building constructed of flat top wood. An immigrant couple and their children from Canton run this laundry business. They live in a small house to the south of town. To the east side of the building is a large hog pen.
  - **Dead Mule Gazette:** This is a two story building constructed of flat top wood. Rastus Cullpepper runs this small newspaper. Rastus reports local events and announcements and prints news off of the news wire. Rastus is frequently in the High Pass hotel with his wife for dinner. The two live in an apartment above the shop.
  - **Apache Trading Post:** This building is constructed of stone and of flat top wood. This general store is owned and operated by Pedro Gomez and his wife Helga. Gomez, originally from Texas, came to Tanstaafl to fight Kafers as a member of the Tanstaafl Free Legion. He met his wife, a war widow, while serving in the Free Legion. After his term of enlistment Gomez took his free land grant and tried his hand at farming. He then hired some hands to help him with his farm and then tried his luck prospecting after he heard from his friend, Poncho (of the La Loma Alta) of the gold strikes in the Dead Mule area. He made some money prospecting and sold a claim, and his farm, making enough money to build and stock his store in Dead Mule. Gomez, his wife, and their three children live in a house to the south of town, in an apple orchard where Gomez also has a cider

press. In a bunkhouse behind his house by the orchard live three hands that tend the orchard, and who make cider.

- High Pass Hotel: This is a three story building constructed of flat top wood. The High Pass hotel is owned by Judge Race and run by Kevin Steel and his wife Olivia. The staff also includes Tony Alma the cook and his wife Yolanda. The Hotel has a dining room that serves breakfast, lunch and dinner and also has a small bar on the ground floor, where there is usually a poker game every night. The bar serves local hard cider, local apple liquor, local vodka, local beer and imported liquor (very expensive). There are guest rooms on the second floor and the third floor is divided up into apartments for the staff. Hotel guests are generally prospectors, and well to do miners in town for the night. It is not uncommon for the hotel not to have any overnight guests, as it is more expensive than the common room at the La Loma Alta. The Hotel is always busy at dinner time and the restaurant and bar is where the money is made.
- La Loma Alta: This three story building is constructed of stone on the first two floors and the third floor is flat top wood that is painted red. The ground floor of this building is a saloon/gambling hall and the second floor has a couple of private rooms for rent in the front and a large common bunk room takes up the rest of the floor. The third floor is divided into apartments occupied by Poncho and his wife and Cisco and his wife and their three children. The basement of the building is a store room, and also has four small rooms used by joy girls that work for Poncho, servicing saloon patrons. Simple food is served in the saloon, and the common beverage served is locally produced hard cider. This business was purchased by Poncho Antigua two years ago from the original builder and owner who decided to leave town after a disagreement with Judge Race, and a good beating from the Sheriff. Poncho was a successful miner that made a good strike, who used his money to buy this business from the previous owner. He then brought in his brother Cisco and his friends Herbert and Francisco from Tanstaaf City. All of the men are veterans of the Tanstaaf Free Legion. The saloon is run by Poncho and his brother Cisco. The saloon is frequented by miners and Poncho and Cisco are making a good living. The saloon is quite rowdy and there are numerous fights, usually over gambling disputes or joy girls that are broken up by Poncho and Cisco. Poncho keeps a Dunarmco CAG behind the bar which he has used on a number of occasions. Poncho, Cisco and the other bar staff are always armed with pistols and knives. The Sheriff does not come into this business and does not become involved in any violence here, unless it spills outside of the bar. Any casualties are taken care of by Poncho and Cisco, being disposed of by the hogs in the pen behind the Apache Trading Post next door. There has been some strife in town between Poncho and Judge Race over the rowdy nature of the La Loma Alta. Poncho recently made a concession to Judge Race in that he no longer accepts gold as payment, so any miners that want to spend money at the La Loma Alta, must first convert their gold to cash at Race's bank, making Judge Race a fair profit on Poncho's business indirectly. Poncho is supported by many of the miners of the area as Judge Race is not trusted by all, and Race fears an uprising of sorts if he were to shut Poncho down or cause him to have some sort of accident. Ponch also owns a cluster of six pre-fabricated cabins that are located

on a hill side 300 meters to the west of town. These pre-fab cabins are divided up into four rooms each plus a fresher. These are rented out by the week or month to prospectors and miners. One of these cabins is where Poncho's two henchmen live, Herbero and Roger Miranda. These men are immigrants to Tanstaafl from Texas and are veterans of the TFL.

When the PC team arrives in the town of Dead Mule, Emelio Montez and his team will already be in town. Montez and three of his operatives will have rented to private rooms in the second story of the La Loma Alta. The rest of Montez' team will be camped out in the mountains five kilometers outside of town, but within range of the microwave communications tower.

If the PC team members venture into the La Loma Alta they will have a problem, as Montez will have one of his female operatives tell a group of drunk miners that the PC team members made disparaging remarks and the miners will assault the PC team. This assault will start with loud talking and accusations and a number of miners 150 percent the number of the PCs will join in. If the PC team comes out with weapons they will be engaged from behind the bar by Poncho with his Dunarmco CAG, and by other staff members with Houston Arms Defender pistols. The miners also have knives but won't draw them unless the pc team draws weapons first.

If the PC team spends more than 16 hours in town at the High Pass Hotel they will most likely be approached by Judge Race (with the Sheriff and the Deputy nearby) who will want to know what they are doing in town.

#### **SCENE SIX: THE MEETING:**

**SYNOPSIS:** The PC team will accompany their patron as he meets with Sneed and the "museum representative" to bargain for the purchase of the document. At the end of the meeting Sneed says that he will take a day or so to make his decision and that he will be in touch within 60 hours with news.

**LOCATION:** Town of Dead Mule, Tanstaafl Colony, Aurora, Eta Bootis System

#### **ACTION:**

On the morning of the appointed meeting date there will be a message at the desk for Lesner. In the message Sneed tells Lesner that he will be at the High Pass hotel for a late breakfast, and that he will meet with him and Felix Gonzalez, the representative of the museum. Sneed will add in the message that a table in a private meeting room has been reserved. Lesner will ask one of the PC team members to accompany him to the meeting with Sneed.

