

TILT ROTOR

DOWN

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REFERENCES: The following materials will be necessary / useful in running this adventure.

- 2300AD Game to include: Players Guide, Administrators Guide, Colonial Atlas and Invasion.
- Weapons designed by Wayne Young found in his articles: Weapons Annex 1 through 4, which can be found on the Pentapods World web site.
- 2320AD Playtest Files – Found on the Citizens of the Imperium web site.
- Jim's 2300AD D20 combat rules, and D20 rules, which are posted on the 2300AD Collective Web site. This scenario is designed for use with these rules, but should be easy to convert to any other rules system.

If you have any questions concerning this adventure, or comments or concerns, please feel free to contact me at jlangnes@yahoo.com.

Jim

ORGANIZATION

This adventure/mini-campaign will be organized in the following way;

- Background section.
- Map Locations and descriptions of important locations.
- Synopsis of Scenes
- Scenes (1-11)
- Additional Scenario Ideas
- NPC Section
- Equipment and Weapons Section

BACKGROUND:

The colony world of Kimanjano, once a center of synthetic materials and medicine production on the French Arm, was one of the colonies hardest hit by the Kafer war. The industrial production infrastructure of the two colonies on the world were heavily damaged, and all but destroyed in the French colony. Due to the world's location at a nexus point in the French Arm it was over-run with refugees of many nationalities fleeing Kafer attacks, adding to the world's problems. Then the Kafers landed ground troops. After a human victory over the bulk of Kafer ground forces, continued kafer raids from the mountains, political instability, famine, banditry, and a revolt followed in the French colony of Fromme, adding to the suffering. The revolt against the French government was put down by French Foreign Legion troops and much of the infrastructure that had been rebuilt in the French colony after the Kafer attacks was destroyed in the assault.

A number of non-governmental aid organizations (NGOs) are active on Kimanjano, involved in relief missions to the largest human refugee crisis in history since the Twilight War, with approximately 500,000 refugees on the world. Political instability, criminal activity, banditry, rebellion and Kafer raiders operating out of the highlands are hampering the NGOs, particularly in the French colony.

The PC team will be hired by Zampamoga to provide security to ongoing refugee relief operations in the French colony of Fromme. Zampamoga is primarily involved in keeping the massive population of refugees it sponsors in its camps, and other refugees living in the ruins of the colony, fed with food shipments dropped from orbit via roton at their main camp outside of the largely ruined city of Fromme and produced by the food production complex operated by the Alberta Farming Cooperative, another NGO operating on the world at the invitation of the French government. Recently many food shipments have been hijacked or captured by armed men and a number of Zampamoga personnel have been killed or wounded in violent attacks.

DEEP BACKGROUND - WHAT IS REALLY GOING ON

The current military governor, General Auguste Duchêne, is trying to do the right thing for the refugees on the planet which is why he has invited in any NGO that will come. At the same time he is maintaining French control of the colony (using force when necessary), and trying to meet (but often failing) the often unrealistic re-building and production schedules from the French Colonial Administration in Paris. His short term objective is to clear the ruins of the city of Fromme of organized rebel resistance, as it is the rebel stronghold nearest the new capital (Fromme Neuve), while increasing services to the refugees in order to hurt rebel recruiting ability and support in the long term.

General Duchene's efforts are hampered by hard line officers in his command who believe that most of, if not all of the refugees, are rebel sympathizers or rebel collaborators, and traitors to France. There is also a high level of corruption in the French colonial government entities responsible for delivering aid provided through the French government to the refugee population and for rebuilding projects. General Duchene is aware of the corruption problem, if not its scope, and has been shifting the responsibility for the distribution of official aid funds and materials to the NGOs.

Much of the official corruption in the colonial government has been centered in the Fromme Office of Colonial Security. This organization does not report to General Duchene, but to the DGSE. The DGSE has only a small group of intelligence and direct action officers operating in the colony under incompetent leadership. Most of the DGSE agents on the planet rarely leave their offices, instead they repackage information reported by Fromme Colonial Security and send it on to Paris as their own work. Fromme Colonial Security (FCS) agents have compromised almost every high ranking member of the colonial administration, and for the last few years have been getting a cut of all of the money grafted from the official aid funds and supplies. Whenever someone has crossed FCS, or gotten in their way, the person has been framed as cooperating with the rebels and has been killed in shootouts with FCS agents, or "while trying to escape".

The actions of the new Colonial Governor have been greatly cutting into the profit margin of the graft machine in the colony of Fromme. This has led to a program of disruption against the NGOs directed and supported by FCS agents, largely using mercenaries that were stuck on the world after the defeat of the rebel government in the French Foreign Legion assault. The corrupt Colonial Security agents hope to drive the NGOs from the colony so that things can go back to normal. They also plot against the Governor who they have not been able to compromise.

GEOGRAPHY AND WEATHER FOR THE FROMME COLONY:

The Fromme colony is nestled into the north side of a mountain range and inland along the coast of the sea to the east. The mountain range is volcanic and it is

not uncommon for there to be eruptions visible on the distant horizon to the south. There are a number of river valleys that penetrate deep into the mountains. Along the coast are lowlands that are separated from the highlands by a line of hills that climb to a plateau. The lowlands are very humid and are much warmer than the more temperate highlands, but the high levels of methane in the atmosphere of the lowlands make existence there unpleasant and unhealthy in the long term. Facilities in the lowlands are sealed and persons that spend much time outside use filter masks. Because there is no plant life and heavy rainfall on the planet, erosion is very evident, with many canyons, gullies draws and an abundance of rough terrain.

The Kimanjano day is 35 hours and 17 minutes in length and humans have adapted to this longer day without too much difficulty.

There is no native life (in the classical sense) native to Kimanjano, just the poly-carbon soup that makes up the seas, and some unusual pseudo-lifeforms that are the subject of intense study by IEX (see Colonial Atlas information on Kimanjano).

In the early days of colonization the IEX (Instituts Études Exobiologiques) developed a genetically engineered crab grass that was able to obtain purchase and thrive in the soil of this world. This grass was seeded in the areas of both colonies on the planet and it has been spreading rapidly ever since. The grass was tailored for the cool upland areas and never did well in the lowland areas. The grass was originally developed as a form of erosion control, but the scientists at IEX were not finished. The IEX scientists also bio-engineered goats, sheep and horses that thrived on the crab grass. These animals, with no predators, quickly multiplied and were farmed by the colonists, with horses forming a major form of transportation outside of the major settlements of Fromme and La Trove. It was also discovered that after the engineered crab grass had worked the soil for ten years or so, some genetically engineered crops were able to grow in the Kimanjano soil and homesteaders and farms spread in the mountain valleys and around the cities where the grass was first seeded, supplementing the food produced by the largely automated agra facilities run by the Colonial Government near the population centers. Since the kafer attacks and the refugee crisis, the wild goats and sheep have been nearly wiped out in the areas surrounding human population centers, and they have unfortunately provided a means of survival for the remaining Kafer bands that still attack out of the mountains from time to time. Horses remain a major form of transportation on the colony outside Fromme Neuve as the former public transportation systems in Fromme, La Trove and L'Usine/Les Dechetes (The Works/The Scraps) have been destroyed.

MAP LOCATIONS AND OTHER IMPORTANT LOCATIONS:

- L'USINE / LES DECHETS (THE WORKS/THE SCRAPS - #1 on Fromme Region Map) – POP: 320,000. See 2320AD Playtest files for further information. These largely destroyed industrial works and surrounding housing and commercial areas are located on the Hydrogen road and rail line from the port facilities to Fromme 140 kilometers to the east of Fromme, and 220 kilometers from the port facilities. The large refugee population in the ruins is supported by a Zampamoga food distribution facility and a NARL health clinic. NARL is also assisting in the construction of temporary modular housing. The ruins are the center of separatist rebel activity on the colony and French authorities rarely enter. Plans for re-building the facilities here have been canceled and a new facility is planned another 30 kilometers to the east. As French forces put pressure on the rebels and criminal elements in the ruins of Fromme, many have relocated to Les Dechets.
- The LES DECHETS ZAMPAMOGA DISTRIBUTION CENTER: The Zampamoga food distribution center consists of a warehouse that has been repaired and twenty large pre-fabricated cabins set down in a bulldozed area that provide lodging, a headquarters, cafeteria and small medical clinic for the staff of the facility. This facility is located near the center of the ruins, towered over by the skeletal remains of the great towers of the destroyed industrial works that were once the lifeblood of the colony. The entire compound is surrounded by rolls of razor wire. Security at the distribution center consists of 10 local security personnel with a six man Rebco-SAR contract reaction squad. The other staff at the compound consists of 30 Zampamoga workers and administrators. Inside of the wire is a landing area for tilt rotor aircraft. The compound has two entrances. One of the entrances is only used by Zampamoga personnel and vehicles. The other is the public entrance where food and cash stipends are distributed. Cash stipends are paid using cash (Livre) provided by the French Government and from donations to Zampamoga. These small cash stipends are intended to stimulate a local economy so that the refugees are not completely dependant on Zampamoga. This policy has had a positive effect in that an open air market of about 60 booths and store fronts has developed just outside of the public gate to the complex where items like inexpensive clothing, shoes, locally grown food items, sundries, weapons, and supplies stolen from Zampamoga supply convoys are sold. An unfortunate side effect of the stipends has been a sharp rise in the use of illicit drugs, mostly a cheap drug made from common chemicals that is called "Trance" by the locals (the drug causes a feeling of euphoria for up to 6 hours per dose and is highly addictive). Criminal groups produce this drug at clandestine labs in the ruins. A cantina has also opened - *The Dirty Sanchez*, which is run by a "retired" Argentine mercenary.
- *THE DIRTY SANCHEZ*: This is the only cantina/bar to speak of in Les Dutchets. It is operated by an ex-Argentine mercenary of the same name. The cantina has been set up in what was once a vehicle maintenance

building. There are heavily armed bouncers (There are always 3 on duty armed with FAM-90s, Inertial Armor Vests) at the entrance to the chain link fence that surrounds the building and the outside tables. The bouncers check the long guns of anyone trying to enter which are tagged and placed in a connex container. The bouncers are supported by a sandbagged fighting position on the roof of the building. This position is always manned by two men, one of which mans a Type 381 Machinegun, and the other is armed with a FAM-90. Inside of the bar there is a remote turret attached to the ceiling by the bar, with a camera, containing a modified FAM-90 that is operated from a small armored room in the rear of the building to help quell disturbances. The place is decorated with shot up pieces of armor, broken weapons, a large Argentine flag, a number of Fromme Independence rebel flags and Kafer shells and weapons. Sanchez himself is in the club most nights and he lives in a room in the back. Sanchez runs a large stable of prostitutes that work out of tents behind the cantina. By any reasonable comparison the food is terrible, and the drink is worse (mostly produced in stills in the ruins), but there is not much to compare it to in the area. The best dish – the house specialty – is a greasy chili. *The Dirty Sanchez* is frequented by anyone in Les Dechets with more money than the dirt poor refugees surviving on food and stipends from the distribution center. The normal clientele includes mercenaries, criminals, small businessmen, rebel leaders, drug traffickers and Zampamoga personnel. It is the main meeting place and communication center for the Les Dechets. It should be noted that Sanchez and his staff will not tolerate any harassment or violence against anyone in a Zampamoga uniform, as most of the population of the area realize that the money and food brought in by the organization is the reason that the bar is there, and that most of them are not starving anymore.

- NOUS L'USINE (#2 on Fromme Region Map: This facility is located 30 kilometers to the east of Les Dechets. Construction is proceeding and processing of raw materials is expected to be on line in a limited basis in 6 months. This facility consists of the materials processing plant and a new residential area consisting of pre-fabricated homes for 60 families that are involved in re-building. There is also a company size garrison of French Metropolitan troops here, supported by a section of hover armor. It was expected that this facility would have been on line 18 months ago. Rumors indicate that pro-separatist saboteurs have delayed the project. A new hydrogen road and rail line is being built between Fromme Neuve and Nous L'usine but this project is probably a year from completion. At this point all travel between Nous L'usine and Fromme Neuve is through La Trove, Fromme and Les Dechets. This rout is subject to disruption by rebels, bandits and Kafer raids out of the mountains to the south.
- FROMME - POP: 120,000 (#3 on Fromme Region Map). This city is largely destroyed (approximately 20% of the buildings are rubble, and another 30% have moderate to heavy damage) with no working utilities.

The city was in the process of rebuilding and had re-established power, water and sewer services until the rebellion. The French Foreign Legion attacks destroyed the power production facility and the Military Governor decided to abandon the city and build a new capital 50 kilometers to the north instead of rebuilding the largely ruined Fromme. The city is now a squalid ruin filled with desperate refugees and pockets of separatist rebels, who receive support from the refugee population. Zampamoga maintains a food distribution center near the middle of the city. NARL also runs a large health clinic and education/training center, and has a base for its Fromme operations here. NARL's operations are primarily involved in medical support and education. This ruined city had been a nest of criminals on the run from all over human space, and mercenaries caught here after the French victory over the independence movement, but many of these unsavory types have moved to Les Dechets due to the increasing French military pressure here.

- LATROVE (#4 on Fromme Region Map) – POP 30,000 plus 10,000 refugees. This small city is located 60km east of Fromme. This city saw some destruction from the Kafer invasion but much less than Fromme. The city maintains basic services but unemployment is rampant. A squatter/tent refugee city of 10,000 has developed in an abandoned warehouse/industrial park, just outside of town. A secondary materials-processing plant that was working here before the Kafer invasion is in the process of being repaired and a new hydrogen road is being built to Fromme Neuve that is scheduled to be completed in about one year. The rail line from La Trove to Nous Lusine has been completed and as soon as that plant comes on line, many of the workers are expected to come from La Trove. Zampamoga maintains a food distribution facility in the refugee squatter camp and another in the city. NARL and the Life Foundation are involved in re-building projects in the city.
- FROMME NEUVE (#5 on Fromme Region Map) – POP: 60,000. 50 km north of Fromme. This city was built following the Foreign Legion attack on Fromme in 2311 against the separatist government and represents the bulk of the French investment in the colony since re-taking it from the independence rebels. This city is the capital of the French military colonial government, which is more of an army of occupation. This city was built for defense and the remaining organized rebel forces have no hope of a successful attack on the city. There is a garrison of French Metropolitan troops in the city that consists of two regiments of French Infantry supported by two armor companies, and a flight of attack helicopters. A new down-port has been constructed north of the city. Also stationed at the airport are a wing of 6 frontier fighter bombers, and 3 x-wing gunships.
- ZAMPAMOGA CAMP 1 (#6 on Fromme Region map)– POP: 120,000. 20 kilometers south of Fromme. This camp is the headquarters of Zampamoga operations in the Fromme colony. Also located at this site are warehouses and north of the site is a drop zone where relief cargos are

dropped from orbit. Conventional farms growing gene tailored wheat and raising goats and hogs have been built around the camp.

- ZAMPAMOGA CAMP 2 (#7 on Fromme Region map) – POP: 30,000. This camp is based upon a farming town. The population of the camp, in a cooperative measure between Zampamoga and the Alberta Farmers Cooperative, is building a high intensity agriculture “plant” here. The agriculture plant is starting to come on line, producing genetically enhanced pork, trout and gene tailored rice. It is not yet self sufficient but if it stays on schedule, should begin producing a large food surplus in the next 18 months. For the time being the population must be supported with supplementary food shipments from Z Camp 1.
- ALBERTA FARMERS COOPERATIVE (ABC) COMPOUND – POP 10,000 (#8 on Fromme Region map). This population includes about 1000 ABC staffers and 9,000 refugees. The refugees work in the large agricultural “plants” at the compound that produce a food surplus that is part of the food that is distributed by Zampamoga to refugees throughout the colony of Fromme
- LIFE FOUNDATION COMPOUND (#10 on Fromme Region map) – POP 8,000. This compound is located 15 kilometers to the west of Fromme. This population includes about 400 Life Foundation Staff members. The Life Foundation is supporting this refugee population with imports while constructing advanced farms and the infrastructure to produce the materials needed to expand the farms and build new ones, while training refugees in both. The farms at this location are expected to begin producing a surplus of food in two years.
- MINING CAMPS – HIGHLANDS (#11, 12 and 13 on the Fromme Region map). These mining camps are run by AMEC (camps 1-3) under contract with the French Government. AMEC has been hiring local workers. Each of the mining facilities is guarded by a platoon of French troops supported by automated heavy weapons installations and hover tanks. There have been reports of Kafer attacks out of the mountains on the mining camps, all of which have been easily repulsed. Small amounts of tantalum are being produced in the mines using new techniques being pioneered by AMEC, and AMEC and the French government are believed to be making a small profit in the operation. The refined tantalum is transported from the mine to the Fromme Neuve downport by aircraft with military fighter escort. Each of the mining outposts is highly automated and are occupied by about 30 local families and 15 AMEX personnel from off world.
- VILLAGES – HIGHLANDS (#14 on the Fromme Region map). These were farming settlements prior to the Kafer invasion. Most are largely deserted now, depopulated by repeated Kafer raids. In recent years, with help from the Alberta Farmers Cooperative, the land capable of supporting crops around these towns is being reclaimed by brave groups of settlers.
- IEX LAB FACILITIES (not on Fromme Region Map)– 2 on shore and 5 off shore. Each occupied by 25-50 personnel and IEX security teams.

- **PORT FACILITIES (Not on Fromme Region Map):** This facility is located on the sea, 360 kilometers east of the city of Fromme. It is at this location that the pipelines from the French resource gathering plants offshore came together and where the raw material was stored in huge tanks before being shipped via rail for processing. The facility was targeted by Kafer orbital weapons like those dropped on the processing facility. There are few sealed buildings still in operation at the port and the ones that are house workers involved in re-construction. The re-construction of the port facilities is part of the plan to re-start the primary chemical and bio-chemical materials industry of the colony from before the Kafer attacks.

THE PUSH: The push in this adventure is that the PC team will be hired to protect food shipments destined for desperately poor refugees.

THE PULL: Attacks on the PC's directly will motivate them to get to the bottom of who is really responsible for the attacks. And once they find out – what to do about it?

THE MYSTERY: Who is really behind the attacks on the NGOs.

SCENES:

SCENES SYNOPSIS:

SCENE ONE: Hiring On: The team will be hired by Zampamoga through Rebco SAR to act as security operatives/troubleshooters in the troubled French colony of Fromme on Kimanjano, and will travel to that world.

SCENE TWO: Arrival: The team will land at the Fromme Neuve downport and will meet their local guide. While traveling to Zampamoga Camp 1 through the ruins of the city of Fromme they will witness (and maybe get involved in) a rebel attack on French Army convoy, before making it to Camp 1.

SCENE THREE: Meeting the Boss: The team will meet with their commanders on the ground in Fromme. They will receive an intelligence briefing, meet some new NPCs, including a new team member, and will receive their first assignment.

SCENE FOUR: Convoy Duty: The team has been given the assignment of escort duty, escorting food shipments from Z Camp 1 to Les Dechets. They will meet NPCs that will be important later in the adventure, and will suffer an attack on the convoy.

SCENE FIVE: Tilt Rotor Down: The team will be at the Les Dechets Zampamoga distribution center. They will become involved in a rescue effort when the Zampamoga aircraft transporting currency to the distribution center is shot down.

SCENE SIX: An Unexpected Visitor: The reporter attached to the team will file a report implicating colonial security in the tilt rotor shoot-down attack. This will lead to a visit to the team at Z1 by Agent Mona Ciselet of Colonial Security. The PC team will be threatened with arrest and the reporter will be removed from the Z1 base, and Zampamoga will be pressured into refusing to let her into any other Zampamoga compounds.

SCENE SEVEN: New Orders: The PC team will be directed by the Colonel to go to Les Dechets and to find out everything they can about the forces that have been targeting Zampamoga.

SCENE EIGHT: Fun with Kafers: A sudden rescue mission will come up when a band of kafers attack a convoy. The PC team will be transported by aircraft to the site of the attack and will have to rescue humans fleeing from the Kafers, humans that have been taken prisoner, and kafers looting the cargo of the convoy.

SCENE NINE: The mean streets of Les Dechets: The PC team will conduct the investigation ordered in scene seven. On the way to Les Dechets the team will find an abandoned vehicle and evidence that Runningdeer has been abducted or killed. The investigation can go a number of ways, but will probably involve some time spent at *The Dirty Sanchez*.

SCENE TEN: The Warehouse: The PC team will learn of a warehouse headquarters of a mercenary group that has been raiding Zampamoga shipments and that was responsible for the shoot down of the tilt rotors. A raid will have to be conducted on the warehouse. This raid will lead to the rescue of Runningdeer and the evidence that the team needed, and to another mystery. The team should also determine that they have a traitor in their midst.

SCENE ELEVEN: Restaurant Trouble and Aftermath: This scene will only take place if the PC team has presented General Luzinski with proof that French Colonial Security is behind attacks on Zampamoga. The PC team will accompany General Luzinski to meet with the French Military Governor in Fromme Neuve. During the lunch meeting the General and the Governor will be attacked by mercenaries working for Ciselet.

SCENE ONE: Hiring On

Synopsis: The team will be hired by Zampamoga through Rebcos SAR to act as security operatives/troubleshooters in the troubled French colony of Fromme on Kimanjano, and will travel to that world.

The PCs will be contacted by a mission coordinator at REBCO SAR. This can take place anywhere on the French Arm or in the core. If the team is on earth or Gateway this coordinator is likely to be Miles O'bay (see NPC section below). The PC team will be asked to come to the Rebcos SAR office for an interview. When the team members meet with the Rebcos SAR Mission Coordinator they will learn the following information;

- Rebcos SAR has entered a contract with a humanitarian relief organization to provide security / troubleshooting teams to assist the organization in its activities in the French colony of Fromme on Kimanjano.
- The relief organization that the PC team will be supporting is Zampamoga. The team would be working at the direction of a Zampamoga security coordinator.
- Zampamoga has contracted Rebcos to supply not only armed guards, and tactical teams, but also a team of personnel with a variety of skills that are capable of supporting and protecting themselves in a sometimes hostile environment, and who are capable of self directed action within guidelines.
- Zampamoga is operating a majority of the largest humanitarian effort in history, providing life support and humanitarian aid to half a million refugees that remain to this day on Kimanjano, following the Kafer war. Zampamoga and a number of other NGOs are operating on Kimanjano as guests of the French government in the colony of Fromme.
- The difficult situation in the French colony of Fromme on Kimanjano is aggravated by banditry, an insurgency against French occupying troops, kafer raids, and the destruction of most of the colony's infrastructure during the kafer attacks, and again when French troops invaded and defeated an independence movement.
- Pay for the mission will include Lv50 per day per team member with a contract length of 3 months on planet, subject to renewal upon the agreement of both parties, and an Lv3000 bonus for successful completion of each 3 month tour. The successful tour bonus is dependant on positive feedback from Zampamoga on the PCs performance. Also included in the ticket is a Lv50,000 life insurance policy, medical treatment (to include resuscitation if available), transport to and from the colony world, food and incidentals and necessary equipment.
- All Rebcos SAR equipment is to be returned after completion of the mission.

If the PC team wishes to haggle for higher wages the task to do so is below:

TASK: To bargain for higher pay. Difficult. Bargain, and renown. 10 minutes. If successful pay can be pushed up to Lv75 per day and the bonus up to Lv5000.

If the PC team accepts the mission, the mission coordinator will arrange for them to travel to Kimanjano as quickly as possible. They will be given contact information for their arrival in the Fromme colony. They will also be sent to the Rebco SAR supply officer to draw equipment. This equipment will consist of a standard Rebco SAR paramilitary temperate climate operator's kit (see the equipment section below).

SCENE TWO: Arrival

Synopsis: The team will land at the Fromme Neuve down-port and will meet their local guide. While traveling to Zampamoga Camp 1 through the ruins of the city of Fromme they will witness (and maybe get involved in) a guerilla attack on French Army convoy, before making it to Z Camp 1.

Action: The PC Team's spaceflight to Kimanjano will be long but uneventful, in business class accommodations on a French National Shipping line vessel. Upon arrival in the Kimanjano system the PC team will board a shuttle for the flight to the Fromme Neuve down-port. The PC team members will have been provided a communicator number for Norman Rausch of Zampamoga, who they are to contact upon arrival at the down-port.

The shuttle flight will be rough, flying through thunderstorms on approach to the down-port runway. As the team is coming off of the shuttle their noses will be assaulted with the smell of methane in the air and they will see a giant Roton with Zampamoga colors landing some distance away from the down-port through a light rain. The team will then enter what appears to be a very new terminal building. Security will be obvious with teams of two uniformed French soldiers patrolling with FAM-90 rifles everywhere.

The team will be able to contact Norman Rousch by communicator who will be waiting for them at customs where they will be united with their baggage. Rousch will introduce himself as an assistant to General Basil Luzinski, who is the Zampamoga head of mission on Kimanjano. Rousch will have smoothed things out with customs and the PC team will only have to give a thumb print, and will then be through. Rousch tells the PC team that he has a vehicle waiting for them outside. As the PC team loads into the van that Rousch has outside, the rain will really start coming down hard.

Once everyone is in the van Rousch will tell the team that he will be taking them to Zampamoga Camp 1, which is about an 80 kilometer drive from the down-port through Fromme. Rousch will tell the PC team that at Camp 1, the team will meet with General Basil Luzinski, and probably Colonel Tutscheck, one of the General's sub-commanders, who is the head of Security for Zampamoga in the Fromme colony. Rousch also says that he is to be assigned to the PC team as a local guide. If the PC team engages Rousch in conversation they will be able to learn the following information:

- Rousch is a native of the colony, who grew up in the city of Fromme. His parents immigrated to the colony when they were very young (T).
- Rousch says that he is happy to have gotten a job with Zampamoga three years ago and that his life has gotten much better since he was hired (T).
- Rousch says that his wife was killed during the war. (F).
- Rousch says that when the Kafers attacked he was a communications Sergeant in the colonial militia (T).
- If asked about the colonies attempt at independence, Rousch will say that he disagreed with the Rebels, and felt that they colony should be loyal to France, but that he stayed out of the troubles (F).

The hydrogen road away from the down-port will take the team past the brand new city of Fromme Neuve and then about 40 kilometers to the largely ruined city of Fromme. Traffic will be light, but when the team enters Fromme they will be behind a military convoy that consists of three utility hover jeeps and three 5 ton cargo hover transports. It will still be raining hard. Two of the hover jeeps will be in front of the trucks and one behind. All of the jeeps have manned squad support weapons on their roll bars. Rousch will be driving the vehicle carrying the PCs and will he will keep a distance of about 50 meters from the last of the military vehicles. It will be apparent that the team is traveling on the main road through Fromme and many of the side streets that they pass will be filled with rubble and blocked by the ruins of fallen buildings.

After the road takes a turn there will be large explosion next to the lead hover jeeps of the French Army convoy that will throw the hovers off of the raised roadway and into a ditch. The explosion will also disable the lead cargo hover. 10 seconds after the explosion there will be small arms fire into the military convoy from the windows of burned out buildings on the same side of the street as the explosion came from, about 50 meters from the highway. This fire will come from a small rebel patrol (see NPC section) that set up this ambush using mining explosives. The gunner on the rear French Army hover jeep will be firing suppressive fire into the buildings. As soon as the small arms fire starts Rousch will head for a side street unless the PC team stops them.

If the PC team decides to get involved in this fight here are some considerations:

- If the PC team has not changed into their Rebco SAR uniforms from their civilian travel clothes, they will be seen as rebels by the French soldiers in the remaining hover jeep and fired upon.
- French forces in the fight consist of six infantry soldiers armed with FAM-90bis's and the squad support weapon on the roll-bar (FAM-180 SAW) in the trailing hover jeep. There are also two vehicle crewman for each of the two cargo trucks that were not hit. These four crewmen will attempt to rescue the two wounded crewmen in the cab of the first truck. The cargo vehicle crewmen are armed only with sidearms. The troops in the two hover jeeps hit by the explosion and thrown off of the road into the ditch between the highway lanes are dead or seriously wounded.

- The rebel force consists of one light rebel patrol (see NPC section). The rebels will continue to harass the French soldiers of the convoy with small arms fire unless things get to hot, in which case they will fade away through the ruins if possible.
- Two of the soldiers (see NPC section below for details on French troops) in the trailing hover jeep will deploy and provide cover fire on the rebel positions while the machine gunner does the same. The other three soldiers will make their way through the rubble across the street from the rebel position to try to help the soldiers that were in the first two hover jeeps hit by the explosion.
- After five minutes a French Army helicopter gunship will approach. As soon as the rebels hear the approach of the helicopter they will flee the area through the rubble.

Unless stopped by the PC team, Rousch will maneuver the van through a maze of garbage strewn side streets and then back onto the main road, well away from the ambush site about 10 minutes later. By this time the PC team will be able to see a pair of French Army helicopters circling the area and vectored thrust medical evacuation aircraft coming in.

After leaving the ruined city of Fromme behind, the PC team will travel about 20 km to Zampamoga Camp #1. This camp houses about 120,000 refugees and is made up of 120 “blocks” that house about 1000 refugees each, and an administrative section in the center of the camp. The camp is still primarily made up of temporary emergency shelters constructed from cargo drop canisters and tents, but slowly modular housing is being produced, largely using materials from shipping containers that are used to transport food and material to the surface of the planet from orbit. The camp is very crowded and the population gets just enough to keep them from starving, and not much else. Most of the clothing of the refugees is in poor repair, but sanitation is good and there has been little in the way of disease.

As the group drives through the camp to the administrative section in the center, Norman explains that the people in the camp are just getting by, with the food and a little bit of aid money allowance every month. He says that the population is largely disillusioned, depressed and restless, with a high suicide rate. He also adds that while Zampamoga is doing all it can, the unavoidable conditions, and a lack of policing assets from the French Government lead to a high violent crime rate, and it is best not to go wandering around outside of the admin center, especially after dark. Norman says that the really depressing part is that the people in this camp are better off than the people living in the ruins, and that has even been worse lately with the disruptions in supply runs.

At last the team will arrive at the administrative compound. Norman will first take them to a trailer, near a bunch of pre-fabricated warehouses that will serve as their quarters for the time being, but the trailer has its own toilet and shower,

which is doing well in the Fromme colony. Each of the team members will have a small room in the trailer. Norman will tell them that they can freshen up a bit and that he will be back in an hour or so to take them to meet the General.

SCENE THREE:

Synopsis: Meeting the Boss: The team will meet with their commanders on the ground in Fromme. They will receive an intelligence briefing and will receive their first assignment.

Action: After the team has a chance to freshen up and rest, Norman will return to take them to meet with General Basil Luzinski, and Colonel Tutscheck. Norman will drive them to the Zampamoga headquarters building and he will lead them to a meeting room with a large table. On the walls are a large electronic information screen and a large Zampamoga emblem. Norman will leave the room and will ask the team to wait. He will then return a few minutes later with two men in neat Zampamoga military style uniforms, with general and colonel insignia on their shoulders. Norman will introduce General Basil Luzinski, and probably Colonel Tutscheck. Both men are veterans of the Polish Army.

The two officers will greet the team, each shaking each of their hands and they will then be asked to take a seat. The General will start by saying that he is very happy that the team has arrived as Zampamoga's mission on this planet is in need of their services. He says that he has reviewed the background information on them that he received from Rebco-SAR. He then tells them that their operational commander will be Colonel Tutcheck, who is head of Zampamoga security in the Fromme colony. The General stresses that Zampamoga is operating in this colony as a guest of General Auguste Duchêne, the French Military Governor of the colony, and that it is important that the close working relationship between the French colonial authorities and Zampamoga be maintained. He will then thank the team again for coming and will then turn the meeting over to Colonel Tutcheck and leave.

Colonel Tutcheck will then give the team an intelligence briefing that will contain the following information;

- Zampamoga's mission in the colony of Fromme is to feed and provide shelter for approximately 500,000 refugees in the colony while working with other NGOs to re-build the infrastructure of the colony, increasing the ability of the refugees to produce their own food and supplies.
- Zampamoga is also supporting a program of re-location of refugees from Fromme to other colony worlds willing to accept them. France has so far been unwilling to accept refugees from Fromme to Metropolitan France (Earth and Tirane) or to the other French colonies of the French arm, all of which have their own refugee problems. Most other nations say that this is France's problems and also refuse to take refugees in large numbers,

so re-location has so far not had much effect on the refugee problem in the Fromme colony.

- Only about 150,000 refugees live in Zampamoga camps, approximately 120,000 in camp 1, and approximately 30,000 in camp 2. The remaining refugees live in the ruins of Fromme, squatter camps in and around La Trove, and Les Dechets (The Scraps).
- Zampamoga makes regular food shipments from Camp 1 to Camp 2, and to food distribution centers in Fromme, La Trove and Les Dechets. Food is produced in the agriculture center outside of Camp 1, the Alberta Farmers Cooperative farms 30 km south of camp 1, and from orbital drops and Roton shipments that arrive on Zampamoga star freighters, and governmental relief shipments that arrive on commercial cargo carriers.
- The French Colonial Authorities were providing all refugee support until five years ago when Zampamoga, and other NGOs to include NARL and the Alberta Farmers Cooperative were invited in by General Auguste Duchêne, shortly after he took over as Military Governor of the colony. Over the last year, at the order of General Auguste Duchêne, French refugee assistance programs, supplies and funding has been shifted over to Zampamoga and the other NGOs in a phased schedule that will be completed in 14 months.
- For the last four years, since Zampamoga began operations on this colony, there have been scattered attacks on Zampamoga food distribution centers and food shipments by irregular forces of bandits or anti-government guerrillas. These attacks were basically robberies of the supplies, and while some Zampamoga personnel were roughed up, no one was seriously injured or killed except in a crossfire between rebels and French troops. This situation changed about 14 months ago when attacks on our shipments and distribution centers became much more frequent and more violent. In the last 14 months, 19 Zampamoga local workers and security staff, and 6 off world permanent Zampamoga staffers, have been killed in raids. 35 others have been seriously injured.
- The reason for the increase in attacks is unknown. French Colonial Security forces report that the increase in attacks is due to rebel activity, and their theory is that the rebels fear that if Zampamoga and the NGOs are able to alleviate the suffering of the refugees, they will lose their base of support for their actions against the French government.
- Zampamoga's reaction to the increased threat is to increase the number of local security forces hired from the local population to guard the food distribution centers and also to hire through Rebco SAR security teams to back up the locally hired forces. Zampamoga is also in the process of hiring security teams through Rebco-SAR to provide convoy security for food shipments, which at this point are guarded only by under-equipped local hires. At this point six 6 man Rebco-SAR Paramilitary teams are on planet (other than the PC team) and they rotate through duty at Z1, Z2 and the Les Dechets food distribution center and provide security for special threat situations, such as the movement of stipend funds.

- Your team has been hired to perform any security or troubleshooting duties necessary to increase Zampamoga operational security in the Fromme colony that should arise. The Colonel will say that he was personally involved in developing the requirements for their team as he needed a group of seasoned individuals with a variety of talents capable of operating on their own at times, capable of defending themselves and others, and capable of completing a wide variety of missions.

The Colonel will then field any questions. After fielding any questions he will tell the team that he is forced to assign another member to their team, Ms. Samantha Runningdeer, a Canadian reporter working for Travelers Aid Society News Service (TAS-NS). The Colonel tells the team that this is necessary as Zampamoga is dependant on donations from the populations of the core for refugee relief funding and that there has been some bad press about Zampamoga “hiring mercenaries”. The Colonel apologizes to the team for this “inconvenience” but says that these are the orders of General Luzinski. The Colonel will then make a telephone call and a few minutes later Ms. Samantha Runningdeer will be escorted into the room by a Zampamoga staffer and introductions will be made.

Samantha will tell the team that she appreciates the opportunity to work with them. She promises that she will stay out of their way and that she has operated in war zones during the Kafer conflict and that she will not be a burden. Samantha also says that she has been in the colony for the last 3 months and understands how important Zampamoga’s work is here for the suffering refugees of Fromme, particularly the children living in the ruins and squatters camps.

The Colonel will tell the team that they will have three range trucks at their disposal, and that he will do his best to get them any other equipment that they need. He will also tell them that due to recent problems all Zampamoga vehicles operating in the colony have been equipped with GPS trackers that are monitored from the command center. All vehicles are also equipped with coded radios that have range through the entire colony, except for the mountain mining camps and the lowlands.

The colonel will also give their team their first assignment. Until further notice the PC team will provide security escort for the food transport run from Z1 to the Les Dechets food distribution center. This convoy runs every two to three days. In the last month this route has been hit twice by raiders. One of these raids resulted in the death of two of the locally hired security officers. He will add that the attacks on the convoys usually come in areas far from settlements. They sometimes involve a roadblock. Other times armed utility vehicles are used (called *technicals* by the locals). Some of the food and any currency boxes are usually loaded onto the raiders range trucks.

SCENE FOUR: Convoy Duty:

Synopsis: The team has been given the assignment of escort duty, escorting food shipments from Z Camp 1 to Les Dechets every two to three days. They will meet NPCs that will be important later in the adventure, and will suffer an attack on the convoy.