Ten minutes before the assigned meeting time Emelio Montez, posing as Felix Gonzalez, will arrive at the hotel alone. He will be covered from a second story window of the Loma Alta by one of his Americo operatives.

A few minutes after the arrival of Montez, Sneed will arrive, pulling a battered range truck up in front of the hotel.. He will go immediately to the meeting room, and will be followed by Montez. Lesner will then enter the small meeting room. Sneed will introduce himself as will Montez, introducing himself as Fexlix Gonzalez, representing the Libreville Museum of Science and Industry.

After Lesner introduces himself Sneed will ask both men to sit. He will start by first handing each Lesner and “Gonzalez” a photo-copy of the document. He then says that the original document is in a safe place and that he has friends that have access to it should something untoward befall him. The will then tell Lesner and “Gonzalez” that he wants each of them to explain why they think that they should be the one that he sells the document to. Gonzalez will start by droning on and on about the historical significance of the document and why it should be available to the public in a museum. Lesner will talk about how the document should be returned to the CoCola company and about how, if it is returned to the company, that it will be put on public display at the CoCola corporate headquarters museum in Colorado, where it will be available for public viewing.

Lesner will then hand both Gonzalez and Lesner a piece of paper and a pen. He will tell each of them to secretly write on the paper how much they are willing to pay for the document. After collecting the pieces of paper back, Sneed will tell the men that he wants to sleep on it before making his decision and that he will contact them in 24 hours with his decision.

During the meeting in the hotel an Americo operative will place a magnetic microwave communications transmitter under the rear bumper of Lesner's vehicle. See the next scene for details,

## **SCENE SEVEN: THE SQUEEZE**

**SYNOPSIS:** Sneed will leave town in his range truck. He will be tracked to his mining camp, 25 kilometers away into the mountains, by Americo agents. Unless it is prevented by the PC team, Sneed will be attacked at the camp where he lives with his wife and her family and friends. Sneed will be held at gunpoint until he surrenders the document, with his family held hostage as well

**LOCATION:** Mining camp, 25 kilometers north-west of Dead Mule, Tanstaaf Colony, Aurora, Eta Bootis System

### **ACTION:**

While the meeting is taking place, Montez operatives will be setting up surveillance teams on both roads out of town. Also, a two of his operatives will approach the hotel and come in for breakfast. As they approach, one of them will slip a powerful microwave and radio beacon into the wheel well of the range truck. The transmitter will allow the

Americo agents to track Sneed's vehicle from up to three kilometers away, even with Aurora's atmospheric radio interference. When Sneed leaves he will travel north through the pass for 5 kilometers, before taking a mountain trail to the northwest for another 20 kilometers to his home mining camp. One of Montez' surveillance teams, consisting of two vehicles and three operatives, will be located on the far side of the narrow pass, concealed in foliage. He will of course be followed by Americo operatives. After the location of Sneed's mining camp has been discovered, two Americo Operatives will maintain surveillance on the mining camp while the third returns to Dead Mule to retrieve Montez and the rest of the team.

The group that raids the mining camp will consist of Montez and six Americo operatives. The raid team will have three range trucks. See NPC section below.

Unless their actions are prevented by the PC team, the Americo team will move into the mining camp, wearing masks, taking Sneed, Jenny Fishburn, Jose Fishburn and two hired miners hostage. Montez will hold Jenny at gunpoint and demand the document. Sneed will then go to his hiding place, in a case, under a rock, near the camp, and will turn the document over to Montez. Sneed and the rest of the people in the mining camp will be tied up.

#### SCENE EIGHT: THE CHASE

**SYNOPSIS:** If the PC team did not prevent the attack on Sneed at the ranch, he will contact the team and tell them what happened. The team will then have to chase the Americo agents across the Tanstaafl colony to recover the document before they can leave the planet with it.

**LOCATION:** Starting in Dead Mule and stretching across the Tanstaafl Colony.

#### **ACTION:**

After tying up the people at the mining camp the Americo team will have to drive through Dead Mule to drive to Equator Flats where a chartered aircraft is waiting.

It will take Sneed about thirty minutes to get out of his bonds. He will then jump in his car and drive to Dead Mule to go to the Sheriff's office. The Sheriff, backed by Judge Race and the hotel manager will then come to the High Pass hotel to question Casy Lesner, while the sheriff's wife and Race's sons go to the Loma Alta. This will lead to a verbal altercation in the hallway between the Sheriff and Pickle that should wake the PC team members. As this argument goes on the Sheriff's wife will arrive and inform the Sheriff that the corporate people that were staying at the Loma Alta left a few hours ago and their vehicles were not around. Hearing this the Sheriff and his wife, accompanied by Race's sons, will jump into the Sheriff's vehicle and will drive out of town at a high rate of speed to the south.

Three of the Americo operatives will have set up an ambush 10 kilometers south of town, at a curve in the road. They will be out of their vehicle which will be parked behind cover. The operatives will be concealed in high sponge-grass and will pop up and fire on the first vehicle that comes down the road with their rifles, using area fire.

If the first vehicle giving chase is the Sheriff's vehicle, the vehicle will be disabled, the sheriff will be shot in the arm, and he will lose control of the vehicle and flip it, rolling to a stop in a spectacular crash and cloud of smoke. The Sheriff and Race's two sons will be knocked unconscious and all of the occupants of the vehicle will suffer multiple minor wounds. The Sheriff will also suffer a critical wound to the abdomen and another to the leg and will die without stabilization.

If there is much of a time lag between the PC team and the Sheriff's vehicle they will see the Sheriff's wife, bloody and ragged, stumbling along the side of the road trying to flag them down.

After firing on the first vehicle or vehicles that come down the road, the three Americo operatives will throw smoke grenades and will then retreat towards their vehicle and make their escape.

Montez will be in the lead of the three Americo vehicles and he will have the document in a hard side briefcase. Montez and the second vehicle will make for Equator Flats where a chartered aircraft is waiting. The third vehicle of Americo operatives, if they escaped the ambush site, will head away from Equator Flats and towards Tanstaafl City in an attempt to draw away any pursuit from the group headed towards Equator Flats. They will travel to a safe house in Tanstaafl City (an apartment in Blackjack) and they will only make contact with an Americo Operations Coordinator (Kyle Hubbard) whose cover is that of an assistant manager at the Tanstaafl branch of Food Extruders.