Action:

After the meeting with the Colonel, Norman Rouche will lead the PC team to meet with the Zampamoga convoy commander Mubar Mambazi. Mubar is the Zampamoga staffer who currently in charge of the supply convoy to the distribution center at Les Dechets. He will be glad to see the PC team. Mubar will repeat the information that the PC team had already received from the Colonel: (In the last month this route has been hit twice by raiders. One of these raids resulted in the death of two of the locally hired security officers). During this attack the crews and the security team resisted and were able to protect the convoy, but at a high cost. He will add that the attacks on the convoys usually come in areas far from settlements. They sometimes involve a roadblock. Other times armed utility vehicles are used (called *technicals* by the locals). Some of the food and any currency boxes are usually loaded onto the raiders range trucks. Due to the raids, currency for refugee stipends are no longer transported by ground vehicle, and are now transported by tilt-rotor aircraft. He also adds that about one year ago an entire convoy was lost to Kafer raiders near La Trove.

Mubar will also tell the PC team that the convoy will consist of 5 cargo trucks driven by local driver teams (2 to a truck) that each have a pistol, and whoever is riding shotgun has a rifle as well. Mubar rides in a range truck in front of the trucks leading the convoy. This range truck carries three additional local security men – locally hired. Mubar also tells the PC team that they convoy varies its departure time in order to try to make it harder for the raiders, but as they want to get to Les Dechets before dark each day, they can only vary the schedule so much.

The PC team has it's vehicles to protect the convoy and Mubar will agree with anything that the PC team plans that does not seem just plain stupid. After all, the members of the PC team are the security experts.

The convoy will leave the next day and the trip will be uneventful. There will be other road traffic, much of it horse drawn wagons and people on horseback, near inhabited areas and scarce traffic when in-between. At one point in the trip while the convoy is in the badlands between La Trove and Les Dechets the team will see three men on horseback standing still on a ridge approximately 500 meters to the south. If they are observed with optics it will

be noted that they have rifles and one of the three is looking at the convoy through binoculars.

When the convoy arrives in Les Dechets they will drive through the ruins and will frequently be waved to and cheered by filthy refugees dressed in rags, from the street and from roof tops. The PC team members will also see a group of men armed with rifles down one of the side streets. This is a group of rebels that will not interact with the PC team or the convoy. After traveling through the ruins for about 2 kilometers they will arrive at the Zampamoga food distribution center which consists of a warehouse that has been repaired and a pod of pre-fabricated cabins set down in a bull-dozed area. The entire compound is surrounded by rolls of razor wire. When the convoy arrives there will be a large line (hundreds) of refugees waiting for food and money distribution at the public entrance to the compound.

After the trucks are parked, a group of Zampamoga local workers will begin unloading the trucks into the warehouse. The PC team will be introduced to Shelly Osborne by Mubar. Shelly is the Zampamoga staffer that runs the distribution center. She will show the PC team to the shelter where they will spend the night before heading back to Z-1 in the morning. If asked about security at the distribution center she will say that she has a staff of 10 local security personnel with a six man Rebco-SAR contract reaction squad. A new Rebco-SAR squad rotates in every 21 local days. She says that there has been very little trouble at the distribution center. If asked she will reveal that there has been very little trouble at the distribution center as the local population has been in much better shape since Zampamoga came to town a year ago. She will add that she does not feel that the rebels are a danger here, as they are fed by the local population with the food that comes from the center, and she is sure that some of the money stipend that is distributed goes into their hands as well. In addition, the distribution center feeds the rebels families, and little by little the conditions here have been improving, compared to the malnutrition, starvation and absolute poverty that existed here before the distribution center was established. She does add that one major problem that has gotten worse in the city since Zampamoga began distributing cash stipends to registered refugees, in an attempt to start to develop a local economy, is a great increase in drug abuse in Les Dechets. She has heard that some interstellar criminal organizations have set up labs in the ruins to feed on the misery of the desperate refugees. She does not fear these groups either however, because without the distribution center, and the cash stipends, they would have no market for their poison. She adds that there was a problem with some bandits a while back but the security teams took care of that. After the team is shown their quarters and where the chow hall and entertainment facilities are located, Samantha Runningdeer will ask Shelly for an interview and the two of them will go to the HQ building. Norman will also tell the PC team about the cantina *The Dirty Sanchez* located not to far from the public gate.

The team will then spend an uneventful night at the camp (unless they go to *The Dirty Sanchez*), although they will be able to hear some gunfire in the distance in the middle of the night. At dawn they will be awakened by Mubar. Mubar will tell them to get some breakfast at the chow hall and that they will be leaving shortly. At the chow hall they will see three members of the Rebco-SAR reaction team. They will be in Rebco-SAR pattern fatigues and will pile up their weapons and armor behind their seats. The squad leader will come over and introduce himself in French (his native language is Spanish, he is from Mexico). He is Fernando Garza, and is the reaction team squad leader (see minor NPC section below). If Fernando determines that the PC team contains any Americans his attitude towards them will quickly cool. If asked he will say that he and his squad have been dirt side for 2 months, rotating in and out of this posting and back to Z-1 and Z-2. They have not seen much action in the last two months, but mixed it up with a Kafer band that was sighted near Z-2 three weeks after arrival on planet. Fernando will try to determine if the PC team is the new special team that he has heard recently arrived on planet. If asked he will say that the only real trouble that has happened at this location that the locals could not handle was five weeks ago when a group fought their way into the base towards the HQ shack in an attempt to steal the cash shipment that had just come in that evening. Since then changes have been made and cash shipments only come in once per week by air, the morning that the cash will be distributed, and two Rebco squads come in with it to provide extra security. When the attempted robbery took place they lost three locals, and four were wounded. Fernando will say that his team was able to dispatch the bandits without any further casualties, although some of the buildings got shot up a little bit. Samantha will seem to be hanging on every word and when Fernando goes back to his table, she will pick up her tray, will excuse herself and will walk over to Fernando's table.

After breakfast the team will mount up for the trip back to Z-1. There will be rain and wind and overall bad weather all day on the way back but nothing of interest will take place. On the way back Samantha will be busy on her portacomp composing a story.

After the team returns to Z-1 they will be debriefed by Colonel Tutcheck, without Samantha Runningdeer, regarding their mission. He will ask if they learned anything of interest or if they had any recommendations. They will learn that a food relief transport convoy was attacked yesterday after it left the Alberta Farmers Cooperative to the south and while it was traveling north towards Z-1. The attackers appeared to be bandits, and not very well equipped. The raiders used a road block manned by two men and their six man assault force was on horseback. The convoy security team immediately put fire on the roadblock and the assaulters and caused a number of casualties, and then the attackers broke off. The convoy was able to drive

around the road block and did not stop. One driver was seriously injured, but he is in stable condition now.

The team will have the next day off and then the following day will have another convoy mission. This convoy mission will go much as the last one with medium to hard rain for the entire trip. The convoy will be followed at a distance by a range truck all of the way from Fromme to the outskirts of Les Dechets. The vehicle never comes closer than 200 meters or so, but it will be noticed as there is not much traffic between La Trove and Les Dechets. The vehicle contains a team of 3 mercenaries that are doing a recon on the PC teams' convoy. If the PC team manages to confront the mercenary team, they will claim that they are members of a local security team working for the company that is doing repairs at the port facility and that they are on the way there after four days of leave in Fromme Neuve. They also have filter masks with them and will show these to the PC team members attempting in support of their lie. They are all armed with Stratcher PM-19 pistols and FAM-90 rifles (not the new product improved ones). They also have very worn looking Ukrainian manufacture inertial armor vests and combat helmets in the back of the truck but will not be wearing the armor. All of the men speak English or French with eastern European accents. The men are all Russian and Ukrainian mercenaries that have been stuck on the planet after they came to work for the rebels. They are currently working for a mercenary group called the Reavers that sometimes does work for Ciselet, who they know only as Lisa. The mercenaries are all members of Section One of the Reavers mercenary company. They know that their commander sometimes gets jobs from a French colonial official and they will be able to give a physical description of her. Their group also works for one of the criminal drug organizations operating in Les Dechets. They will claim to have been contract workers on the planet prior to the Kafer invasion if questioned. They will claim that they obtained their armor and weapons from their employer. Their actual mission is to watch the convoy in order to gain information to be used in a future attack.

Nothing of note will take place while the PC team is at the Distribution center, and the return to Z-1 the following day will also be uneventful, except that as the team nears Fromme they will see a French Army unit consisting of four range trucks and two armored cars headed south. About ten minutes later they will hear explosions to the south and will see a column of smoke rising into the air. Samantha will urge the team to head south to investigate. Then they will see a pair of French gunships headed south. The team will have another day off upon return to Z-1 and the normal debriefing by the Colonel. The Colonel will have no new news other than the fact that gunmen attacked a NARL aid station in Fromme yesterday, apparently trying to obtain drugs, and that a French army unit was attacked by Rebels on the road between Fromme and La Trove after the PC teams convoy passed that area.

After the day of rest, the team will prepare for another convoy escort. There will be a light rain as the convoy leaves Z-1 but it will clear to a sunny day by the time the convoy is through La Trove. When the convoy is about thirty kilometers east of La Trove it will be attacked.

This attack will be by the group of mercenaries (Section One of the Reavers mercenary company). The attack is based upon information provided to the head of the mercenary company by Cicelet. She has learned of the PC team from Norman, and of the nosey reporter that travels with them, and wants the team and the reporter eliminated. Norman of course, does not know yet, that Ciselet considers him expendable, even though the mercenaries have orders not to kill him or the other native Zampamoga personnel if it is possible to avoid doing so.

The mercenary team has a scout with binoculars (an unarmed 15 year old local boy who will take off as soon as he hears shooting, to wait for further orders by radio) in a concealed position who will be able to see the PC team vehicles when they are 4 kilometers away. Until the convoy trucks come within 2 kilometers of the ambush site, the vehicles described below will be parked in a concealed position behind a rise 300 meters to the south down a dirt side trail. If the PC team is running a lead security element far out in front of the convoy it is possible that the lead element will pass the ambush site before the ambush is put into place, which only takes a short amount of time.

There is a small chance that the PC team may spot the concealed position of the scout. He is on high ground 500 meters off of the road to the south along a line of small hills. The position is 1 kilometer short of the rise that conceals the ambush forces. To spot something out of the ordinary is a task

TASK: To spot the hidden mercenary team scout: Formidable, Recon or Spot. Instant. (If a PC has recon skill he/she can also add ½ spot asset). If successful the PC team member will see something that does not look right. Further examination will reveal a young male with binoculars talking into a hand held radio. When the young man sees that he has been seen, he will run back out of sight.

The ambush will involve a road block consisting of two heavy trucks that will be pulled onto the road nose to nose 150 meters from the crest of a hill (reverse slope from the view of the direction of travel of the PC team's convoy). At each end of the large trucks is a "technical" consisting of a range truck with a FAM-180 SAW mounted on the top. Each of these trucks has a driver and a gunner, and both are armed with FAM-90 rifles and Stratcher PM-19 handguns and all are wearing inertial armor vests and combat helmets. In a ditch to the south of the road, about 30 meters east of the crest of the hill and 40 meters from the road is the assault force consisting of eleven mercenaries to include the team's leader. All of these men are armed

with FAM-90 rifles, Stratcher PM-19 pistols and are wearing inertial armor vests and combat helmets.

If the convoy stops near the ditch where the assault force is located the leader will use a megaphone to order all members of the convoy to get out of their vehicles and lie flat on the ground in French. He promises that no one will be harmed if his instructions are followed. In the unlikely event that the PC team complies with this order five assault team members will approach while the others provide cover and the PC team and Runningdeer will be executed.

It is expected that the PC team will fight it out. The Mercenary team has the benefit of working together for a long time. They have a leadership/tactics factor of 15. For purposes of combat resolution, see the NPC section below.

If the mercenary team takes 30% (5) casualties (dead or incapacitated) the remaining members will try to escape, with the assault team members moving down the ditch/stream bed which turns off to the south after going down the hill to the east.

If any of the mercenary team members are captured they will only be able to provide the following information if successfully interrogated;

- The mercenaries belong to a group that calls itself the Reavers. Section One of the unit was involved in the attack today. The unit is based in Les Dechets.
- The mercenary team's members are a hodgepodge of mercenaries and men on the run that were caught on the planet after the fall of the rebel government, many of which are Argentine, Cantonese, Mexican, Ukrainian or Russian.
- The mercenary unit was hired to conduct this attack by a female colonial official that they know only as Lisa. The mercenary will have a physical description of Lisa, but that is all.
- The mercenary unit does jobs for Lisa from time to time, to include assassinations, kidnappings, and in recent months, attacks on Zampamoga convoys.
- The mercenaries also work for a "trance" drug production and distribution organization, doing security and other work in Les Dechets and Fromme. This organization is called the D Under-Ground.
- The mercenary section was given instructions that they were to attack the PC team's convoy today, targeting a group of Rebco-SAR security operatives that would be with the convoy. They were to avoid other Zampamoga casualties if possible, but this was not to interfere with the elimination of the Rebco operatives.
- Only the leader of the Reavers, Captain Ivanovich, deals directly with the French official, and is the only one with the contact information. He was not involved in the attack today. The Section leader that led the

attack, and who would know more details, was one of the first mercenary killed in the battle with the PC team.

If Norman is present when the Mercenary is interrogated each PC should roll a difficult spot check, with any psychology assets added as well. If successful they will notice that when the mercenary gives a description of the French official that gave them the orders Norman will stiffen and will get pale. This will happen because he will recognize the description of Ciselet, and will realize that the information that he has been providing to her led to this attack, and that he could very easily have been killed in the attack as well.

If the team is successful in getting past the ambush they will then have to get to the distribution center at Les Dechets, which may be difficult if any of their vehicles have been damaged. If necessary a relief convoy can be sent from Z-1 and if they call for help, a six man Rebcos reaction squad can arrive by air in about 40 minutes. Any serious casualties can be evacuated by Zampamoga tilt rotor aircraft, which will take 45 minutes to arrive. Medical casualties will be evacuated to Z-1.

SCENE FIVE – Tilt Rotor Down

Synopsis: The team will be at the Les Dechets Zampamoga distribution center. They will become involved in a rescue effort when the Zampamoga aircraft transporting currency to the distribution center is shot down.

This scene assumes that the PC team did not get too badly beaten up in Scene Four. If a number of PC team members were seriously injured in Scene four it will be necessary for the team to make its way back to Z-1 to recuperate and the team will be taken off of convoy duty until they are back to something near full strength. Then they will go back to convoy duty and after an uneventful trip to the Les Dechets distribution center, this scene will take place.

The team will be at the Zampamoga distribution center at Les Dechets and will be walking from their bunk house to the chow hall for breakfast when they will hear a series of distant explosions to the north. Shortly thereafter they will be approached by Fernando Garza who will tell them that the two tilt-rotor aircraft that were bringing in the cash shipment this morning were brought down by missile fire on the north side of Les Dechets a few minutes ago. Garza says that HQ is in contact with a crew member on one of the planes and they have an approximate location in an old burned out subdivision on the north side of the ruins. Garza says that he and his squad are leaving in five minutes if the PC team can help.

If the PC team goes on the recovery/rescue mission they will follow Garza's team out of the gate and will head north through one of the roads cleared in the rubble headed that direction. While on the way the PC team will receive a radio message from Garza, who will tell them that he has located the second crash site. He will give the PC team the approximate coordinates for each crash. The crash sites are separated by about one kilometer. Garza will designate the crash sites as crash site one and crash site two. Garza will ask the PC team to move to crash site 2 located in what was once a commercial business district.

If the PC team accepts Garza's direction they will separate from Garza's two range trucks and will move towards Crash Site #2. About ten minutes later the PC team will be nearing the area of Crash Site #2 when they will hear weapons fire. As they move through the rubble strewn streets towards the sound of the gunfire they will encounter refugees fleeing the area. A minute later they will come onto a street and will be able to see the downed tilt rotor plane, leaning up against a three story building, four blocks away. They will initially be able to see three men in Rebc-pattern uniforms firing at a building, using the tilt-rotor as cover. At this point the team will receive radio communication from Garza that his element was ambushed just short of crash site #1, and that he is heavily engaged and has two men down.

The tactical situation is as follows: The mercenary group that brought down the aircraft is attempting to recover the strongbox that is supposed to hold the Lv 75,000 currency shipment that was bound for the distribution center. The mercenary team has sent forces to both crash sites. The strong box is in the aircraft down at crash site #2 (the crash site that the PC team is traveling to). The mercenary force consists of the following forces at crash site #2;

- Four two man containment teams (8 men total). Each team is set up one block away from the crash site in each direction. Vehicles are parked nearby in concealed positions. These men are all from Reavers Section 2. See map for positions.
- One seven man assault team, moving into position on the ground floor of a building across the street from the crash site. Vehicles parked 2 blocks north. These men are from Reavers section 2. See map, their route of advance is a red line, and their pre-close assault position is marked.
- One two man cover team with SAW in upper story. This is the team that is engaging the wreck survivors when the PC team first sights the wreck. These men are from the Reavers heavy weapons section. The position of this team is marked on the map.

There are three Rebco-SAR operators still in the fight, taking cover behind the wreck, and returning fire on the SAW position. There are two more wounded but incapacitated Rebco-SAR operators in the aircraft. The flight crew is dead. The cash box is in the aircraft.

The mercenary plan is as follows; the SAW team will continue to suppress the surviving Rebco operators while a close assault team moves into position in the ground floor of the building directly across the street from the crash. The assault team is moving in from the north and will be in position in ten combat turns (1 min). After the assault team is in position they will engage the Rebco position with frag grenades and then smoke grenades. After the area is smoked (another 5 combat turns) the seven man assault team will move in to finish off the Rebco troopers if the PC team has not intervened by that time.

After the mercenaries have crushed all resistance at the crash site, two mercenaries from the assault team will go north to get vehicles while the other four start searching the aircraft for the strong box while finishing off the wounded in the aircraft. They will insure that they leave none alive. The containment teams and cover team will stay in place.

It will take 3 minutes (30 combat turns) for the vehicles to arrive. The strong box and the Reavers will then load into the vehicles and head north and the rest of the Reaver elements will withdraw.

Each of the Reavers is armed with FAM-90 rifles, hand fragmentation grenades and hand concealment grenades. The cover team members are armed as follows - The assistant gunner has a FAM-90 and SAW gunner has an RPS-89.

Key to the Crash Site Map

Gray = Burned out buildings

1. = 2 Man Cover Team

2. = Pre-Assault Position of the Close Assault Team

3. = Position of Containment Teams

4. = Position of Rebco Crash Survivors

Red Line = Rout of advance of Close Assault Team

If the mercenaries escape they will go to the warehouse headquarters described in scene 10. If any mercenaries are captured, and if they are convinced to talk they will reveal the following information;

- The mercenary unit commander, Captain Ivanovich planned the operation.
- Captain Ivanovich based the operation upon intelligence information received from a contact that is some sort of official with the colonial government known to them only as Lisa.
- Lisa provided the anti-aircraft missiles used to take down the planes. She also provides ammunition for the units FAM-90s on a regular basis. The

FAM-90s give their unit the edge against other mercenary units operating in the colony who are usually armed with inferior weaponry.

- The mercenary unit is made up of members of many nationalities. Some members of the unit have been on planet since the revolt. Others are more recent additions, primarily on the run with military experience.
- The mercenary unit has three infantry sections, a HQ section and a heavy weapons section. The unit does work for a number of criminal organizations operating in Les Dechets, particularly the D Under-ground.
- The sections all have different headquarters locations. Members of Sections 2 and 3 with support from the heavy weapons section conducted the tilt rotor attack today. Section two at this crash site, and section three at the other.

Aftermath - The PC team will learn that there were no survivors of the crash at crash site #1. Garza's team was ambushed as they approached the crash site and was pinned down after suffering two immediate KIAs. The mercenaries took control of the crash site for a time, but were driven off after causing 6 mercenary KIA casualties, number of wounded unknown. Garza's unit suffered a total of 3 KIA and 2 with serious wounds. The seriously wounded will be transported by air to a hospital in Fromme Neuve, and fresh Rebco troops will be flown in to replace Garza's losses. Garza's unit engaged Reaver Section Three.

SCENE SIX: An Unexpected Visitor:

Synopsis: An Unexpected Visitor: The reporter attached to the team will file a report implicating colonial security in the tilt rotor shoot-down attack. This will lead to a visit to the team at Z1 by Agent Mona Ciselet of Colonial Security. The PC team will be threatened with arrest and the reporter will be removed from the Z1 base, and Zampamoga will be pressured into refusing to let her into any other Zampamoga compounds.

After the shoot down, and while the PC team is at the Les Dechets Distribution Center awaiting further orders for their return to Z1, the attached reporter, Samantha Runningdeer, will do some digging and will learn from a source that she will not reveal, that the shoot-down was actually orchestrated by a member of Colonial Security. Her source is actually the drug addict girlfriend of one of the mercenaries who was killed during the operation, fighting the PCs. Runningdeer will be unusually quiet and busy working on her portacomp during the uneventful trip back to Z1.

After returning to Z1 the PC team will be in a rest and recuperation cycle (possibly lengthened by need to recover from battle wounds). Soon after arrival Colonel Tutcheck will debrief the PC team members. He will very interested in any information that the PC team has obtained regarding who was behind the shoot-down. He will be very pleased if the PC team was able to recover the money from the tilt-rotor.

Once back at Z1 Runningdeer will file her story. The story will not be filed under her name. The story includes background information that she collected regarding corruption and disappearances linked to Colonial Security that she gathered prior to working with the PC team. The real meat of the story will be the information about the involvement of Colonial Security in the shoot down of two Zampamoga aircraft and the murder of the aircraft crews in a robbery attempt. She will reveal that the missiles used to down the planes were supplied to a group of mercenaries by a Colonial Security agent and that the plan was for the Mercenary leader and the Colonial Security agent to split the proceeds of the robbery.

The story is suppressed by the French government from play on Kimanjano, but before the French sensors were aware of the story it was transmitted to a fast courier already headed out of the system. It was only after the story had been sent out that Runningdeer's chief submitted the story to the French sensors for approval for distribution in-system. This permission was of course denied.

The next day Ciselet and three junior Colonial Security agents will arrive at Z1. They will first meet with General Luzinski. Some of the PC team members will be with Runningdeer in the cafeteria when Colonel Tutcheck will arrive. Colonel Tutcheck will tell Runningdeer that apparently a news story ruffled some feathers and that some people from the Colonial Government had arrived who wanted to talk to her and that she would have to come to the command center with him. He will also tell the PC team to remain available as the same officials had expressed an interest in speaking to them as well.

A few hours later the Colonel will return and will ask the team members to come to the command center where they will be brought to a briefing room. At the briefing room the PC team members will be met by General Luzinski. The General will tell the team that French Colonial Security Agents are here at Z1 conducting an investigation and that the agents wish to speak to each of the team members separately. He then tells the PC team that he wants them to cooperate fully in the investigation as Zampamoga is operating here as a guest of the French Government. He then asks them to remain in the lounge until they are released by Colonel Tutcheck.

The General will then leave and Colonel Tutchek will remain in the conference room with the PC team. If the PC team has provided the Colonel with information implicating French Colonial Security the Colonel will tell the PC team that he has not briefed the General on this information yet, and that he wanted to obtain more information before doing so. The Colonel will suggest that they might want to omit that information, and other information that they have obtained regarding who is coordinating the attacks against Zampamoga, from the French agents.

One at a time the PC team members will be led by Colonel to a room where the interviews will take place. In the room will be Agents Ciselet and three of her minions. Agent Ciselet will introduce herself as Senior Agent Mona Ciselet of French Colonial Security. Ciselet will tell the PC team that she is conducting an investigation regarding allegations of involvement of French government officials in attacks on Zampamoga. She will then inform them that it is a serious violation of French Imperial law to lie to a French Colonial Security Agent or to withhold information when questioned. She will begin by asking the team members questions about their backgrounds and their service working for Zampamoga on Kimanjano. She will then begin asking questions about the conflicts that the PC team has been involved in on the planet. She will then ask the PC team about any information they have regarding the corruption of French Colonial officials. Ciselet is conducting these interviews for two reasons. One is that her superiors in Colonial Security have ordered her to do so, even though they are corrupt as well, as they wish for her to suppress the reports of corruption before they attract too much attention in the core, that could lead to Colonial Security on Kimanjano being placed under the command of General Auguste Duchêne, the Military Governor. The other reason is that Ciselet wants to get a feel for the capabilities of the team, which she is beginning to see as a direct threat against her interests, and to see how much they know. If the PC team has been loose with their talk around Norman Rousch, she will already know everything they have said around him. After the interview she will thank them for their cooperation and will tell them that she knows where to find them if she needs any further information.

After all of the PC team members have been interviewed the Colonel will come back into the room. He will thank them for their cooperation in the investigation. He will also inform them that Samantha Runningdeer will no longer be assigned to their team. The French officials have pressured Zampamoga into cutting their cooperation with Runningdeer.

The Colonel will also tell the team that he has another assignment for their team, and that they are to report to him when the entire team is rested and healed from any injuries sustained.

If the PC team tries to contact Runningdeer after she leaves Z1, they may be able to contact her on her net-phone when she is in Fromme Neuve, where she will get a hotel room. She will only be in the city every few days to rest, wash clothes and file stories. Otherwise she will have hired a local guide and will be continuing her investigation in Fromme and Les Dechets.

If contacted Runningdeer will tell the PC team that she does not wish to discuss anything over the net phone. If she was treated well by the team she may be convinced to meet a PC team member or two in Fromme Neuve. In this event, if Norman Rausch knows about the meeting with the reporter it will be well covered by a Colonial Security surveillance team on Ciselet's orders. The surveillance team will be equipped with a laser-ear and will be trying to get an overhear on the

conversation between Runningdeer and the team members. If the PC team meets with Runningdeer she will provide the following information;

- Since she has been on planet she has heard many reports that French Colonial Security is very corrupt and responsible for many unjustified killings and disappearances. Some of the missing are held in a secret Colonial Security prison.
- Her investigation has revealed that the rumors are true, and that one of the main figures in the corruption is a female agent that she has identified only as Lisa.
- When she was questioned by Agent Ciselet at Z1, Ciselet threatened to jail her if she did not reveal her sources. Ciselet said that she believed that Runningdeer had written a news report implicating Colonial Security in wide range of corruption that was sent to the core before it was submitted to Colonial sensors for local broadcast. Runningdeer says that she denied writing the story to Ciselet. Ciselet believes that if she had admitted to writing the story she would have been deported or jailed.
- Her source of information in Les Dechets regarding the Colonial Security was a drug addict girlfriend of one of the mercenaries killed by the PC team. The Woman' name is Petra Lahore. Lahore picks up food and a stipends at the Z distribution center. Lahore is supporting three kids and a drug (dance) habit in the ruins of an apartment one kilometer north of the distribution center. Runningdeer provides a digital photo of Lahore.
- Runningdeer believes that she has been under surveillance frequently whenever she is in Fromme Neuve.

SCENE SEVEN: A New Mission.

Synopsis: The PC team will be directed by the Colonel to go to Les Dechets and to find out everything they can about the forces that have been targeting Zampamoga.

After the members of the PC team have healed from battle damage the Colonel will call them to his briefing room to give them their new assignment. The Colonel will say that based upon information obtained by the PC team and other sources of information, he believes that much of the trouble that Zampamoga has experienced of late is the result of an orchestrated campaign. He does not believe that this campaign is being run by the anti-government rebels, to the contrary of information that he keeps receiving from French Colonial Intelligence. The Colonel also believes that the heart of the problem seems to be in Les Dechets. His goal is now to gain enough hard information to support General Luzinski, so that he can bring the problem to the attention of the French Military Governor, so that action can be taken to alleviate the problem, and so that they PC team can take direct action if possible to degrade the ability of the opposition to conduct attacks on Zampamoga assets.

The Colonel will tell the PC team that he is assigning them to conduct an investigation with the following objectives:

- Identify the persons responsible for orchestrating organized attacks against Zampamoga assets.
- Identify any French officials directing or supporting actions against Zampamoga.
- Obtain hard evidence of any collusion between the forces attacking Zampamoga assets and any French officials involved.
- Identify targets involved in the attacks on Zampamoga vulnerable to clandestine direct action to be conducted by the PC team.
- As much evidence as possible should be documented with video/audio recordings. He will issue imagers for this purpose, and a criminology kit as well.

The Colonel will then ask the PC team to discuss what they will need to complete the mission and that he will meet with them the next day to discuss their requirements.

If the PC team does not think of it, the Colonel will suggest that from this point on, all major Zampamoga shipments should have a coded GPS locator beacon concealed in them so that when a shipment is lost, it can be tracked so that the shipment can be recovered. The Colonel will also try to meet any other reasonable requests. He will give the PC team up to Lv5000 in operations money for bribes, ect.

The Colonel will direct the team to travel to Les Dechets with their normal vehicles and guide, and from there to conduct their investigation as they see fit. Since they are going that way anyway, he will ask them to escort a food and supply shipment convoy on the way.

SCENE EIGHT: Fun with Kafers

Synopsis: Fun with Kafers: A sudden rescue mission will come up when a band of kafers attack a convoy. The PC team will be transported by aircraft to the site of the attack and will have to rescue humans fleeing from the Kafers, humans that have been taken prisoner, and kafers looting the cargo of the convoy.

The PC team will be at Z1 just getting ready to meet with the Colonel for final preparation for their new mission when the Colonel will show up at the door of their housing billet. He will tell the first team member that answers the door to prepare for a rescue combat mission, to grab their equipment and head for Tilt-Rotor landing pad three as quickly as possible. He says he will meet them there to brief them and the pilots.

When the team arrives at the landing pad a tilt rotor will be warming up. The Colonel and one of the flight crew will be waiting for them. The Colonel will tell the PC team that fifteen minutes ago a cargo shipment on the way to La Trove reported that it was under attack by a band of Kafers and that their position was fifteen kilometers west of La Trove. Communication was then cut off. The Colonel will say that this is a simple rescue mission, eliminate the Kafer threat and save any of our personnel that are still alive. He will then wish them good luck and tell them to give him a status report as soon as it is safe to do so.

The team will then board the tilt rotor utility light transport for the 15 minute flight to the area of the attack. When the aircraft is still 20 kilometers out the PC team will be able to see columns of black smoke rising ahead. As they close, if they have any kind of optics, they will be able to see that the convoy consisted of three range trucks and four cargo transports. All of the range trucks and one of the cargo transports are burning. If they have optics and they open the side door and have the pilot hover a few kilometers away they will be able to see the following with a successful Routine Recon or Spot check for each group:

- A number of Kafers (6) are in the area of the trucks loading crates onto makeshift carts. There are a number of human bodies lying around the wreckage of the convoy along with a few kafer bodies.
- A group of 4 humans are fleeing to the north with one security team member lagging back trying to give the others a chance to escape, with 4 Kafers in pursuit. They are about 1 kilometer north of the road.
- A group of 5 humans is tied together and is being taken into the rough terrain to the south of the road down a long gully. They are guarded by 4 Kafers. They are about 500 meters south of the road.

The group of Kafers came out of the mountains to the south to attack vehicles on the road in order to capture food and prisoners (who will later become food). They began the attack from a gully on the south side of the road. The Kafer leaders had previously prepared their troops as one of the leaders had seen the convoy coming from a nearby rise and had alerted the other leaders while he ran back to the group – to help with the beatings and shockings. Once the convoy came into the kill zone the group of 17 Kafers massed propelled grenade fire from their Thud Guns on the three range trucks knocking them out quickly. They then conducted close assault on the convoy, that was still stunned from the surprise attack and the destruction of the range trucks. Three Kafers were killed by Zampamoga security troops during the attack. All of the security troops were killed, most in the first few seconds of the ambush, except for the one fleeing to the north with a group of survivors. All of the survivors were vehicle crews. All of the kafers are armed with Thud Guns except for the three leaders who have also horse pistols and cattle prods. One of the leaders is involved in the pursuit to the north, one in the looting of the convoy and the other is escorting prisoners to their temporary camp five kilometers away in a deep canyon.

The PC team will have to decide how they want to defeat the kafers and rescue the humans. If the aircraft is used to close with the kafers they will begin firing, using area fire, when the plane is within 500 meters. If the pilots use nap of the earth flying they can get to within 300 meters of each of the kafer groups without drawing fire. The referee should note that the kafers are still “smart” from the recent combat and pursuit.

Aftermath: Two hours after the PC team arrives at the ambush site, a ground relief convoy will arrive. The PC team will be flown back to Z1.

SCENE NINE: The mean streets of Les Dechets:

Synopsis: The PC team will conduct the investigation ordered in scene seven. On the way to Les Dechets the team will find an abandoned vehicle and evidence that Runningdeer has been abducted or killed. The investigation can go a number of ways, but will probably involve some time spent at *The Dirty Sanchez*.

Action: After any recuperation necessary from the encounter with the Kafers in scene eight, the PC team will head to Les Dechets in their assigned vehicles, and with any extra equipment that they requested that the Colonel was able to provide. They will also be informed that all shipments from this point forward will have tracking devices concealed somewhere in the shipment.

When on the road, about 20 kilometers west of Les Dechets, the PC team will come over a rise and see a range truck in the ditch on the south side of the road. As the team approaches they will be able to see that the range truck was hit by weapons fire. If they examine further they will find that there is a dead man in the driver’s seat and another in the back seat. They will also find a smashed imager, net phone communicator and a smashed portacomp on the ground near the truck. In the front passenger seat they will find a carryall bag that has been dumped onto the floorboard of the vehicle with a number of cosmetic and female items. There will also be a wallet with Samantha Runningdeer’s press credentials and identification, but the wallet has been emptied of cash. Runningdeer will not be found in the area. Runningdeer has been abducted on the orders of Ciselet by the Reavers mercenary company.

When the team reaches the Distribution Center things will be normal with a long line of refugees waiting for their scheduled food and cash stipends. Garza’s squad will be on duty, with casualties replaced with fresh Rebco-SAR contract troops. Shelly Osborne will greet the PC team when they arrive. She will say that she has learned from the Colonel that they are on a special mission, and that all she knows about it is that it is aimed at the people who have been disrupting shipments. She says that she is the only one at the camp that knows about their

mission and she knows more than she needs to already. She wishes them luck and tells them that if they need anything, anything at all, they should contact her.

How the team goes about accomplishing its mission from here is highly variable, but it is expected that they will spend some time in *The Dirty Sanchez* trying to obtain information. To obtain information regarding the food shipment hijackings in *The Dirty Sanchez* is a task:

TASK: To obtain information regarding the hijackings and attacks on Zampamoga in *The Dirty Sanchez*. Difficult. Streetwise (1/2 interview asset if no streetwise skill). 1 hour. Hazardous. This skill becomes Routine if the person trying to gather information throws around some Livre (Lv25/roll).

Minor Mishap: False information obtained. Nature of information at GM Discretion. Some suggestions:

- Attacks on convoys are being carried out by anti-government guerrillas.
- A Russian Mafia group also involved in drug trafficking is hijacking Zampamoga shipments in order to sell the food for more money. This group has its headquarters in an apartment building about 1 kilometer to the south of the Zampamoga compound (This rumor is partially true – all except for the part about the group being involved in the hijackings).

Major Mishap: The Reavers mercenary group learns that the PC group is asking a lot of questions. This will lead to an attack when the team leaves the cantina on the way back to the Z compound. There is about 200 yards of market stalls/hovels between *The Dirty Sanchez* and the public gate to the Z compound. The attack will be conducted by 5 members of the Reavers mercenary group, Section One (or if 1 was eliminated, any others available). They will all be armed with FAM-90s. They will attempt to set up an ambush along the direct path from the Sanchez to the gate. There is a chance that the PC team will detect the ambush before they are in the kill zone as the mercenary team has just arrived and has not had time to set up well. **TASK:** To detect ambush in market. Routine. Recon, streetwise or spot (the highest asset, not added together). Instant. The Reavers will withdraw if two of their members are killed or incapacitated.

Each successful task roll will reveal one of the following pieces of information. The order that the information is revealed is up to the GM.

- The “Reavers” mercenary company is commanded by Captain Ivanovich, who is Ukrainian. He came to Kimanjano as a mercenary soldier during the independence movement.
- Hijacked Zampamoga supplies have been sold in the market by merchants connected to the D Underground, which is an organized crime group also involved in the production and distribution of “trance”.

- The D Underground acts like it is part of the anti-government guerilla movement, and it once was. Now it is one of the biggest players in the production and distribution of “trance” in Les Dechets, Fromme and both of the Zampamoga camps.
- The “Reavers” mercenary company does a lot of security and strong arm work for the D underground.
- The “Reavers” were behind a recent attack on Zampamoga aircraft bringing cash into the food distribution center.
- The Reavers have a contact with Colonial Security, where they get advanced weapons, like anti-aircraft missile launchers and ammo for their FAM-90s, while most others have the old surplus FAB-62s.
- The “Reavers” are made up from personnel of many nationalities. Many are soldiers of fortune that came to Kimanjano during the hey-day of the independence movements based upon promises of large land holdings in payment for services by the rebel government and were trapped on world when the French re-took the colony. Others are men on the run that have drifted onto the planet since.
- The “Reavers” have three infantry sections, a HQ section and a heavy weapons section. The group also has a number of technicals, based on range trucks and hover jeeps, some with make shift add-on armor. Some of the “Reavers” sections are under-strength due to recent engagements with the new Zampamoga security forces that were brought on planet. Each infantry section usually runs at about 15 troops.
- The “Reavers” are dispersed throughout the ruins, with each platoon having a separate headquarters.
- Ivanovich and his bodyguards are frequent visitors of *The Dirty Sanchez*. They are all veterans of the Tanstaafi Free Legion on Aurora. In fact, that is Ivanovich on the other side of the bar right there!
- The Reavers sometimes take hostages to ransom back to NGOs, the French Government, and criminal gangs.
- The “Reavers” first section is based in a damaged apartment building on the south side of the ruins. For a price, I can show you where it is.
- The “Reavers” second section headquarters is located in an old strip mall on the west side of the ruins. For a price, I can show you where it is.
- The “Reavers” third section is based in an old administrative building on the east side of the ruins. For a price, I can show you where it is.
- The “Reavers” headquarters is located at a warehouse on the north side of the ruins. The Headquarters section and the heavy weapons section are based out of this building. Security there is tight. For a price, I can show you where it is.