If Montez makes it to the airport at Equator Flats, a huge storm will blow up causing a three hour delay in take off. If the PC team is chasing Montez to Equator Flats they may be able to catch him here before he can get onto the scheduled Tanstaafl Air passenger run to Tanstaafl City. Montez will hold up at a small Food Extruders warehouse in the warehouse district near the airport. Two of his operatives will stay at the small airport terminal to keep an eye on things.

Once the storm lifts, Montez' operatives at the airport will call him with a status report and Montez and his remaining operatives will travel to the airport via a Food Extruders panel truck. Their long arms will be cased for travel.

If Montez makes it to Blackjack Airport with the document, he and any remaining operatives will be picked up by Americo Operations Coordinator (Kyle Hubbard – see standard Americo Operative in NPC section) whose cover is that of an assistant manager at the Tanstaafl branch of Food Extruders. Hubbard will drive them to a safe house near Blackjack Airport which is a condo in a gated and guarded upper end complex.

Montez will be stuck in the safehouse for four days, as that is when the next ship carrying passengers back towards the core will be boarding via shielded shuttle from Blackjack spaceport. During the wait Montez and his operatives will stay at the safe house ordering in delivery. Once per day Hubbard, who lives in another part of the same complex, will bring over groceries and check in on his way home from the office.

When it is time to leave planet Hubbard will pick up Montez and his operatives for the trip to the core and will drive them to Blackjack Field for their shuttle flight.

If the PC team arrives in Tanstaaf City after Montez it should not take much work to determine the following;

- The next vessel scheduled to leave the system headed towards the core is scheduled to leave in four standard days. It is a small passenger liner operated by Austin Lines, a subsidiary of Foxx Industries.
- If the team has determined that their opposition is Americo, they should be able to find out that the only overt Americo concern operating in Tanstaaf City is a Food Extruders distribution center in the warehouse district of the city.

Through more advanced information gathering, surveillance or net-running, the PC team may be able to locate Montez and his team at the Americo safe house. The key to any success in this direction will be identifying Hubbard as the person providing support to Montez. The PC team may be able to dig up the following information;

- Effective use of streetwise and bribery might lead the PC team to discover that Hubbard is America's top man for coordinating covert actions in the Tanstaaf colony. He is known to throw money in the right places and to know where some bodies are buried in regards to his relations with the colonial government.
- The safe house apartment is owned by Tanstaaf Corporate Housing and was leased two standard days before Montez returned to Tanstaaf city by Food Extruders, Inc, with Hubbard as the contact person. The apartment was rented for four Auroran days.
- At the end of each Aurora work shift Hubbard will contact Montez via personal communicator and will ask what Montez and his group need as far as supplies. Hubbard will stop at a grocery store on the way to his apartment complex, but will buy many more groceries than he would consume by himself on a regular basis. He will drop the extra groceries at the safe house before continuing to his own apartment, on the far side of the complex from the safe house.

## SCENE NINE: ABOARD SHIP

**SYNOPSIS:** If Americo agents have the document and the PC team is not successful in getting it from them, they will determine that the Americo agents are probably heading back to the core on the next space liner leaving port. The PC team will also get on the ship and will have to retrieve the document aboard.

**LOCATION:** Aboard the AL12

## ACTION:

It is assumed that the PC team will also book passage on the AL12 in order to try to obtain the document from Montez. The first contact with Montez and his operatives will likely be at the terminal at the Blackjack space port waiting for the shuttle flight to the AL12. Montez' operatives will screen him from the PC team members as much as possible. It should be noted that the spaceport terminal is fairly secure and heavily patrolled by the Tanstaafl Metro Police.

The AL12 is a smaller liner with 23 passenger suites and large lounge/restaurant area and a crew of 9. (I will use the deck plans for the Traveller Type-M 600 ton Lord Somerset Class subsidized liner). For a smaller liner it is quite luxurious and well appointed. The liner carries a good sized ships boat for transferring passengers and supplies, but it is not interface capable. Montez and his associates will be in adjoining suites on the opposite side of the ship from the PC team's suites. Some of the other passengers that will be aboard the vessel are high ranking military officers en-route back to the core after finishing a tour of duty in the Kafer Sphere. Other passengers will be representatives of corporations returning from business trips on Aurora, mostly military contractors.

It will not be possible for the PC team to obtain weapons bonds in order to carry sonic stunners aboard the ship. The only weapons not in sealed secure storage in the cargo bay are those a weapons locker on the bridge. Weapons in this locker include a sonic stunner carbine, two TM-10 Riot Guns, two TM-57 pistols and the captains LK-1 laser.

The crew of the vessel are experienced space crew NPCs, except for the Captain, who is a Kafer war veteran, and former member of the American Space Forces.

If Montez or his operatives have spotted the PCs, Montez will stay in his suite, always accompanied by at least two operatives in the adjoining suite. The other operatives (if there are that many left) will take turns taking meals in the dining room and socializing in the bar. Montez will keep the document in a high security case.

When the vessel reaches the Kimanjano orbital terminal, Montez and his operatives will depart, and will be met by a team of 6 hired security guards armed with sonic stunners that will escort Montez to a waiting Americo courier. This will be arranged by Montez via radio once the liner is in the system.

## CONCLUSION

If the PC team is successful in securing the document and in getting it and Casy Lesner aboard Lesner's chartered starship unharmed, they will be paid as promised, to include bonuses, and will receive travel vouchers. They will receive a +2 to renown with Rebco-SAR, a +2 with CoCola and a -2 with Americo.

If the team is not able to recover the document, but it is destroyed, and Lesner is unharmed, they will receive their daily pay rate, travel vouchers and 1/2 the bonus. They will receive a +1 to renown with Rebco-SAR, a +1 with CoCola and a -2 with Americo.

If the team is not successful in recovering or destroying the document, but Lesner is not harmed they will receive their daily rate and travel vouchers. They will suffer a -1 to renown with Rebco-SAR, a -1 with CoCola and a -1 with Americo.