Some sources of information might be

- Petra the prostitute – has a two room tent and two kids living in one of the rooms. She is good at keeping her eyes and ears open and knows more than she thinks she does. Quote: You will do anything you can to feed your kids when they are crying because they are hungry.
- Phillip the shoe maker – One of the merchants that operates in the open air market. Hardly making it by in the booth that he and his wife operate making sandals out of old tires. He is a busy body and tries to know what is going on with the movers and shakers in Les Dechets. Quote: In this mess it is every man for himself.
- Kyle the Thug – works as a guard at a “Trance” production lab run by Walter Ewers, an anti-government guerilla turned drug dealer and a rival of the D Underground. Tries to keep up with what is going on in Les Dechets, and is always looking for a move up. Quote: Just trying to get off of this rock. Any chance I can do something for you to turn a few Livre?
- Marcel the drunk Guerilla – One of the anti-government guerillas. He is closed mouthed about his activities and his unit, but loves to talk about what others are up to. Quote: Did I tell you what those bastards at Colonial Security did to my brother Serge?
- Pascal the Fixer – this guy makes money buying and selling information. His price is higher than the task listed above (Lv50 per piece) but he can be hired to find out things and get back the next night. Quote: Information makes the world go round, but it is not free in Les Dechets.

If the PC team does not use *The Dirty Sanchez* as a place to gather information the GM will have to add lib something based upon what they do. Similar information would be available from people that the PC team might encounter in Les Dechets, but would probably not be as concentrated.

If the PC team sees members of the Reavers in the cantina they may try to follow them when they leave. If the Reaver Captain Ivanovich is in the bar he will be with his four bodyguards. His vehicle, a range truck will be parked nearby with two of his troopers with it for security. Normal surveillance tasks will have to be determined by the GM if he is followed. When he leaves the cantina he will travel to the Reavers HQ compound.

If the PC hires a local to show them the location of the Reavers bases, the way the PC team members go about their recon will determine their chances of being spotted and deemed hostile. For the locations other than the HQ location, assume that 30% of remaining unit strength will be present at the HQ at any one time. Others will be off on missions for the D Underground, or at their living quarters (usually with a spouse / girlfriend / boyfriend and nearby). For details on the HQ see the scene below.

One way or another, the PC team should learn of the warehouse complex command post of the Reavers. If the PC team is not successful in getting this information on their own the GM will have to find a way to drop it into their laps.

SCENE TEN: The Warehouse

Synopsis: The PC team will learn of a warehouse headquarters of a mercenary group that has been raiding Zampamoga shipments and that was responsible for the shoot down of the tilt rotors. A raid will have to be conducted on the warehouse. This raid will lead to the rescue of Runningdeer and the evidence that the team needed, and to another mystery. The team should also determine that they have a traitor in their midst.

Action:

During the previous scene the PC team should have determined the location of the warehouse complex that the Reavers mercenary company is using as a headquarters. When Colonel Tutcheck learns of the information that the PC team has uncovered he will order the PC team to conduct a raid on the warehouse complex in order to cut the head off of the Reavers and to attempt to gain hard evidence about who is behind the Reavers in their attacks on Zampamoga.

Warehouse area map key:

The area that the Reaver's warehouse is located in what was a warehouse district before the Kafer strike. The area also contained a few office buildings and a few small retail stores that catered to the needs of the workers in the area.

- Numbers on buildings indicate how tall the building is in stories. If there is no number they are 1 story.
- White buildings are relatively undamaged. All undamaged buildings will have refugees living in them. The Reavers are popular with the refugees that live in the nearby buildings as the leader of the Reavers makes sure that part of the food and supplies seized from Zampamoga shipments goes to them. Refugees will try to warn the Reavers if they get a chance. The windows of these buildings are largely boarded up as most glass was blown out by the energy of the Kafer strikes.
- Grey buildings are burned out and are usually not much more than shells. When negotiating a burned out building a few Dex or climbing task rolls may be necessary to avoid injury, depending on what the character is trying to do, at GMs option.
- The Reaver's warehouse has been repaired and it is surrounded by a triple strand concertina wire fence.

REAVER WAREHOUSE KEY

Unless the following elements have taken casualties, the following Reaver forces will probably be at the Warehouse:

- Headquarters Section: Commander (Captain Ivanovich – detailed NPC), Executive Officer (Lt. Santana), Communications Sergeant, four body guards, four man instillation security team, two vehicle mechanics, Supply Sergeant and a company medic.
- Weapons Section: Four two man SAW teams, one three man mortar team equipped with a truck mounted 8cm mortar (the mortar team also acts as a missile team when guided ordinance is available).

It is also very possible that members of the weapons section may be gone on a mission leaving only the HQ section. For any particular time period roll 1D10:

- 1 = All personnel present
- 2 = All personnel present
- 3 = All personnel present
- 4 = Two two man SAW teams gone on mission
- 5 = Three two man SAW teams gone on mission
- 6 = Four two man SAW teams gone on mission
- 7 = Three man mortar team gone on mission
- 8 = Entire weapons section gone on mission
- 9 = Commander and 4 man body guard unit gone on liaison mission
- 10 = Commander, body guard unit and entire weapons section gone on mission.

Of course the GM can pick any of these results to tailor the strength of the mercenaries at the warehouse to the strength of the unit.

Security:

The warehouse is surrounded by triple strand concertina wire. There is one metal gate entrance through the wire.

There is a four man instillation security team that does nothing but guard the warehouse. All four corners of the warehouse have wide angle lens cameras. These cameras are also equipped with thermal viewers. The cameras are monitored by one of the security team members who is always on duty in room 5 and they are movement sensitive to anything moving within the fence. One other security team member is always suited up and ready for action on short notice in room 9 (lounge/chow hall). The other members will be in room 4 sleeping as this is the security team bunk room. The security team member operating the cameras has a panic button at his station that will set off a claxon alarm in the vehicle/stores bay that will immediately alert anyone in the building.

Any sort of long term surveillance of the warehouse will be difficult due to the local refugee population. Should the PC team be able to successfully conduct surveillance roll 1D10 on the following chart every 4 hours:

Day

1. A beat up range truck arrives with a section leader and two section members from one of the infantry sections to meet with the command staff. When the range truck arrives it waits outside of the gate for a few moments and then the gate opens by itself.
2. Five members of the Reavers come out into the fenced in area and do PT and hand to hand combat practice for an hour.
3. A cargo truck arrives and waits outside of the gate for a few moments and then the gate opens by itself. The truck goes in and backs up to the loading dock. Two men get out of the truck and go inside and then boxes and crates are loaded into the truck. Then the truck leaves and travels to an area near the open air market where it meets with a number of others where the cargo is broken down. This truck is operated by members of the D Underground.
4. Four members of the D Underground arrive in a hover jeep. The vehicle sits outside of the gate for half a minute and then the gate opens. The gangsters then enter the door to room 5. They are here to meet with the Commander.
5. A range truck in very good condition arrives. One man stays with the truck at first and two others go in to the door that goes through room 5. Then the two men return to the range truck with the supply sergeant and the men unload three ammo crates and carry them into the building. The men are operatives that work for Ciselet and they are delivering ammunition for the Reaver's FAM-90s.
6. Members of the SAW teams and the mortar team that are not on a mission come out into the fenced in area and do PT and hand to hand combat practice for an hour.
7. The commander and his body guard team leave and go to the market and to *The Dirty Sanchez*, returning four hours later.
8. Four members of the Reavers use carts to haul crates of compact rations outside of the gate. Refugees come out of the nearby buildings that are still standing and distribute the rations to the refugees.
9. Nothing Happens
10. Nothing Happens

Night

1. Nothing Happens
2. Nothing Happens
3. Nothing Happens
4. Nothing Happens
5. Nothing Happens
6. Nothing Happens
7. Nothing Happens

8. Four members of the D Underground arrive in a hover jeep. The vehicle sits outside of the gate for half a minute and then the gate opens. The gangsters then enter the door to room 5. They are here to meet with the Commander.
9. The commander and his body guard team leave and go to the market and to *The Dirty Sanchez*, returning four hours later.
10. A beat up range truck arrives with a section leader and two section members from one of the infantry sections to meet with the command staff. When the range truck arrives it waits outside of the gate for a few moments and then the gate opens by itself.

Special: If the team has surveillance on the warehouse just prior to their raid they will see a hover-jeep arrive and come into the gate. The hover jeep is an enclosed model and it will park in back of the warehouse by room 1. Two people will get out of the hover jeep and will enter through the door to room one. One of these people will be wearing a hooded sweatshirt (Ciselet). Two other occupants of the hover jeep, carrying FAM-90s will stand near the hover jeep. This is Ciselet and three of her operatives. Ciselet has come to the warehouse to interrogate Runningdeer who is being held prisoner at Ciselet's request. See Ciselet in the NPC section for details on her and on her operatives.

Just prior to the PC raid Norman Rousch will attempt to make a radio phone call. This call will be to tell Ciselet to tell her about the intended raid. He will be fairly desperate to make this call which may cause some suspicion about his actions. Norman will not be able to talk to Ciselet directly due to comms connection problems, and will leave a message. Ciselet will get the message just before the PC team's raid. Ciselet will be interrogating Runningdeer when she gets the message. She will shoot Runningdeer three times with her pistol and then run out of the door and into her hover jeep. Her minions will provide cover fire if necessary, but if possible they will all load into the hover and get away. She will then use the hover's jump-jet capability to clear the area as quickly as possible. Runningdeer will suffer a light wound to the head, a serious wound to the abdomen and a serious wound to the left leg. She will be unconscious for 30 minutes from the head wound and will die in that same amount of time without medical attention.

In the event that Rousch is not able to warn Ciselet, at the first sign of trouble Ciselet will shoot Runningdeer as above and her minions will provide cover fire for her as she attempts to escape in the hover jeep, or any other means available.

KEY TO THE WAREHOUSE

1. Utility room: This room has a table and a number of chairs. It is used as a small meeting room. At the time of the PC raid it has

been used as an interrogation room and Samantha Runningdeer will be taped into a chair and will have been shot three times and unconscious (see above). The door to the outside is locked from the outside but opens from the inside.

2. Executive Officers Room. This is the Reaver's executive officers bunk room and office. At night he is likely to be here asleep. Otherwise he is likely to be in the warehouse bay, keeping track of cargo, or checking on the vehicle mechanics.
3. Operations Center. There are tables, desks and communications equipment in this room. There are large maps on the wall with locations marked. There is a large weapons locker along the east wall that contains 10,000 rounds of FAM-90 ammunition, 12 FAM-90s, 300 propelled grenades of various types and 50 hand grenades. The communications sergeant is in this room during the daytime. This is also where the Commander is likely to be during daylight hours. There is a safe in the corner of the room that contains Lv5,560.
4. Security Room: This room is equipped with monitoring equipment for the exterior mounted cameras (see earlier description for details) and with a panic button which will activate a klaxon siren in the warehouse section of the building. This room is also used as the infirmary and there are medical stores in here. The medic will be in here during the day with the facility security team member on duty.
5. Security Team Bunkroom: This room contains four bunks and the personal effects of the four members of the facility security team. There will usually be two members of the security team (off duty) sleeping in here, unless they have been alerted.
6. Warehouse Bay: This huge room has balconies at each end. There are usually a number of range trucks parked in here, some of which are in pieces, being repaired by the two mechanics that will be here during the day. Two of the range trucks have 8cm mortars mounted in the beds with ammo in ammo carriers in the beds as well, covered by tarps. The Supply sergeant is usually in here as well with the XO during the day, tracking equipment and stores. There are large piles of supplies hijacked from Zampamoga shipments. There is also a pile of munitions that includes mortar ammunition, FAB-62 rifles in crates, cases of ammo for the FABs, and two French hand held anti-aircraft missile launchers with four re-loads. There is also a hydrogen fuel tank in here for the vehicles.
7. This was originally a cold storage facility. Air holes have been cut in it and it is now used as a prisoner holding cell. This is where Runningdeer has been held prior to her interrogation.
8. Body Guard's bunkroom: This room contains four bunks and the personal effects of the Commander's bodyguards. At night if the

commander is here they will be sleeping in here unless/until alerted.

9. Lounge/Chow hall: This room is equipped with a kitchen, a tri-vid set, a billiards table, a dart board and couches and chairs. During the day the members of the bodyguard team will be here if the Captain is in the building. In addition, if the SAW teams and mortar team are not on another mission, or are not conducting PT in the yard, and are not in the gym they will be here as well. The men in here will only be armed with their handguns, with their rifles and armor in their bunk rooms.
10. Captain Ivanovich's Quarters. If the Captain is here he will be in this room at night. There is a safe in the wall (mechanical lock – difficult) with a combination lock. The safe is hidden behind a large Tanstaaf Free Legion banner. The safe contains Lv57,000 and an encrypted portacomp data chip (see Ivanovich details in the NPC section).
11. Bunkroom: This room contains numerous bunks and foot lockers. At night the mechanics, the supply sergeant, the commo sergeant, and the medic will be sleeping in here.
12. Bunkroom: At night three of the SAW teams will be in here if none are on a mission anywhere. There are six bunks and six foot lockers of equipment in here.
13. Bunkroom: At night one of the SAW teams and the mortar team will be in here. There are six bunks and six foot lockers but only five of them are in use at this time.
14. Gym area: This area contains various exercise machines. During the day one of the saw teams is in here if they are not doing PT in the yard, or are not on a mission.
15. Roof: On the roof there are arrays of solar panels that include a rainwater collection system. All rainwater that hits the roof goes through a filter system and then is available for use or to be converted into vehicle fuel. There is a large water tank and a hydrogen fuel tank on the roof.

Aftermath: If the PC team is successful in conducting a raid on the Reavers headquarters they will probably rescue Runningdeer and may possibly also have taken prisoners and may have recovered data disks implicating Ciselet in the attacks on Zampamoga. In any case the team should have the evidence that the Colonel needs to take to the General. When Runningdeer regains consciousness' she will report that Ciselet was interrogating her regarding her sources, and about the PC team and what they know. If Ciselet did receive a warning Runningdeer will report that Ciselet received a phone call, then told the thug with here that it was time to go. She then drew her pistol, and that is all Runningdeer remembers.

At this point if the team puts any pressure on Norman Rausch he will break. He will tell the team that he has been providing Ciselet with information because Ciselet has his wife held at a Colonial Security prison and that if he does not do as ordered, she will be tortured and killed.

SCENE ELEVEN: Restaurant Trouble and Aftermath:

Synopsis: This scene will only take place if the PC team has presented General Luzinski with proof that French Colonial Security is behind attacks on Zampamoga. The PC team will accompany General Luzinski to meet with the French Military Governor in Fromme Neuve. During the lunch meeting the General and the Governor will be attacked by mercenaries working for Ciselet.

Action:

At the conclusion of scene 10, the PC team should have gathered firm intelligence that Colonial Security is involved in the attacks on Zampamoga shipments. This proof can consist of a number of items of information:

- The presence of Ciselet at a mercenary stronghold full of stolen Zampamoga supplies.
- Information obtained from Runningdeer if she was rescued.
- Information from the mercenary leader or from his computer.
- Information from mercenaries captured.
- Information from Norman Rousch if his connection to Ciselet has been discovered.

If the team is successful in the warehouse raid they will be contacted by Colonel Tutcheck. He will ask the team if they were able to find out what they needed to know. He will not say anything more than that as he is not sure about the security of the comms. If the team indicates that they have what they need he will instruct them to stand by for air transport. Tutcheck will then send a tilt rotor to the distribution center to get them and bring them to Z1.

After arrival at Z1 Tutcheck will debrief the team and will use any hard evidence that they have obtained (recorded interviews, video taken at the raid, computer information recovered, ect.) and will put together a briefing for General Luzinski. Once the briefing has been put together the Colonel will tell the PC team to get cleaned up and to wait for his call.

The team will be called a few hours later and the Colonel will ask the team to report to General Luzinski's office meeting room. When they arrive at the meeting room they will find the General and the Colonel waiting for them. They will note that the General looks upset. The Colonel will then ask the PC team to take a seat and he will then brief the General concerning the investigation conducted by the PC team, supported by video/audio clips and a timeline. At the

beginning of the briefing the General shakes his head a lot and looks upset. By the end of the briefing, he is very focused and has a determined look on his face.

After the briefing the General will thank the PC team for their hard work in this sad business. He will then tell them that he already has a lunch meeting scheduled with General Auguste Duchêne for the next day. He will add that in the past General Duchêne has indicated that French Colonial Intelligence is working under DGSE, and that the organization is not under his command, a situation that annoys him. General Luzinski says that with the information that the PC team has uncovered, he believes that General Duchêne will be forced to take control of Colonial Intelligence and then get permission to do so from Paris later. He will then thank the PC team again and will ask them to return to their quarters for some well deserved rest.

An hour later the Colonel will come to talk to the team. He will first ask them to walk with him and he will walk to an open parking area and when no one is nearby he will explain that only the PC team members, him self and the General are aware of the information that the PC team has put together, and about the meeting with General Duchêne. The Colonel says that he wants to keep it that way until the information can be passed on to the French Colonial Governor, as he believes that Colonial Security has deeply penetrated Zampamoga operations in the Fromme colony. Under no circumstances is the PC team to divulge the planned meeting to anyone, especially anyone native to Fromme. For this reason the Colonel wants the PC team to provide security for the General when he meets with the Governor for lunch the next day. So that the team can plan, he provides the following itinerary:

- At 1000 hours: General Luzinski will depart Z1 via tilt rotor for the Fromme Neuve spaceport/airport.
- 1030 hours: General Luzinski will leave the Airport north of Fromme Neuve in a Zampamoga ground vehicle from the Zampamoga office in the capital.
- 1040 hours: The Generals should arrive at the North road checkpoint at Fromme Neuve.
- 1050 hours: The General's vehicle should clear the checkpoint.
- 1100 hours: General Luzinski will meet the Colonial Governor at the Palais Garnier Café at 2267 Avenue Marceau in Fromme Neuve.
- Approximately 1200 hours: General Luzinski will leave the Café and return to the airport for the return trip to Z1.