If the team is successful in recovering or destroying the document, but Lesner is harmed they will receive their daily rate and travel vouchers. They will suffer a -1 to renown with Rebco-SAR, a -1 with CoCola and a -1 with Americo.

If the team is not successful in recovering or destroying the document, and Lesner is harmed they will receive their daily rate and travel vouchers, but will have to go to a Rebco office and fill out allot of paperwork to get anything. They will suffer a -2 to renown with Rebco-SAR, a -4 with CoCola and a -1 with Americo.

If Americo retains custody of the document it will be used it to launch an embarrassing media blitz against CoCola and the Lesner family, which will result in a major drop off in sales, allowing AmeriCola to gain the crown of top soft drink in human space.

If CoCola is left in control of the document, within six months CoCola will field a new product - CoCola Classic, which will be very well received, dropping AmeriCola into a distant second place in the cola wars.

## **NPC'S**

**Miles O'Bay**– REBCO Operations Officer: Elite troubleshooter NPC.

CUF 6, HPA 6 , stats 3/2 skills 3/2

H:                    RC:                    LC:                    A:                    RS:                    LS:  
RH:                  LH:                    RL:                    LL:                    RF:                    LF:

Armor: Full body inertial combat armor available (when operational).

Weapons: FAM-90 (when operational)

Appearance: 37 year old tall, thin, muscular male with African and Asian features whom speaks English with a French accent. He wears expensive suits when in a business environment. When in the bush he wears Rebco pattern camouflage.

Background: O'Bay is a native of the L-5 station. His mother was from Azania and his father from Canton. At the age of 18 he joined the American Colonial Marines. After mustering out of the Marines after 8 years he returned to L-5 where he gained full time employment with Rebco SAR as a military specialist troubleshooter, and later worked in the corporate intelligence division. During his time with Rebco SAR, O'Bay has excelled and has recently been promoted to Operations Officer in the Rebco SAR Special Projects division.

Motives: Spades 7: O'Bay takes pride in his work and wants to advance in his organization. Clubs 2: He is not afraid to get his hands dirty to get the job done.

Role in Adventure: O'Bay will be the characters initial contact with the adventure and a possible future contact for other adventures.

**Casy Lesner:** Veteran, mentally oriented, core-world NPC

CUF 2, HPA 5, stats 2/3 skills 2/1

H: RC: LC: A: RS: LS:

RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: TM-57 pistol

Appearance: 43 year old, tall thin man with a prominent nose and thin lips, dark styled hair and expensive clothes, even when dressed for the frontier.

Background: Casy Lesner grew up in a life of luxury in the Lesner family on an estate in Colorado. He attended Yale and received a Masters in Business Administration and then became involved in the family business – CoCola. Being one of the direct family members, as Casy grew older he became part of the inner circle of CoCola. As Casy is the youngest member of the inner circle and the only one of this group with in interest in things such as outdoor sports, he was chosen as the one to track down Sneed and obtain the recipe. Lesner fashions himself a bit of an outdoorsman and enjoys water skiing, snow skiing and bird hunting. He has also done some target shooting with a handgun. He is however a man who is used to getting his own way, and he rarely deals with people outside of his circle at CoCola and other super-rich people who belong to his country club. He does however do his best to be polite to everyone he meets. This being said, Casy Lesner is a shrewd and ruthless businessman who has come up in an environment of cut-throat power politics within CoCola. He genuinely likes his bodyguard, Edward Pickle. He is in lust with his personal secretary Emily Gobin, and she has him fooled.

Motives: Lesner understands how important it is to his family, and their company, that he recover the recipe document. He will let nothing stand in his way to achieve that goal.

Role in Adventure: Lesner is the PC team's employer, and he will also be a general pain the the PC team's neck.

**Edward Pickle,** Veteran, physically oriented, law enforcement NPC

CUF 6, HPA 10, stats 5/2 skills 2/1

H: RC: LC: A: RS: LS:

RH: LH: RL: LL: RF: LF:

Armor: concealed inertial vest

Weapons: Stratcher PM-21, M-2 rifle

Appearance: Edward is a huge, dark skinned black man in his late 30s. He dresses in a tailored business suit, but on the frontier will switch to cargo pants, buttoned shirt, hiking boots and a bush vest.

Background: Edward grew up in the slums of New York but had good parents who made him study and Edward got a collage scholarship to a two year school through hard work. Edward studied police science and when he graduated was hired by NYPD. After four years as a New York City police officer Edward was forced to resign when he beat a man, that he caught molesting a child, nearly to death. Through a friend Edward hired on with

a personal protection agency and within a few years he was Lesner' personal bodyguard and has been in that position for six years.

Motives: Edward is a professional and will protect his principle from all enemies, even though he does not really like the man very much. Edward is paid very well and expects to retire in five more years if he can stomach his employer for that long.

Role in Adventure: Edward is there to keep the PC team members from pushing around Casy Lesner too much.

**Emily Gobin:** Experienced, mentally oriented, core world NPC.

CUF 1, HPA 4, stats 2/3 skills 1/0

H: RC: LC: A: RS: LS:

RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: none

Appearance: Striking 26 year old, female of Caucasian and Persian ancestry. Small boned with an olive complexion dark hair and large eyes. Wears expensive business attire and lounge wear when on ship.

Background: Gobin's father is a retired high level executive who worked at CoCola HQ. Gobin is very bright and received an MBA at the University of Virginia. She then went to work at CoCola HQ and after Lesner got a look at her, she became his personal assistant.

Motives: Gobin wants to get to the top of the corporate ladder at CoCola (or as high as you can get without the last name Lesner) and does not care how she gets there. She will not interact with the PC team members, who she considers to be at best skilled hired help and at worst hired thugs. She can really turn on the charm when she wants something, but is otherwise quite cold to people she believes to be at a social station below herself. She does not treat Pickle very well.

Role in Adventure: Gobin is someone for the PC team to keep out of trouble.

**John Sneed:** Veteran, mentally oriented, Space Military/Colonist NPC

CUF 5, HPA 6, stats 2/3 skills 1/0

H: RC: LC: A: RS: LS:

RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: Houston Arms P-45 Defender, Winchester 922 Rifle in his range truck.

Appearance: Thin man of average height in his early 30s with shaved brown hair and a pasty complexion. Sneed wears jeans, a cowboy hat, a checkered shirt and his gun in a holster on his belt.

- Background: Sneed grew up in the Boston Metroplex and when he was eighteen years old he joined the American Space Force where he became a medic. He served during the Kafer war and for a time was stationed on the TanstaafI colony in support of American Colonial Marines at a hospital in TanstaafI city and at a forward base that was attacked a number of times by Kafer raiders. He saw close combat during one of these raids when Kafers penetrated the perimeter and was decorated for bravery. During this forward deployment, at a Marine firebase near Equator Flats, he met Jenny Fishburn. Jenny was a refugee from a mining camp

northwest of the town of Freedom, near the small village of Dead Mule. Jenny worked as a medical aid in the forward base. After Sneed returned to earth he stayed in touch with Jenny via long distance mail as he got a job in the civilian sector, working for a defense contractor. Sneed tried to convince Jenny to come to Earth to live with him there, but Jenny would not leave her father. Eventually Jenny's father returned to his small gold mine in the hills to the west of Dead Mule and Jenny went with him to help. Sneed never was quite able to fit in back on earth and eventually suffered from mental problems. When he was admitted to the VA and learned of a Humanadyne program that would allow him to return to Aurora, he jumped at the chance, even though it meant that he would have to work for a time for one of the corporations that he detested. In compliance with his contract Sneed worked for Hunanadyne at a clinic in Equator Flats, Tanstaaf, Aurora for two standard years, and he visited Jenny at her fathers mining camp and in Dead Mule whenever he had a chance. At the end of his two year term to Humanadyne he took his earnings and bought a stake in Jose Fishburn's mine and moved to the mining camp. A year later he and Jenny were married by Judge Race in Dead Mule.

Motives: Sneed wants to use the money that he hopes to make selling the recipe to buy new mining equipment, and maybe build a nice house for himself and Jenny at the Fishburn mining camp. Sneed hates and mistrusts corporations and believes that multi-national corporations are a big a threat to the future of humanity as the kafers. In fact he prefers kafers as he believes that they are at least honest about their goals.

Role in Adventure: Sneed will be the person that the PC team first has to deal with in order to obtain the recipe, and who they will probably later have to rescue.

**Emelio Montez:** Elite, mentally oriented, troubleshooter NPC

CUF 8,        HPA 6,        stats 3/4    skills 3/2

H:            RC:            LC:            A:            RS:            LS:

RH:         LH:         RL:         LL:         RF:         LF:

Tactical Pool Points: 2

Armor: concealed inertial vest

Weapons: Sig 10

Appearance: Montez is a Spanish looking man in his thirties of average height and sturdy build, with short black hair and a goatee. He wears high quality frontier clothing to include a bush vest to conceal his weapon. His bush vest also contains inertial armor panels.

Background: Montez served a term in the Spanish Army in military intelligence. After leaving the Spanish army, he was hired by Americo as a corporate security officer in a bottling plant in Madrid. Montez was ambitious and after foiling a sabotage attempt by a group of anti-corporate guerrillas, he was promoted and soon was working all over earth and off world for Americo.

Motives: Montez is loyal to his employer and is ruthless in carrying out his duties.

Role in Adventure: Montez will pose as the other interested buyer, representing a museum in Libreville (that does not exist). He made up this cover in order to make contact with Sneed. Montez is aware that the information about the recipe came from

Casy Lesner' wife. Montez is also the commander of the group of Americo thugs that he has with him. He will use these men against the PC team only as a last resort, and prefers to hire local talent to carry out his dirty work for him.

**Tough Guy:** Experienced, physically oriented, colonist NPC

CUF 4,        HPA 7,        stats 3/2        skills 1/0

H:            RC:            LC:            A:            RS:            LS:

RH:          LH:          RL:          LL:          RF:          LF:

Tactical Pool Points: none

Armor: none

Weapons: knife (orbital platform) / Houston Arms P-45 Defender (TanstaafI)

Appearance: Thick brow, beady dull eyes, you know the drill.

Background: Thug looking for trouble, especially is someone is paying them to make trouble.

Role in Adventure: Hired by Montez to be a pain in the butt.

**Americo Operatives:** Veteran, Physically Oriented, Troubleshooter NPCs

CUF 6,        HPA 7,        stats 3/2        skills 2/1

H:            RC:            LC:            A:            RS:            LS:

RH:          LH:          RL:          LL:          RF:          LF:

Tactical Pool Points: 1 per operative

Armor: concealed inertial vest

Weapons: Sig 10 pistols with M-2 rifles available (purchased in TanstaafI city)

Appearance: Average looking men and women in frontier clothes that are just a little too new and a little too neat.

Motives: These men and women are assigned to Montez and have traveled to Aurora from Libreville with Montez to complete their mission, except for one of them. One of the men is actually from Aurora, assigned to the Americo office in TanstaafI City and currently working as Montez' guide. This template will also be used for any other Americo operatives encountered in this adventure.

## **LIBRARY DATA**

### Current Situation TanstaafI Colony, Aurora;

Also see published material in the Aurora Sourcebook, Colonial atlas and other GDW references. The TanstaafI colony was heavily damaged in the first Kafer invasion and again, to a lesser extent in subsequent Kafer offensives. The last organized Kafer unit operating from the hotback was destroyed by the TanstaafI Free Legion and the US Colonial Marines in 2312. There continue to be infrequent encounters with small Kafer bands in the deserted and wilderness areas of the colony. These Kafer bands are always based upon a Yilli technology food converter. The TanstaafI colony has been experiencing a boom with the sustained push of human forces into Kafer space, and the occupation of the Kafer home world. The location of Aurora, as the colony closest to Kafer space, has led to an increase of the fortunes of all three colonies of the world. American, British and German forces have established logistical bases in