The Governor's security detail will have already secured a table inside of the café prior to the arrival of either of the Generals and will have conducted standard bomb and security sweeps. The Governor's security detail, normally consisting of three men (two inside, one outside) when he is in the capital, will not be aware of the PC team's mission so they will need to be extremely subtle. The Colonel will add that he will be accompanying the General in order to brief the Colonial

Governor. The Colonel will tell the PC team that he would like a briefing on the PC teams plan at 0800 hours then next morning.

It should be noted that all traffic into and out of Fromme must pass through checkpoints manned by French metropolitan troops. The troops at these checkpoints are equipped with advanced sensors for detecting explosives, and burovargs trained in the detection of explosives and as attack animals. All vehicles are searched and the correct weapons permits are required to carry weapons into the city. The PC team members have permits encoded into their Zampamoga credentials that permit them to carry concealed weapons on their persons and up to military small arms in their vehicles or in cases, but not openly. Support weapons are not permitted.

The Café Palais Garnier is located in the entertainment quarter of the new capital. The area is known for night clubs, cafes, coffee houses and exclusive shops featuring off world goods and fashions. There are also high priced condos and apartments in the area. This is where the new elite of the Fromme colony live and play. The construction of the buildings in the area is the normal colonial construction foam over frame construction, but the buildings have been finished with false stucco facades. The streets are lined with gen-mod fast growing trees.

The area around the Café Palais Garnier is crowded with foot traffic during the day and into the evening with peak times at lunch and early evening. What follows is a detailed description of the area:

- **Public Access:** Most traffic in the area is foot traffic, with a public transportation station one block off of the map to the south, and with a large number of condos and apartments nearby. There is also vehicle traffic on the roads, but it is usually light.
- **Law enforcement:** Law enforcement patrols are heavy in the area. There is usually a team of two French Military Police on the map at all times. One is armed with a handgun (Guiscard PM-03) only and the other is armed with a slung FAM-90 bis and a handgun. Both wear inertial armor vests and black kepi hats. They have communications using ear jacks and an additional 2 man law enforcement team can arrive in 1D4 minutes after they call for assistance with an additional 1D4 teams every 3 minutes after that. A 10 man tactical team can be on scene in 10 minutes. Each of these law enforcement officers are experienced law enforcement NPCs (stats 3/2, Skills 1/0, combat assets: 4, CUF 4, HPA 5)
- **Park:** There is a small park with a fountain. Just outside of the park is a stand that serves coffee and pastries and it is run by the coffee house across the street. Around the stand are bistro tables and chairs that will be crowded at lunch time.
- **Other business in the area include;** a night club (which is closed during the day), the coffee shop and other retail and service locations. The number on each building indicates how many stories the building has. The night

club and the coffee shop have apartments on the third floor and the tobacco shop has apartments on the second floor, one of which is occupied by the shop owner. One of the apartments above the night club, facing the Café is unoccupied and for rent.

- The Café Palais Garnier is a popular lunch and dinner spot, offering French cuisine. Much of the ingredients of the food here is imported from off world and it is extremely expensive.

The Governor's security detail will have arranged for the table to the left rear available for the Generals to meet. Two of the bodyguards will sit at the next table near the bar and the other nearby table will be kept empty with a reserved sign on it. One of the security detail men will be outside sitting at one of the tables just outside of the door into the restaurant interior. Each of these men is Veteran ground military NPC wearing business attire, a concealed armor vest and a coat which conceals a concealed Guiscard PM-04 pistol. Each also has a briefcase containing Stracher MP-67 PDWs. (Stats: 4/4, Skills: 2/1, Combat assets: 6, HPA 8, CUF 7.

Ciselet has learned of the meeting between General Luzinski and General Duchêne through a source in General Duchêne's office. She believes that the PC team may have discovered enough information to link her to the attacks on Zampamoga and that the purpose of the meeting is for Luzinski to pass this information on to Duchêne. Because she does not know the route of travel that General Luzinski will take to the meeting she thinks it necessary to eliminate both men at the meeting, making it look like an assassination carried out by separatist rebels. Ciselet does not know the location of the lunch, but does know that Duchêne is a creature of habit. She will post a look out on the restaurants and cafes that Duchêne frequents. The hit team will be mobile, and once the general is spotted the team will move in and carry out the operation.

Of course if Rausch is still in play, and the PC team has taken him into the loop of what is going on, Ciselet is likely to know where the meeting spot is ahead of time. If she knows this the size of the hit team will increase by an additional ground car containing four mercenaries that will be outside front security while the assault team moves into the café. If Rausch has not been discovered yet, this would be a very good time for clues to be given to the PC team that he is a leak.

Timeline:

The assassination attempt will take place in the following timeline unless the PC team does something to interfere.

- 1030 hours – A plain clothes operative (female) working for Ciselet will take up a position watching the Café at one of the tables at the coffee stand across the street by the park. This operative is armed with a Stracher PM-19 pistol and has a netphone. To spot this operative as a

suspicious person is a task: **TASK: to spot surveillance operative as suspicious. Difficult. Surveillance (or ½ spot). 5 minutes of close observation of the area.**

- 1035 hours – One of General Duchêne’s protective detail members will arrive on foot performing an advance (his vehicle will be parked two blocks to the north in an underground parking garage). The man will enter the restaurant and speak to the manager. The tables needed will not have any customers at them. The body guard will sit at one of the tables and the two others will be marked as reserved.
- 1052 hours - General Duchêne and two other members of his protective detail will be dropped off in front of the Café from an official limo. General Duchêne and one of the body guards will go into the Café while one of the body guards sits at an outside table near the door. The limo driver will move the car away and find a parking spot a block to the west. The operative at the coffee stand gets on her netphone.
- 1057 hours – General Luzinski and Colonel Tutcheck are dropped off in front of the restaurant by a Zampamoga driver. The driver drives off in the marked Zampamoga range truck and finds a parking spot 2 blocks to the North West. The operative at the coffee stand gets on her netphone.
- 1124 hours – A car with two of Ciselet’s mercenaries pulls into the alley behind the café and pulls to a position to cover the back door of the café. The passenger is on his net phone.
- 1126 hours – A panel van pulls up in front of the café with the Ciselet and her mercenary assault team. The mercenaries at the rear of the café get out of their vehicle with one man looking west to the entrance of the alley and one man is covering the door. Both men pull masks over their faces while exiting the vehicle. As the van pulls up the operative at the coffee stand gets up, puts her netphone in her purse, and walks away through the park to the south. The doors to the van will open and the mercenary assault force, led by Ciselet, will attack.
 1. Combat Turn One: Five attackers will exit the van. Four will exit on the side of the van towards the cafe while conducting area fire with their rifles into the front of the café. The fifth will exit on the passenger side of the van to provide rear security for the assault team and for the getaway vehicle. The driver will stay in the van with the motor running. All of the occupants of the van will be in civilian clothes with inertial armor vests and with masks over their heads. They are all armed with FAM-90 rifles. The auto-fire will cut down the bodyguard sitting outside just as he draws his pistol. The auto fire will lead to a number of civilian casualties in the café. General Luzinski and Colonel Tutcheck will not be hit, but General Duchêne will suffer a critical wound to the left chest. Both of the Generals bodyguards inside will be wounded in the legs.
 2. Combat Turn Two: The four members of the assault team will move into the café through the holes where the windows used to be, with two of them conducting moving area fire (two bursts each) while the

other two follow and conserve ammunition. While this is happening Colonel Tutcheck will grab General Luzinski, and they will jump over the bar and take cover. The two bodyguards will be getting their Stracher MP-67 PDWs out of their briefcases. One of them will be killed by the attacker's auto-fire. The scene on the street will be complete chaos with civilians running and screaming everywhere.

3. Combat turn Three: The remaining bodyguard will open up with his PDWs killing one, and wounding another of the mercenaries, before he is cut down by Ciselet and the remaining mercenary on the assault team. During the fire Colonel Tutcheck and General Luzinski will crawl into the store room while drawing their WZ-70 pistols. At the same time two military policemen will come around the corner from the east (north side of the street), at a trot, with their weapons at the ready. They will be spotted by the mercenary that stayed outside as security if this mercenary has not yet been dispatched by the PC team, and he will cut them both down with area fire.

NOTE: If the PC team has eliminated the mercenary outside, and the PC team is in view of the military policemen and are not wearing their official Rebco-SAR gear, the military police are likely to fire on them in turn 4.

4. Combat Turn Four: If the PC team has not intervened by this point Ciselet will close on the wounded General Duchêne and will fire a short burst into his head – contact shot – while the unwounded mercenary with her scans for additional threats and Colonel Tutcheck and General Luzinski. The wounded mercenary will limp at ½ speed towards the van. General Luzinski and Colonel Tutcheck will move to the rear of the store room to a partially concealed position, aiming their weapons at the door.
5. Combat Turn Five: Inside the café the mercenary and Ciselet will move over the bar and they will both re-load their weapons. The wounded mercenary will pull himself into the van.
6. Combat Turn Six: The mercenary and Ciselet will enter the store room and will be fired upon by General Luzinski and Colonel Tutcheck. The mercenary will be hit with light wounds in the left leg and right leg, and with hits to his body armor and he will be knocked down. Ciselet will return fire, with a full auto snap-shot that will hit the Colonel in the right arm, causing a serious wound and disarming him.
7. Combat Turn Seven: General Luzinski will fire three rounds at Ciselet, hitting her one time in the body armor, and another time in the left leg, while the Colonel retrieves his weapon off of the floor with his left hand. Ciselet will then fire full area fire into the General and the Colonel's position, incapacitating them both with critical hits to the chest and abdomen.

8. Combat Turn Eight: Ciselet will walk back to the van while using her radio to tell the team to prepare to withdraw. The mercenary that was knocked down in turn 6 will follow Ciselet at ½ speed. If the mercenary on the street is still alive he will get into the van. The men in the alley will get into their car.
9. Combat Turn Nine: Ciselet and the 2nd wounded mercenary will get into the van and it will begin moving away, while the car in the back drives out the alley and heads north.

Aftermath:

Immediately after the gunfight military police units will begin flooding into the area. They will begin by holding a perimeter at the intersections, and pulling out the downed MPs if they were wounded. If the PC team managed to intervene so that the MPs survived, and managed to coordinate with them, this process will go smoothly.

If the MPs were incapacitated things could get dicey for the PC team. As noted above, 2 additional MPs will arrive every few minutes, and a tactical team will arrive after 10 minutes. If the MPs see anyone they will be ordered to the ground. If they do not comply they will be shot with everything the MPs have. If the PC team has not been successful in communicating with the MPs before the tactical team arrives the tactical team will deploy into the restaurant. The team will arrive in the area in vector thrust vehicles and will then approach the cafe from the alley entrance. They will most likely shoot anyone holding a gun when they enter. The team will consist of eight elite ground military, physically oriented NPCs, armed with FAM-90bis rifles and wearing full body ridged combat armor.

What happens long term after the attempted hit depends largely upon what happens during the hit attempt, and who survives.

If the PC team is able to prevent the Colonial Government from taking the contact shots to the head, he will recover. He will take control of Colonial Security, and will get permission to do so from Paris later. He will be successful and there will be many arrests of Colonial Security agents. Colonial Security will be disbanded and the military will take over all intelligence functions on the colony.

If the PC team is able to save General Luzinski he will be successful in passing on the information regarding the involvement of Colonial Security in the attacks on Zampamoga to The Colonial Government's successor. This will lead to an investigation. This investigation will lead to the arrest of Ciselet if she was not killed. All of the blame will be placed on Ciselet and things will continue on as they have been, but the attacks on Zampamoga by mercenary forces working for Colonial Security will be eliminated.

If the Zampamoga officers and the Governor were killed in the attack, the PC team will be arrested, and after a six month investigation they will be cleared of wrong doing and released.

ADDITIONAL SCENARIO IDEAS

- Information is received that Colonial Security plans on liquidating the prisoners. Some of these prisoners are the relatives of Zampamoga personnel that have been used as leverage to make them spy for Colonial Security. Due to the chaos in the Colonial Government due to the wounding/killing of the Colonial Governor, the PC team must conduct a raid on the prison to stop this.
- A group of bandits hijacks a Zampamoga shipment and it is tracked into the mountains via concealed transmitter and the PC team must recover the shipment and eliminate the bandits. The bandit camp is full of women and children.
- The head of the Zampamoga Food Distribution Center in Les Dechets will be kidnapped by criminals who will demand a ransom. The PC team must find out where the hostage is being held and then effect a rescue operation.

NPCs:

MAJOR NPCs – detailed NPCs likely to have a major influence on the adventure.

NORMAN RAUSCH, Experienced, mentally oriented, ground military NPC
CUF 5, HPA 6, stats 2/3 skills 1/0

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

Combat Assets: Combat Rifle: 2 Sidearm: 2 Melee: 3

Special Skills: Surface Communications 5 (8), Computer 3 (6) , Diplomacy 4 (7)

Armor: Usually none, French colonial militia issue Non-Rigid vest available.

Weapons: WZ-60 pistol, concealed. FAB-62 available.

Equipment: Zampamoga radio, and a net phone. The net phone was provided to Norman by Colonial Security and it contains a hidden digital camera, hidden audio recorder, and an encrypted data storage area. It is also capable of encrypted communication with Agent Mona Ciselet of Colonial Security. This telephone only works in cities and towns, and is somewhat spotty then. Norman carries maps, his radio and telephone and his pistol with three magazines in a battered tan shoulder bag.

Appearance: White male, 5-7, 35 years of age, thin with black hair, black mustache with some gray in it, dark eyes. Wears green fatigue pants and

a Zampamoga open front jacket over a black t-shirt. He always has his tattered and stained tan shoulder bag.

Background: Norman grew up on Kimanjano and worked in corporate communications for a French chemical company before the Kafer attacks. He was also a communications sergeant in the French Colonial Militia. After the Kafer war Norman and his wife Petra (a refugee from Dunkelhiem) were active in the independence movement and they both worked as communications officers in the rebel army. Norman and Petra fought against the FFL when they attacked and were active in the resistance after the rebel defeat. Their cell was infiltrated by one of Mona Ciselet's informants three and a half years ago and Norman and Petra were arrested. Due to Norman's familiarity with the colony and its people, and the fact that he had a very out-going personality, Colonial Security Agent Ciselet gave him the chance to work for her instead of being shot while trying to escape along with his wife. In order to guarantee his allegiance, Colonial Security is holding his wife at a detention facility just outside of Fromme Neuve, where he gets to visit her from time to time, and where his continued cooperation will continue her good treatment. Ciselet, through her contacts within the Colonial Government was able to place Norman as a local worker for Zampamoga three years ago. Due to his military communications background he has been working for Zampamoga security, and providing Colonial Security with any information of interest he comes across. He was instructed by his handler, Agent Mona Ciselet of colonial security to get involved with the Rebco Teams that Zampamoga is bringing in.

Motives: Norman loves his wife and fears for her safety if he does not do as he is told by Agent Mona Ciselet. At the same time he is very conflicted as he despises the corrupt French occupation government and how it is mistreating the poor and refugees of the colony. He is also grateful to Zampamoga for the work that the organization is doing for his people.

Actions/Reactions: Norman will do everything he can to aid the PC team, but will also report everything about their actions to Ciselet via telephone, usually every other day. He will avoid the reporter. When the team has downtime, once every week or so, he will say that he has some personal business to attend to and will drive to the Colonial Security Detention Facility where he will visit his wife.

If Norman is caught and confronted by the PC team he will confess. He will also tell them that he meant them no harm, and that he is only trying to protect his wife, who Ciselet is holding hostage. If possible he will urge the PC team to rescue his wife from the detention facility so that they can flee Fromme to the Azanian colony on the planet.

Role in Adventure: This NPC can be used as a tool by the GM to steer the players and to provide information in order to keep the adventure moving. He can also be used as a challenge and the source of an additional scene - the rescue of his wife from the secret Colonial Security facility.

AGENT MONA CISELET: Kimanjano Colonial Security. Veteran Field Agent NPC.

CUF 8 , HPA 4, stats 2/3 skills 2/1

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

Combat Assets: Combat Rifle – 3 Sidearm – 4 Melee – 4

Special Assets: Streetwise – 4 (7), Surveillance – 4 (7)

Armor: concealed inertial vest.

Weapons: Stratcher PM-19

Special Equipment: Porta-comp (encrypted), communicator with encryption.

Appearance: Attractive 31 year old white female with short dark hair and dark eyes, 5-4", athletic build. Usually wears a long black expensive coat.

Background: Mona grew up in Libreville as the daughter of a corrupt member of the French Colonial Administration. Her father was posted to Kimanjano when she was 15 years of age and she moved with him, not long before the Kafer attacks. She always had a mean streak and was one of those girls in school who was always finding out secrets and setting people against each other without the blame falling on her. Mona was aware of her fathers corruption and his Corsican underworld contacts and even helped him from time to time, making contacts and drop offs. Her father was killed by a separatist car bomb when she was in her early 20s and she joined the Colonial Security Service to help pay them back. She fled Kimanjano to Tirane when the rebels took control. She returned soon after the Legion had subdued the rebel government. Mona is a powerful member of the Colonial Security Service, not because she has high rank, but because she know so many secrets and where so many bodies are buried. She has maintained contact with her fathers Corsican Underworld friends. She would like someday to join the DGSE, but knows that a background investigation and security screening would reveal her underworld connections, hidden off-world bank accounts, and trail of corruption and murder on Kimanjano. She hopes to send enough money off planet over the next few years to retire to a beach on Tirane.

Motives: Mona has two primary motivators; her hatred of the rebels and foreign (non-French) refugees, and her greed.

Ciselet's Minions: Ciselet will often have some of her operatives with her. Their details are as follows: Experienced Fields Agent NPCs, Mentally oriented, HPA 6, CUF 5, armed with FAM-90 rifles, and Stratcher PM-19 pistols, wearing concealed inertial vests.

Role in Adventure: Ciselet will be the major nemesis of the PC team throughout the adventure. She will be the one in the background pulling the strings that cause the PC team problems. Confronting her and her forces will probably be the climax of the adventure, and discovering her identity and existence will the major mystery in the adventure.

GENERAL BASIL LUZINSKI – Veteran Ground Military/ Experienced Administrator NPC

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

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

Combat Assets: Combat Rifle – 3 Sidearm – 4 Melee – 4

Weapons: WZ-70 Pistol

Background:

General Luzinski was a politically connected career Polish military officer who served with Polish volunteer forces during the early stages of the Kafer war, against Kafers in the Ukrainian colony on Eta-Bootis. During this war time service General Luzinski (who retired a Colonel from the Polish Army) was impressed with the Zampamoga operations to help the surviving population of the Ukrainian colony. He made high level contacts with Zampamoga, and through his political connections with the Polish Government, was able to increase the Polish Governments financial support of the organization. Before Luzinski retired his political allies arranged for his retirement job with Zampamoga. Luzinski is in his early 60s and has been with Zampamoga for 12 years. He came to Kimanjano 8 months ago when the French government pressured Zampamoga to replace his predecessor due to DGSE allegations that he was supporting the anti-government guerrillas with food and supplies. Since his arrival on Fromme, Luzinski has developed a romantic relationship with his personal secretary, who is a local, and an intelligence asset of Mona Ciselet. Luzinski has lunch once per week with General Auguste Duchêne.

Appearance/Traits: Luzinski is in his early 60s with dark short hair. He has a very pale complexion and a round face, and is always dressed when out of his quarters in a immaculate Zampamoga grey dress uniform. Luzinski usually speaks in high volume, using large words, and can be a bit bombastic at times, frequently referring to his war time service fighting Kafers on Aurora to save those poor Ukrainian colonists.

Motives: General Luzinski is a very well meaning if naive man. He has a big heart and wants to do everything that he can for the suffering populations of the Fromme colony. Nothing gives him more satisfaction than feeling that he is helping suffering people in need. He also enjoys his high rank and status in the Zampamoga organization. Luzinski also understands that his predecessor was replaced due to pressure from the French Government, and he wants to avoid the same fate.

Actions/Reactions: If General Luzinski is confronted with hard facts, implicating Colonial Security Agents with involvement with attacks on Zampamoga he will attempt to set up a meeting with General Auguste Duchêne. If this happens, and the PC team is not involved in the security of this meeting Ciselet will learn of it through the General's personal secretary. The meeting will take place at a restaurant in Fromme Neuve. The meeting will be attacked by mercenaries working for Ciselet in order to assassinate Luzinski and Duchêne and blame it on the rebels, who she

will claim have infiltrated Zampamoga and learned of the time and place of the meeting that way, in order to plan the attack. If the PC team is at the meeting they will hopefully be able to foil the attack.

Role in Adventure: General Luzinski is the PC team's ultimate commander in the Zampamoga organization on Fromme. He is also the person that the PC team may want to convince of French Colonial Security's involvement in attacks on Zampamoga operations.

COLONEL TUTCHEK – Veteran Ground Military, Experienced Administrator NPC

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

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

Combat Assets: Combat Rifle – 3 Sidearm – 4 Melee – 4

Weapons: WZ-70 pistol

Background:

Colonel Tutcheck served with General Luzinski on Aurora as a Captain. When he retired from French military service he was recruited by Luzinski and when Luzinski was posted to the Fromme colony he brought Tutcheck with him as his #2. Colonel Tutcheck shares his commanders zeal for helping the refugees of the Fromme colony, but he is less trusting of the French and believes that elements in the French government are probably connected to the increase in attacks on Zampamoga personnel. He does however understand Zampamoga's precarious position in the colony as guests of the French government.

Appearance/Traits: Colonel Tutcheck is in his 50s, and is tall and gaunt with dark brown, close cropped hair and a thin mustache. He is usually dressed in Zampamoga class B uniform with subdued rank insignia. He is a quiet professional.

Actions/Reactions: The Colonel will be interested in any data that the team can develop regarding the reason for the increase in attacks. He will keep the team away from the General unless they have hard evidence, as he knows that the General is overly trusting of the French Government as a whole based upon his personal relationship with General Auguste Duchêne, and because of his fear of being replaced due to French pressure should there be an incident.

Role in Adventure: The Colonel will be the PC team's direct supervisor during their assignment with Zampamoga on Fromme.

GENERAL AUGUSTE DUCHENE – Elite Ground Military NPC.

General Auguste Duchêne was appointed as the military governor of the Fromme colony six years ago. He knows that he is in a difficult, if not impossible position. He is a French patriot. His priorities are as follows:

- Maintain the security of the colony for France by eliminating the separatist insurgency.
- Rebuild the chemical production infrastructure of the colony.

- Alleviate the refugee crisis on the colony.
- Reduce the level of corruption in the Colonial Government.

The general also knows that he is dealing with massive corruption problems within the colonial administration and that many of his officers are hard liners that believe that all of the refugees are rebels or rebel sympathizers, and that there are too many cases of French troops mistreating refugees. He sees one of his problems as the fact that the DGSE assets on the world, and the Colonial Security Agents that supposedly work for DGSE are not under his chain of command. His first step in solving the corruption problem has been to bring in the NGOs to deal with the refugees and to shift the control of French government relief supplies and funds over to the NGOs, cutting out the corrupt colonial officials. The General does not know that the heart of the corruption problem in the Colonial government is the Colonial Security Agency. He has however brought in Military Intelligence officers to investigate Colonial Security activities, and the number of refugees and citizens that are shot while trying to escape from custody, but this investigation has not been fruitful to date.

Role in Adventure:

SAMANTHA RUNNINGDEER, Veteran, mentally oriented, Journalist NPC
 CUF 4 , HPA 4, stats 2/3 (ELO 18 - 5) skills 2/1

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

When wounded in warehouse scene

H: 3	RC:	LC:	A: 6	RS:	LS:
RH:	LH:	RL: 4	LL:	RF:	LF:

Combat Assets: Melee: 3

Special Skills: Interview 5, Surveillance 4, Imaging 6, Writing 5

Armor: Has a non-ridged vest and a combat helmet available with press markings.

Weapons: None

Equipment: Compact high-end imager, high end porta-comp, High end encrypted sat phone or filing her stories directly to the INS Bureau chief at the orbital terminal.

Appearance/Traits: Native American - White female, very attractive, late 20s, with long, straight black hair in a pony tail, dark brown eyes and a dark complexion, average height and an athletic build. Usually dressed in blue jeans, a tan blouse and a olive cargo vest with INS press markings. Samantha sees herself as a professional doing an important job, with a chance to do real good for people who need it. She is very confident and will stick up for herself.

Background: Samantha grew up in a small town in Canada, and is the daughter of a banker and a nurse. When she was a teenager she

accompanied her father off planet to Tirane on a business trip and the traveling bug bit her then and never let go. She knew that she wanted a job that involved travel and studied journalism in school. She then got a job as a local reporter in Canada and five years ago was hired by INS to cover the frontier. She has done some work in Kafer space and on the Kafer home world covering the occupation. She has been in the Fromme colony for the past month and has had a lot of interaction with other reporters staying at the Tilton Hotel in Fromme Neuve. She has learned of the high level of corruption in the French Government and has developed a great appreciation for what Zampamoga and that other NGOs are doing for the refugees on Fromme. One reporter and the reporters crew that she had befriended at the hotel disappeared a week ago. Samantha knows that the reporter was investigating corruption in the colonial government and she suspects foul play.

Motives: Samantha very much wants to be a successful reporter with INS. She is also very sympathetic to the plight of the refugees on Fromme and wants the story of their plight to get out so that something will be done. Unlike many reporters, she is not a military hater, and does not immediately distrust soldiers. Her most recent love interest was an American Army Special Forces Captain on the Kafer Homeworld.

Actions/Reactions: Samantha has been working with military types frequently for the last five years and has learned how to stay out of the way in a tight spot, and how to speak the language. Unless she sees the PC team members commit obviously immoral acts, she will be on their side. She understands her relationship to the team as her vehicle to get around to see what she needs to see to get out her stories, and does not see the team as the story. She is also not afraid to stick up for herself.

Role in Adventure: Samantha is a tool for the refugee to use to hamper the PC team's actions or to feed them information that they need to get to the next step through here "contacts".

NPC

CUF , HPA , stats skills

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

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

Combat Assets:

Special Skills:

Armor:

Weapons:

Equipment:

Appearance:

Background:

Motives:

Actions/Reactions:

Role in Adventure:

**MINOR NPCs – NPCs that are not as detailed or who are faceless
“extras”**

MILES OBAY – 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.

Weapons: FAM-90

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, Obay has excelled and has recently been promoted to Operations Officer in the Rebco SAR Special Projects division.

Motives: Spades 7: Obay 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.

GENERAL AUGUSTE DUCHENE – Elite Ground Military NPC.

General Auguste Duchêne was appointed as the military governor of the Fromme colony six years ago. He knows that he is in a difficult, if not impossible position. He is a French patriot. His priorities are as follows:

- Maintain the security of the colony for France by eliminating the separatist insurgency.
- Rebuild the chemical production infrastructure of the colony.
- Alleviate the refugee crisis on the colony.
- Reduce the level of corruption in the Colonial Government.

The general also knows that he is dealing with massive corruption problems within the colonial administration and that many of his officers are hard liners that believe that all of the refugees are rebels or rebel sympathizers, and that there are too many cases of French troops mistreating refugees. He sees one of his problems as the fact that the DGSE assets on the world, and the Colonial Security Agents that supposedly work for DGSE are not under his chain of command. His first step in solving the corruption problem has been to bring in the NGOs to

deal with the refugees and to shift the control of French government relief supplies and funds over to the NGOs, cutting out the corrupt colonial officials. The General does not know that the heart of the corruption problem in the Colonial government is the Colonial Security Agency. He has however brought in Military Intelligence officers to investigate Colonial Security activities, and the number of refugees and citizens that are shot while trying to escape from custody, but this investigation has not been fruitful to date.

Role in Adventure: Depending on the PC teams actions they may never meet General Duchêne. He is however one of the driving personalities on the colony and it is possible that the PC team may be interviewed by him if they accompany Luzinski to meet him.

MUBAR MAMBAZI – Experienced, physically oriented, Ground Military NPC

CUF 4, HPA 6, stats 3/2 skills 1/0

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

Combat Assets: Combat Rifle 4, Sidearm 4

Special Skills: Recon 3 (5), Ground Vehicle 4 (7)

Armor: Non-rigid vest

Weapons: FAM-90

Equipment: Survival bail-out bag

Description: Mubar has very dark skin and is tall (6-5) and thin. He wears battered olive French army military fatigue pants and a Zampamoga jacket over a white t-shirt.

Background: Mubar was a transportation officer in the French Military before joining Zampamoga and is from the Gabon department of Metropolitan France. He, like most Zampamoga staffers believes in the mission and knows that he is making a difference. He has been frustrated at the increasing attacks against Zampamoga in the Fromme colony and with France's treatment of the colony. He will be grateful for the extra security that the PC team will provide for the convoy.

Role in Adventure: Mubar is the convoy commander in Scene 4. He can be used by the GM to keep the team on track in this scene, and as a source of information to the PC team.

CONVOY PERSONNEL FROM SCENE FOUR

All of these personnel are veteran colonists with the following combat assets: CUF 4, HPA 5, Combat Rifle 4, Sidearm 4, Melee 4. All are equipped with non-rigid armor vests and Zampamoga jackets. Drivers are armed with WZ-60 pistols and the security personnel are armed with FAB-62 rifles. This NPC group is led by Mubar Mambazi and has a leadership bonus of 2. The group consists of three security personnel that ride with

Mubar in a range truck and five heavy cargo truck crews, the driver armed with a pistol and the other with a rifle.

RANGE TRUCK

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

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

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

CARGO TRUCK ONE

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

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

CARGO TRUCK TWO

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

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

CARGO TRUCK THREE

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

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

CARGO TRUCK FOUR

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

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

CARGO TRUCK FIVE

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

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

SHELLY OSBORNE: Veteran, Mentally Oriented Colonist NPC
 CUF 3, HPA 4, stats 2/3 skills 2/1

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

Combat Assets: Melee 2

Special Skills: Admin 3(6)

Armor: none

Weapons: none

Appearance: Shelly is a white female, 27 years of age with light brown hair and blue eyes. She is very attractive. She wears olive fatigue pants and a khaki Zampamoga shirt.

Background: Shelly is a British citizen that grew up on Tirane. When she was in collage she became involved in volunteer work and after working for a number of NGOs came to Zampamoga 4 years ago. She is very competent with good people skills.

Motives: Shelly is a real no kidding do-gooder.

Role in Adventure: Shelly is introduced to the PC team in scene four and is a hostage to be rescued in scene 5.

FERNANDO GARZA, Elite, physically oriented, Ground Military NPC
CUF 8, HPA 8, stats 4/3 skills 3/2

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

Combat Assets: Combat Rifle: 7, Sidearm 7, Melee 8

Armor: Dunarmco Inertial Armor (usually just vest and helmet), High Threat Helmet

Weapons: DunArmCo D-89

Equipment: Standard Rebco-SAR paramilitary operators kit (see equipment section below).

Appearance: White male with dark complexion, black hair (very short) and brown eyes, 6-1", 230 lbs. Fernando is a large and physically powerful man who stays in excellent shape through hard PT. He is attractive and in this scenario will always be dressed in his issue Rebco Jumpsuit and usually his armor.

Background: Fernando was an officer in the Mexican Military from a politically connected family that was one of the big losers in the recent revolution in that country. Fernando sees America as the root of all evil when it comes to his families fall from power in Mexico. His family initially lost a great deal of assets when Texas gained independence from Mexico as they had many holdings in Texas and Fernando and his family blame America for the loss of Texas. Fernando also blames America for the recent turn of events in Mexico, believing that it was all caused by American meddling.

Motives: Fernando prides himself on being an excellent professional soldier. It is this part of his identity that he has relied on since his families fall from power in Mexico. While he hates Americans and will not go out of his way to be nice to them, he will always do his duty.

Role in Adventure: The PC team will have contact with Fernando Garza in a number of scenes in this adventure.

THE REAVERS MERCENARY COMPANY

The Reavers mercenary company consists of the following elements:

- Headquarters Section: Commander (Captain Ivanovich – detailed NPC), Executive Officer (Lt. Santana), Communications Sergeant, four body guards, four man instillation security team, two vehicle mechanics, Supply Sergeant and a company medic.
- Weapons Section: Four two man SAW teams, one three man mortar team equipped with a truck mounted 8cm mortar (the mortar team also acts as a missile team when guided ordinance is available).
- Three Infantry Sections, each with the following (numbers may vary slightly: One section sergeant and fourteen infantry troopers. Sometimes these sections are augmented by scouts that are hired from the local population. These scouts are usually teen age boys.

REAVERS HEADQUARTERS SECTION

This headquarters section consists of: Commander (Captain Ivanovich – detailed NPC), Executive Officer (Lt. Santana), Communications Sergeant, four body guards, four man instillation security team, two vehicle mechanics, Supply Sergeant and a company medic.

Captain Ivan Ivanovich – commander of the Reavers Mercenary Company. Elite Ground Military NPC.

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

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

Combat Assets/Special Skills: Combat Rifle 7, Sidearm 7, Melee 7, Heavy Weapons 7, Interrogation 6, Liaison 6, Leader 8, Tactics 8.

Armor: Full body inertial combat armor available.

Weapons: FAM-90, Stratcher PM-19

Equipment: Captain Ivanovich carries a portacomp with him at all times as well as a large hand radio communicator with sat-phone capabilities. As Ivanovich does not really trust Ciselet, he maintains records of all of his dealings with her in his porta-comp and in a back-up memory module in the hidden safe in his quarters. Some of these files include voice recordings and recordings of sat-phone conversations. Ivanovich will use this evidence to bargain for his life/freedom. The information is encrypted (Formidable). His XO and the head of his bodyguard detail also know the code.

Appearance: 37 year old tall, muscular male with blonde hair and a mustache whom speaks English with a eastern European accent. He has heavy scarring on his face from the battle with the French Foreign Legion when the French recaptured the colony from the Kimanjano Independence Rebels.

Background: Ivanovich is a native of Russia. He is a veteran of the Russian Orbital Marines and gained his first combat experience as part of the OQC detail in a boarding operation. After leaving the Russian Army Ivanovich joined the Tanstaaf Free Legion (TFL) and fought the Kafers on Aurora. Ivanovich came to Kimanjano, with many other former TFL members based upon the promise of large land grants from the rebel government.

Motives: Ivanovich is trapped on Kimanjano as he is considered by the French government to be a criminal (as were all mercenaries who answered the call of the independence rebel government, by order of the French Minister of Colonial Affairs). He is doing work for Ciselet and the drug traffickers because they are his best hope of getting off of the planet. He also plans on making enough money to retire to a nice place on Tirane once he can leave Kimanjano. Ivanovich is as ruthless as he needs to be to reach his goals, but he also cares for the men under his command and pays them fairly and treats them well, which has inspired loyalty.

Role in Adventure: Ivanovich and his mercenary company is one of the main tools being used against Zampamoga and the PC team by Mona Ciselet.

Executive Officer Lt. Santana, Veteran ground military NPC
CUF 6, HPA 6, stats 3/2 skills 2/1

Combat Assets: Combat Rifle 5, Heavy Weapon 5, Melee 5

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90, Stratcher-19 pistols, combat knives

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

Communications Sergeant, Veteran ground military NPC
CUF 6, HPA 6, stats 3/2 skills 2/1

Combat Assets: Combat Rifle 5, Heavy Weapon 5, Melee 5

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90, Stratcher-19 pistols, combat knives

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

Ivanovich's body guards, Veteran ground military NPCs, all former members of the TFL who came to Kimanjano with Ivanovich.

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

Combat Assets: Combat Rifle 5, Heavy Weapon 5, Melee 5

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90, Stratcher-19 pistols, combat knives

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

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

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

Installation Security Team: Responsible for local security at the Reavers command post at all times. Experienced ground military NPC

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

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90, Stratcher-19 pistols, combat knives

#1	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#2	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#3	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#4	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:

Supply Sergeant, Medic and two vehicle mechanics. Experienced ground military NPCs

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

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest, Combat Helmet

Weapons: Stratcher-19 pistols, combat knives

#1	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#2	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#3	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#4	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:

HEAVY WEAPONS SECTION

Weapons Section: Four two man SAW teams, one three man mortar team equipped with a truck mounted 8cm mortar (the mortar team also acts as a missile team when guided ordinance is available). All are experienced ground military NPCs.

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

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90 or FAM-180 SAW, Stratcher-19 pistols, combat knives

#1	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-180 SAW, ST1	A: RL:	RS: LL:
#2	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-90, ST1	A: RL:	RS: LL:
#3	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-180 SAW, ST2	A: RL:	RS: LL:
#4	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-90, ST2	A: RL:	RS: LL:
#5	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-180 SAW, ST3	A: RL:	RS: LL:
#6	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-90, ST3	A: RL:	RS: LL:
#7	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-180 SAW, ST4	A: RL:	RS: LL:
#8	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-90, ST4	A: RL:	RS: LL:
#9	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-90 – MORTAR TEAM	A: RL:	RS: LL:
#10	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-90 – MORTAR TEAM	A: RL:	RS: LL:
#11	H: LS: RF:	RC: RH: LF:	LC: LH: FAM-90 – MORTAR TEAM	A: RL:	RS: LL:

REAVERS INFANTRY SECTION ONE

This group consists of 1 (#1) veteran and 10 experienced, physically oriented, ground military NPCs and one scout who is a 15 year old boy. All are armed with Stratcher-19 pistols, combat knives and FAM-90 rifles.