the Tanstaafl colony after establishing agreements with the Tanstaafl government. Tanstaafl city is usually teeming with military personnel on R&R from Kafer space. The increase in military personnel on leave has led to an increase in size of the red light district along the downtown strip. Due to the proximity to the Kafer theater of operations, and the availability of raw materials, a number of armaments companies established production facilities in the Tanstaafl colony, but because of the level of what would be considered corruption anywhere else operating costs have been higher and profits lower than expected. Due to these conditions a number of the munitions companies reduced or closed operations in Tanstaafl and either shifted resources back down the French arm towards the core, or shifted production to the French colony, where taxes are high but expenses more predictable. The increase in industrial production on the world has led to an increase in demand for the metals mined in the Tanstaafl colony, particularly for radioactive used as fuel by power plants and for warheads. An increase in geological exploration in search of these metals led to the discovery of numerous gold deposits in the rough mountains on the north side of the Tanstaafl colony along the tidal bore. The discovery of many more gold deposits in 2312, has led to a limited gold rush. Small boom towns have appeared in mountain valleys to provide services for wildcat miners that swarmed in. Many of these miners are persons formerly displaced from other colonies along the French Arm, who were transported to Tanstaafl by Zampomoga from squalid refugee camps. Life in these mountains, and in the boomtowns is cheap. While the population of the Tanstaafl colony is now approximately three times what it was after the devastation of the first Kafer assault, most previously settled areas of the colony destroyed by the Kafers have not been re-built. This is primarily due to lingering radiation from Kafer nuclear strikes and heavy infestation of Kafer Rot. The city of Tanstaafl has been re-built with industrial materials processing and manufacturing facilities built over the bombed out areas of the city. Corporate dominated housing areas, and retail areas have grown on the south side of the city. Another area of growth is around Port Blackjack where the American, German and British militaries have built logistical bases and housing for their personnel. The government of the colony is almost as free wheeling as it was in 2300. The largest difference is an increase in police presence in the new corporate dominated residential areas that have grown on the south side of the city. Another difference began during the Kafer war when officers of the Tanstaafl Free Legion took control of the operation of Port Blackjack. The TFL took this action because the system of graft that effected all scheduling of shipments at the port was crippling the war effort. The port is now run for the Tanstaafl colony by an independent management company with an oversight board composed of a Tanstaafl colony government representative, an officer of the TFL, and reps from major corporations operating in the colony. Military defense of the colony is still provided by contract with the Colonial government by the Tanstaafl Free Legion. The TFL also provides mercenary forces to governments and corporations throughout human space. While the TFL is best known for its high quality, combat experienced light and hover infantry, the TFL has also gotten into the convoy escort business. The TFL has equipped a number of freighter hulls with weapons and combat sensors, most of which were purchased from Trillion Corp. It is rumored that the TFL also operates a few surplus frigates purchased from Manchuria, and then re-furbished. Law

enforcement in the Tanstaafl colony has always been undermanned by design, as the colony has few laws. What law enforcement there is concentrates on crimes of violence in which victims are not believed to have been willing combatants. Many corporations and other entities, such as towns, cities, or residential developments employ private law enforcement officers, licensed by the Tanstaafl (usually after a hefty payment). Private officers have no police powers outside of the limited areas for which they are licensed. The laws and rules enforced by these private police agencies vary greatly. In addition to the various private police agencies and the Tanstaafl Metro Police, the military police of America, Britain and Germany, through an agreement with the Tanstaafl Government, are granted jurisdiction to enforce and prosecute violations of Tanstaafl law committed by or against their personnel in the district surrounding their bases and in the downtown strip. This joint command military police force also enforces the rules of the military services in these areas, but these rules do not apply to non-military personnel in areas that the MPs patrol. The two official law enforcement agencies of the colony are the Tanstaafl Metro Police that operate in the Tanstaafl city area and the Tanstaafl Rural Police that cover the rest of the colony. While the Tanstaafl Rural Police is a law enforcement agency, it spends as much time involved in search and rescue operations due to the physical conditions of the colony. Tanstaafl Rural Police personnel act with a great deal of autonomy and have a reputation for acting as judge, jury, and if need be, executioner. They are not lightly armed as they were prior to the first Kafer invasion, and their current issue primary weapon is the AS-89 gauss rifle, with irritant gas, smoke and distraction (flash-bang) grenades. A majority of the Tanstaafl Rural police, and the leadership (sergeant and above) of the Tanstaafl metro police, are combat veterans of the TFL or the Tanstaafl Militia. The Tanstaafl Rural Police also have established procedures to request assistance as necessary from TFL Ram Rod teams.

## **WEAPONS AND SPECIAL EQUIPMENT**

**Houston Arms P45 – Defender:** The Defender is a 10mm semi-automatic, auto-loading pistol marketed towards frontier worlds that is constructed of lightweight alloys and polymers. It is simple, dependable and rugged. It is the best selling handgun on most Texan colony worlds. Houston Arms has a factory located in the city of Columbia in the Texan Fredonia Colony.

Type: 10mm semi-automatic pistol. Country: Texas. Weight: .75 kg, Length: 18 cm (Bulk 1). Action: Single Shot. Ammunition: 10mmx25mm fixed cartridge ball..

Magazine 15, Magazine Weight: .3kg. ROF: 3, Aimed Fire Range: 50m, Area Fire Burst: 3 rounds (AFV .25). Area Fire Range: 30m. DP Value: .6. Price: Lv225 (Lv. 3 for 100 rounds). DAMAGE D4+2 (1-3).

<b>Weapon</b>	<b>Mass</b>	<b>Bulk</b>	<b>ROF</b>	<b>RPB</b>	<b>MAG</b>	<b>Aimed</b>	<b>Area</b>	<b>AFV</b>	<b>DPV</b>	<b>VDmg</b>	
Houston Arms P-45 Defender	.75 kg	1	3	3	15	50m	30m	.25	1D4+2	1-3	

**Stracher PM-21 ( Pistole Modele 21):** The Stracher 21 is a larger frame version of the PM-17 chambered for the ancient 230 grain .45 caliber round (caseless) round, available in ball - 11.43 x 28mm fixed cartridge ball or APHE. The APHE round is capable of penetrating armor that other hand gun caliber ammunition will not (penetrates armor as a rifle). This handgun was popular with troops fighting in the second Kafer war and is popular with occupation troops on the Kafer home world. It is also seeing an upsurge in popularity in the American law enforcement market.

*Type:* .45 cal semi-automatic handgun *Country:* Austria *Weight(Empty):* 0.7 kg *Length:* 23 cm ( Bulk = 0) *Action:* Single shot *Ammunition:* 11.43 x 28mm fixed cartridge ball or APHE *Muzzle Velocity:* 550 mps *Magazine:* 13 rounds *Magazine Weight:* 0.3 kg *ROF:* 3 *Aimed Fire Range:* 50 m *Area Fire Burst:* 3 rounds ( AFV = 0.25) *Area Fire Range:* 30 m *DP Value:* 0.5 *Price:* Lv180 ( Lv2 for box of 100 rounds ball, Lv 8 for 100 rounds of APHE) **DAMAGE** 1D4+2 (1-3) ball, 1D6+1 (1-3) APHE.

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
Stracher PM-21	0.7kg	0	3	3	13	50m	30m	0.25	Ball: 1d4+2 APHE: 1D6+1	1-3	

**Traylor Model 57 (Chip Traylor Special):** *Type.* 9mm automatic *Country:* USA *Weight (Empty).* 0.6 kg *Length* 20 cm (Bulk=0) *Action.* Single shot *Ammunition:* 9 x 24mm fixed cartridge ball *Muzzle Velocity.* 460 mps *Magazine:* 17 -round box *Magazine Weight.* 0.2 kg *ROF* 3 *Aimed Fire Range* 60 m *Area Fire Burst:* 3 rounds (AFV=0.25) *Area Fire Range.* 30 m *DP Value:* 0.4 *Price* Lv150 (Lv2 for box of 100 rounds)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
Traylor Model 57	0.6kg	0	3	3	17	60m	30m	0.25	1d6	1-3	

**M-2 Assault Rifle:** The Traylor Arms M-2 “nine-forty-four” assault rifle was one of the most popular weapons of its day in U.S. service and is still a favorite among paramilitary organizations on the fringes of human space. Simple and reliable, the M-2 was the first mass-produced weapon to use a 9mm APHE round.

*Type.* 9mm conventional assault rifle *Country.* USA *Weight (Empty):* 3 kg *Length.* 79 cm *Action:* Single shot or bursts *Ammunition:* 9 x 44mm fixed cartridge APHE *Muzzle Velocity:* 800 mps *Magazine:* 30 rounds *Magazine Weight:* 0.4 kg *ROF.* 3 *Aimed Fire Range:* 500 *Area Fire Burst:* 10 (AFV = 1 ) *Area Fire Range:* 400 m *DP Value:* 1 *Price:* Lv260 (Lv4 for box of 100 rounds)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
Traylor M-2	3kg	2	3	10	30	500m	400m	1	1d8+1	1-4	

**Winchester 922 Rifle:** This is a large game hunting rifle that fires the Winchester 9x56 caseless cartridge. It is very popular on many frontier worlds and is gaining market share on many frontier worlds against the standard FC-70 as civilian populations consider the Kafer menace. It comes equipped with a scope. This rifle is popular on Heidelbergat

for glide cat hunting and has also seen brisk sales on Aurora and other worlds on the French Arm where there has been or is a kafer ground threat. 9mm hunting rifle, Weight (empty) 3.5 kg, Length 110 cm (Bulk 3), Action: single shot, Ammunition: 9mm x 56mm caseless ball, Magazine: 5 or 10 round box, Magazine weight: .5kg, ROF: 2, Aimed Fire Range: 800m, Area Fire Burst: 3 (AFV 0.25), Area Fire Range: 300m, DP Value: 1, Price: Lv250, (Lv 3 for 100 rounds). Damage: D8+1 (1-4).

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Winchester 922 Rifle	3.5kg	3	2	3	5/10	800m	300m	0.25	1d8+1	1-4

**SiG-10**, A Swiss handgun, a popular export and home defense model due to its low weight and ease of use. In is produced under license to America by Traylor as the M-61. The Traylor version has overtaken the SiG in the export market.

*Type:* 10mm Handgun, *Country:* Switzerland, *Weight:* 0.5kg, *Length:* 14cm, *Action:* SA, *Ammo:* 10x20 fixed cartridge ball, *Muzzle Velocity:* 210mps, *Magazine Capacity:* 14, *Magazine Weight:* 0.3kg, *ROF:* 3, *Aimed Fire Range:* 25m, *AFB:* 0.25 (3 rounds), *Area Fire Range:* 12m, *DPV:* 0.3, *Cost:* Lv97 (Lv9 per 50 rounds) DAMAGE 1-4+2 (1-3)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Sig-10	0.5kg	0	3	3	14	50m	20m	0.25	1d4+2	1-3

**Dunarmco M-2310 Sonic Stunner:** This is an updated and smaller version of the AS-3. It works from an internal battery magazine. *Type:* Sonic stun pistol *County:* Austrailia *Weight (Empty):* 1kg *Length.* 30 cm (Bulk= 0) *Action:* Single shot *Muzzle Velocity:* 330 mps *Magazine.* 5mjLMS cell (15 pulses) *ROF.* 3 *Aimed Fire Range.* 40 m *Area Fire Burst:* 1 (AFV=0.5) *AreaFire Range:* 20 m *DP Value:* 0.5 (0.2 area fire), *stun damage only Price:* Lv340 (Lv5 for 15mj disposable LMS cell)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Dunarmco M-2310 Sonic Stunner	1	0	3	3	15	40m	20m	.5	Special*	n/a

**Ruger P-2247:** The P-2247 is a very reliable and sturdy handgun found occasionally throughout human occupied space. The slide comes pre-grooved, ready for a variety of top mounted or slung sighting units. The weapon is easy to maintain and relatively inexpensive.

*Type:* 10mm semi-automatic handgun *Country:* USA *Weight(Empty):* 1.0 kg *Length:* 22 cm ( Bulk = 0) *Action:* Single shot *Ammunition:* 10x25mm fixed cartridge ball *Muzzle Velocity:* 500 mps *Magazine:* 12 rounds *Magazine Weight:* 0.2 kg *ROF:* 3 *Aimed Fire Range:* 60 m *Area Fire Burst:* 3 rounds ( AFV = 0.25) *Area Fire Range:* 30 m *DP Value:* 0.6 *Price:* Lv200 ( Lv3 for box of 100 rounds) DAMAGE 1-4+2 (1-3)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Ruger P-2247	1 kg	0	3	3	12	60m	30m	.25	1d4+2	1-3

**Traylor M-61**, A license produced version of a Swiss handgun (Sig-10), a popular export and home defense model due to its low weight and ease of use. In is produced under

license to America by Traylor as the M-61. The Traylor version has overtaken the SiG in the export market.

*Type:* 10mm Handgun, *Country:* Switzerland, *Weight:* 0.5kg, *Length:* 14cm, *Action:* SA, *Ammo:* 10x20 fixed cartridge ball, *Muzzle Velocity:* 210mps, *Magazine Capacity:* 14, *Magazine Weight:* 0.3kg, *ROF:* 3, *Aimed Fire Range:* 25m, *AFB:* 0.25 (3 rounds), *Area Fire Range:* 12m, *DPV:* 0.3, *Cost:* Lv97 (Lv9 per 50 rounds) **DAMAGE 1-4+2 (1-3)**

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Sig-10	0.5kg	0	3	3	14	50m	20m	0.25	1d4+2	1-3

## REBCO-SAR STANDARD FRONTIER TROUBLESHOOTER EQUIPMENT LOAD OUT

### INDIVIDUAL

- **DUNARMCO CONCEALABLE INERTIAL VEST, LIGHT GREY. 1 KG, LV 300**
- **TRAYLOR M-61 10MM PISTOLS WITH ATTACHABLE LIGHT, ALSO WITH WEAPON IS A CONCEALMENT HOLSTER AND MAGAZINES POUCHES, AS WELL AS A LIGHT POUCH. THE PISTOL COMES WITH FOUR MAGAZINES. .5 KG, LV 200**
- **WINCHESTER 922 RIFLE: 9MMX56MM CASELESS WITH SCOPE AND SIX 10 ROUND MAGAZINES. 3.5 KG, LV 250**
- **DUNARMCO M2310 SONIC STUNNER PISTOL WITH CONCEALED HOLSTER 1KG, LV 340**
- **GERBER FOLDING COMBAT KNIFE .2 KG, LV 15**
- **GERBER MULTI-TOOL .1 KG, LV 10**
- **HUMANADYNE PERSONAL COMBAT FIRST AID KIT .2 KG, LV 100**
- **EXPLORER-TEC CIVILIAN BACKPACK, GREEN AND BROWN, WITH DETACHABLE 3 LITER HYDRATION SYSTEM AND DAY PACK. 1 KG EMPTY, 4 KG WITH FULL HYDRATION PACK. LV 50**
- **3 DAYS OF AMERICO EMERGENCY RATIONS .5 KG EACH = 1.5 KG, LV 30**
- **YAMASHINO PORTABLE MICROWAVE COMMUNICATIONS SET: DUE TO ELECTRONIC INTERFERENCE CONDITIONS ON AURORA COMMUNICATIONS ARE EFFECTED THROUGH A NETWORK OF MICROWAVE RELAY TOWERS THAT RUN FROM TOWN TO TOWN. THIS COMMO SET ALLOW THE USER TO USE THE MICROWAVE COMMO NETWORK ON THE PLANET. THE SET MUST BE USED WITHIN LINE OF SIGHT OF A MICROWAVE COMMO TOWER AND MUST BE WITHIN 5 KILOMETERS. SETTING UP A LINK TAKES 30 SECONDS. THESE SETS ALSO ALLOW LINE OF SIGHT COMMUNICATIONS FROM ONE SET TO ANOTHER WITH THE SAME 5000 METER RANGE .5 KG, LV 150**
- **YAMISHINO MINI-PORTACOMP: .2 KG, LV 2500**  
FEATURES-
  - BUILT IN GPS AND MAPS

- BUILT IN CAMERA: UP TO 24 HOURS OF RECORDING TIME, UP TO 15X ZOOM
- BUILT IN IMAGE PROJECTION AND KEYBOARD CAPABILITY.
- LANGUAGE TRANSLATION PROGRAM.
- VOICE / SOUND RECORDER (30 MIN RECORDING TIME)
- STANDARD UTILITY PROGRAMS.
- UNIT CAN SYNC TO MICROWAVE COMMUNICATIONS SET.
- *YAMISHINO* FARSEER BINOCULARS WITH THERMAL IMAGING CAPABILITY, AND RECORDING CAPABILITY (UP TO 24 HOURS OF RECORDING TIME. BINOCULARS CAN SYNC TO PORTACOMP FOR TRANSMISSION OF IMAGES OVER COMMO SET. **1 KG, LV 800**
- 2 OUTFITS OF CLIMATE SPECIFIC CASUAL CLOTHING. **4 KG, LV 20**
- *YAMISHINO MULTI VIEWER*: THESE GOGGLES HAVE THE BENEFITS OF THE THERMAL GOGGLES AND THE IMAGE INTENSIFIER GOGGLES. **.2 KG, LV 1500**

#### TEAM

- *BULGAR CORPORATE SECURITY PRODUCTS* ELECTRONIC SURVEILLANCE KIT (DISGUISED AS PART OF SECOND MEDICAL KIT) – A VARIETY OF BUGS AND RECEIVERS, AND ONE ADVANCED LASER EAR (1/4 MASS OF THE UNIT IN THE EQUIPMENT GUIDE) IN A PROTECTIVE CASE **20 KG, LV 30,000**
- *HUMANADYNE* ADVANCED TRAUMA KIT **2KG, LV 250**
- *BULGAR CORPORATE SECURITY PRODUCTS* COMPACT INTRUSION KIT (DISGUISED AS PART OF SECOND MEDICAL KIT). THIS COMPACT KIT INCLUDES AN ELECTRONIC SECURITY SYSTEMS KIT AND TOOLS FOR DEFEATING MECHANICAL LOCKS AS WELL. **2 KG, LV 3000**