Section Sergeant: Veteran ground military NPC

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

Combat Assets: Combat Rifle 5, Heavy Weapon 5, Melee 5

Armor: Inertial Vest, Combat Helmet

Weapons/equipment: FAM-90, Stratcher-19 pistol, combat knife, medium range radio/communicator, GPS map board, IR goggles.

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

Troopers:

CUF 4, HPA 6, stats 3/2 skills 1/0

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90, Stratcher-19 pistols, combat knives

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

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

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

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

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

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

#7	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#8	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#9	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#10	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			

REAVERS INFANTRY SECTION TWO

This group consists of 1 (#1) veteran and 14 experienced, physically oriented, ground military NPCs. All are armed with Stratcher-19 pistols, combat knives and FAM-90 rifles.

Section Sergeant: Veteran ground military NPC

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

Combat Assets: Combat Rifle 5, Heavy Weapon 5, Melee 5

Armor: Inertial Vest, Combat Helmet

Weapons/equipment: FAM-90, Stratcher-19 pistol, combat knife, medium range radio/communicator, GPS map board, IR goggles.

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

Troopers:

CUF 4, HPA 6, stats 3/2 skills 1/0

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90, Stratcher-19 pistols, combat knives

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

#2	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#3	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#4	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#5	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#6	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#7	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#8	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#9	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#10	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#11	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#12	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:

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

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

REAVERS INFANTRY SECTION THREE

This group consists of 1 (#1) veteran and 14 experienced, physically oriented, ground military NPCs. All are armed with Stratcher-19 pistols, combat knives and FAM-90 rifles.

Section Sergeant: Veteran ground military NPC

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

Combat Assets: Combat Rifle 5, Heavy Weapon 5, Melee 5

Armor: Inertial Vest, Combat Helmet

Weapons/equipment: FAM-90, Stratcher-19 pistol, combat knife, medium range radio/communicator, GPS map board, IR goggles.

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

Troopers:

CUF 4, HPA 6, stats 3/2 skills 1/0

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest, Combat Helmet

Weapons: FAM-90, Stratcher-19 pistols, combat knives

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

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

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

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

#5	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#6	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#7	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#8	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#9	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#10	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#11	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#12	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#13	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#14	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:

KAFER BAND FROM FUN WITH KAFERS SCENE

This Kafer band consists of a total of 14 kafers. Three of these kafers are leaders armed with Thud Guns and Horse Pistols. The remainder of the Kafer soldiers are armed with Thud Guns only. These Kafers expended much of their

limited ammunition supply when they raided the convoy and each Kafer only has the magazine in his Thud Gun and one reload. They have no remaining propelled grenades.

Kafer Leaders:

CUF 9 (5), HPA 10 stats 4/2 (4/1) skills 3/2 (2/1)

Parenthesis indicates scores when the Kafers are not aroused.

Combat Assets: Combat Rifle 7, Heavy Weapon 7, Melee 8, Sidearm 7

Armor: natural 1 front, 2 back.

Weapons: Thud Gun, Horse Pistol, Combat Knife

Kafer Soldiers:

CUF 7 (2), HPA 8 stats 4/2 (4/1) skills 2/1 (0/0)

Parenthesis indicates scores when the Kafers are not aroused.

Combat Assets: Combat Rifle 6, Heavy Weapon 6, Melee 6

Armor: natural 1 front, 2 back.

Weapons: Thud Gun, Combat Knife

Parenthesis indicates scores when the Kafers are not aroused.

Kafers at the Trucks:

#1L	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#2	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#3	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#4	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#5	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#6	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			

Kafers With Prisoners

#1	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#2	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#3	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#4	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:

Kafers pursuing humans

#1	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#2	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#3	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:
#4	H: LS: RF:	RC: RH: LF:	LC: LH:	A: RL:	RS: LL:

MERCENARIES/OPERATIVES FROM SCENE ELEVEN:

Mercenary containment team at back of restaurant in alley.

CUF 4, HPA 6, stats 3/2 skills 1/0

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest

Weapons: FAM-90, Stratcher-19 pistols, combat knives

#1	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#2	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#3	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			
#4	H:	RC:	LC:	A:	RS:
	LS:	RH:	LH:	RL:	LL:
	RF:	LF:			

Mercenary assault team with Ciselet and in van and
Mercenary containment team at back of restaurant in alley.

CUF 4, HPA 6, stats 3/2 skills 1/0

Combat Assets: Combat Rifle 4, Heavy Weapon 4, Melee 4

Armor: Inertial Vest

Weapons: FAM-90, Stratcher-19 pistols, combat knives

#1 DRIVER (ARMED ONLY WITH PISTOL)

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

#2 SECURITY ON VEHICLE

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

#3 ASSAULT

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

#4 ASSAULT

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

#5 ASSAULT

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

Mona Ciselet (for full details see above – combat stats copied here for ease of use.

AGENT MONA CISELET: Kimanjano Colonial Security. Veteran Field Agent NPC.

CUF 8 , HPA 4, stats 2/3 skills 2/1

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

Combat Assets: Combat Rifle – 3 Sidearm – 4 Melee – 4

Special Assets: Streetwise – 4 (7), Surveillance – 4 (7)

Armor: Inertial vest.

Weapons: Stracher PM-19

Special Equipment: Porta-comp (encrypted), communicator with encryption.

EQUIPMENT AND WEAPONS:

WEAPONS

Stracher PM-19 (Pistole Modele 19): The Stracher 19 is a cut down version of the model 17 especially favored by internal security agents.

Type: 9mm semi-automatic body pistol Country: Austria Weight(Empty): 0.4 kg Length: 16 cm (Bulk = 0) Action: Single shot Ammunition: 9x24mm fixed cartridge ball Muzzle Velocity: 350 mps Magazine: 15 rounds Magazine Weight: 0.1 kg ROF: 3 Aimed Fire Range: 30 m Area Fire Burst: 3 rounds (AFV = 0.25) Area Fire Range: 20 m DP Value: 0.4 Price: Lv170 (Lv2 for box of 100 rounds) DAMAGE 1-6 (1-3)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Stracher PM-19	0.4kg	0	3	3	15	30m	20m	0.25	1D6	1-3

FAM-90 (Fusil Automatique Magnetique-2090): The standard infantry weapon of first line

French infantry, the FAM-90 Gauss rifle fires single shots at high velocity, giving good aimed

fire accuracy, and fires bursts at a much lower velocity, giving the rifle excellent controllability

on automatic fire The optic sights incorporate a low-power laser range finder for aimed fire.

An HR-17 30mm grenade launcher is mounted below the barrel.

Type. 4.5mm Gauss rifle with integral 30mm grenade launcher County: France
 Weight (Empty):
 4.5 kg Length 76 cm (bulk=Z),Action. Single shot or bursts Ammunition: 4
 5x20mm
 flechette Muzzle Velocity: 1600 mps (area fire 550 mps) Magazine 60-round box
 magazine
 with integral power cell Magazine Weight: 0.3 kg ROF. 3 (area fire 5) Aimed Fire
 Range 900
 m Area Fire Burst 10 rounds (AF= 1.5) Area fire Range: 400 DP Value. 0.6 (area
 fire 0.3)
 Price: Lv490 (Lv2 for 60-round disposable magazine)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
FAM-90	4.5kg	2	3/5	10	60	900	400	1.5	1d8/1d6	1-4

FAM-180 SAW (Fusil Automatique Magnetique-2290/180): This derivative of the
 FAM-90 is the standard French Squad Support Weapon. It is basically a FAM-90
 with a Heavier Barrel and a bipod. It is rugged, dependable and works quite well
 in all environments.

Type: 4.5mm SAW with integral 30mm GL, Country: France, Length: 80cm (Bulk
 = 3), Wt: 6kg, Action: Single Shot or Bursts, Ammunition: 4.5x20mm flechette,
 Muzzle Velocity: 1800mps (area fire = 850mps), Magazine: 60 rnd box mag or
 100 rnd cassette, both with integral power cell Cassette Wgt: 0.5Kg, Mag Wt:
 0.3Kg, ROF: 5 (Area Fire: 7), Aimed Fire Rng: 1200m, Area Fire Burst: 20 (AFV
 = 2), Area Fire Rng: 600m, DP Val: 0.6 (0.3 Area Fire), Price: Lv600 (Lv 2 for 60
 rnd Mag, Lv 5 for cassette)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
FAM-180 SAW	6kg	3	5	20	60/100	1200m	600m	2	1d8	1-4

FAM-90bis (Fusil Automatique Magnetique-2290): The standard infantry weapon
 of first-line French infantry, the FAM-90bis gauss rifle fires single shots at high
 velocity, giving good accuracy. It is designed to fire 4-round bursts so rapidly that
 the fourth has fired before the first leaves the barrel, giving it improved
 controllability on automatic fire. It does not have a full-auto function. The optic
 sights incorporate a low-power laser range finder, which can feed information to
 the grenade launcher. An HR-17 30mm grenade launcher is mounted below the
 barrel, and is designed to fire fused grenades.

SPECIAL RULES: This weapon is capable of aimed bursts at point blank and
 short range. Aimed bursts with this weapon are four rounds instead of 3.
 Type: 4.5mm Gauss rifle with integral 30mm grenade launcher Country: France
 Length: 76 cm Action: Single shot or bursts Ammunition: 4.5x20mm flechette
 Muzzle Velocity: 1600 mps Magazine: 60-round box magazine with integral
 power cell magazine. RoF: 1/4 /10 Range: 112m Damage: 2d12 (x2) Weight:

4.5kg (empty) Magazine Weight: 0.3 kg Price: Lv490 (Lv20 for 60-round disposable magazine).

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Fam-90bis	4.5kg	2	3/5	10	60	1000m	500m	1.5	1d8/1d6	1-4

Dunarmco D-89 Gauss Rifle: This rifle is equipped with a thermal flex sight, white/IR light, laser target designator and a foldable telescopic bipod. (The flex sight can be used as a CQB red-dot type sight and as a telescopic sight. Also included is a HUD adapter/transmitter unit. This is a lighter, product improved version of the reliable AS-89 with attachment points for accessories. All statistics are the same as the AS-89 except for mass, which is 3 kg. Price Lv 650 equipped with the attachments listed above.

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Dunarmco D-89	3	2	3	10	60	800m	480m	1	1d8	1-4

WZ 60 7.5mm Service Pistol: The standard Polish and Czech military sidearm is actually based on a design first adopted for police use in Poland. The design is quite dated, as both services consider pistols largely obsolete on modern battlefields, but remains serviceable and performance is comparable to many more modern designs. A more modern replacement was considered in the last decade, but the cost of fielding the new vz 94 and vz 97 were such that both nations opted to purchase new and refurbish existing wz 60 pistols. Type: 7.5mm caseless pistol, Country: Czechoslovakia and Poland, Weight, Empty: 0.7 kg, Length: 20 cm (Bulk=0), Action: Single shot or bursts, Ammunition: 7.5x19mm fixed cartridge ball, Muzzle Velocity: 420 mps, Magazine: 15 round box, Magazine Weight: 0.1kg, ROF: 3, Aimed Fire Range: 50 meters, Area Fire Burst: 3 (AFV=0.25), Area Fire Range: 25 meters, DP Value: 0.4, Price: Lv 150 (Lv2 for 100 rounds) 1D6 (1-3)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
WZ 60	.7kg	0	3	3	15	50m	25m	.25	1D6	1-3

FAB-62 (Fusil Automatique Binon-2262): The predecessor to the FAM-90, this was at best, a fair weapon as it had many of the same problems that other Binary Propellant Rifles of the day suffered from, still it was reliable for a weapon of it's type and many an example can be found throughout Human Space in the hands of Militias, Colonists and Security forces.

Type: 7.5mm Binary Propellant Rifle, Country: France, Wt: 4Kg, Length: 80cm (Bulk = 3), Action: Single Shots or Bursts, Ammo: 7.5mmx40mm Ball, Muzzle Velocity: 700mps, Magazine: 30 Round Box with separately loaded internal gas bottles with enough charges for 200 aimed shots or 20 bursts, Mag Wt: 0.3Kg, Recharge Bottle Wgt: 0.3Kg, ROF: 3, Aimed Fire Rng: 750m, Area Fire Burst: 10 (AFV = 1), Area Fire Rng: 580m, DP Val: 0.7, Price: Lv 200 (Lv 2 for 100 rnds, Lv 4 for 10 recharge Bottles and Lv 5 for Magazines)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
--------	------	------	-----	-----	-----	-------	------	-----	-----	------

FAB-62	4kg	3	3	10	30	750m	580m	1	1d6+1	1-4
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Kafer "Horse Pistol": (Kafer: Vved ush) An extremely heavy, ruggedly built revolver. It is oddly shaped, to human eyes, with a half-ring support which fits around the Kafer's wrist when it grasps the weapon's frame behind the cylinder, rather than a pistol grip as in human weapons. Type. 14.5mm revolver Weight. 1.3 kg (Bulk = 0) Length. 31 cm Ammunition: 14.1 x 31 mm fixed cartridge ball Muzzle Velocity: 490 mps Magazine- 6-round cylinder Weight of 6 rounds: 0.2 kg ROF: 5 Aimed Fire Range. 80 meters Area Fire Burst: 3 rounds (AFV = 0 25 Area Fire range: 40 meters DP Value 9

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Kafer Horse Pistol	1.3kg	0 (for K)	5	3	6	80m	40m	.25	1D6+1	1-2

Kafer "Thud Gun": (Kafer: Vwedach *) An assault rifle with integral grenade launcher similar to the German SK-19 It has the general appearance of a rifle, with recognizable stock, trigger, and magazine assemblies, but the overall shape is oddly curved Type: 12.1 mm assault rifle with integral 27.2mm grenade launcher Weight (empty): 6.5 kg Length: 76.2 cm (Bulk = 2) Action: Single shot or bursts Ammunition: 12.1 x 31 mm APHE Muzzle Velocity. 610 mps Magazine: 66-round magazine Magazine Weight: 2 kg ROF 2 Aimed Fire Range: 500 meters Area Fire Burst: 10 (AFV = 1.5) Area Fire Range. 300 meters DP Value 1.1

Type: 27.2mm grenade launcher Muzzle Velocity 375 mps Magazine. 9-round box magazine ROF: 2 Aimed Fire Range. 600 meters DP Value. As explosion, (EP=4)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Kafer Thud Gun	6.5 kg	2 (k)	2	10	66	500m	300m	1.5	1D8+2	1-4
Grenade Launcher	*	*	2	Na	9	600m	Na	Na	special	special

Guiscard PM-03 (Pistolet Modele 2210): The PM-15 is the current issue handgun of the French Military, winning the military contract in 2204. Its use is widespread in French controlled worlds and it is also the most common handgun in the hands of French metropolitan and colonial law enforcement. It is similar in many respects to many other contemporary .40 caliber pistols. It is a solid and reliable semi-automatic handgun firing the standard caseless .40 caliber round.

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Guiscard PM-10	.8 kg	0	3	3	13	60m	30m	.25	1d4+2	1-3

Guiscard PM-04 (Pistolet Modele 2210): The PM-12 is a 12mm semi automatic handgun that was produced based on a demand from French Special Operations forces and vehicle crews during the Kafer conflict. The 12mm round fired by this weapon is the similar one in use by the Colt Stopper. The PM-04 can fire the colt round, but the Colt cannot fire the PM-04 round. This weapon can be found throughout the French empire but it is not as popular as the Colt outside of that community due to the rare ammunition that the weapon fires. Ammunition for this weapon is available in standard ammunition and HEAP. This handgun, equipped with HEAP ammunition is capable of penetrating armor that cannot normally be defeated by handgun ammunition. Price Lv200, ammo cost is Lv3 for box of 100 ball, or Lv20 for box of 100 HEAP.

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Guiscard PM-04	2	1	3	3	7	80M	40M	0.25	Ball: 1D6+1 HEAP: 1d6+2	1-3

Stracher MP-67 PDW (Personal Defense Weapon): Using a high-powered 6mm round that is more like a cut-down rifle round than a conventional pistol round, the MP-67 is designed to provide compact controllable firepower for rear-echelon troops and vehicle crews. It has also found in use with police SWAT teams and military special forces.

Type: 6mm submachine gun Country: Austrovenia Length: 60 cm (Size=Small)
 Action: Single shot or bursts Ammunition: 6 x 27mm fixed cartridge ball Muzzle Velocity: 910 mps Magazine: 50-round box ROF: 1/4 Range: 45m Damage: 1d10 (x2) Weight (Empty): 2.4 kg Magazine Weight: 1.5 kg Price: Lv1100 (Lv24 for box of 100 rounds)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Stracher MP-67 PDW	2.4kg	1	3	5	50	120m	80m	1	1d6+1	1-4

REBCO STANDARD TEMPERATE WEATHER PARAMILITARY OPERATORS' KIT

- *DUNARMCO D-89* GAUSS RIFLE EQUIPPED WITH THERMAL FLEX SIGHT, WHITE/IR LIGHT AND FOLDABLE TELESCOPIC BIPOD. (FLEX SIGHT CAN BE USED AS BOTH A CQB RED DOT TYPE SIGHT AND AS A TELESCOPIC SIGHT). ALSO INCLUDED IS A HUD ADAPTER/TRANSMITTER UNIT. THE *DUNARMCO D-89* IS A PRODUCT IMPROVED LIGHTER WEIGHT VERSION OF THE RELIABLE AS-89 WITH ATTACHMENT POINTS FOR ACCESSORIES AND COMES STANDARD WITH THE FLEX SIGHT DESCRIBED ABOVE. ALL STATISTICS ARE THE SAME AS THE AS-89 **3KG, LV 650**
- *TRAYLOR MODEL 83* 10MM PISTOLS WITH ATTACHABLE LIGHT. WITH THE WEAPON IS A CONCEALMENT HOLSTER AND MAGAZINES POUCHES, AS WELL AS A LIGHT POUCH, AND A

- TACTICAL MULTIPLE ATTACHMENT HOLSTER (THE MULTIPLE ATTACHMENT HOLSTER CAN BE USED AS A THIGH RIG, BELT RIG OR CAN BE ATTACHED TO BODY ARMOR. **.7KG, LV 380**)
- 12 MAGAZINES OF AMMUNITION FOR D-89 AND MAGAZINE POUCHES. **.3 KG EACH = 3.6 KG, LV 40**
 - 10 20MM GRENADES FOR D-89 (3FRAG AND 4 HEAP, AND 2 CONCEALMENT/SMOKE) AND GRENADE POUCHES. **.2 KG EACH = 2 KG, LV 60**
 - 2 *DUNARMCO* FRAGMENTATION HAND GRENADES WITH POUCHES **.3 KG EACH = .6KG, LV 6**
 - 2 *DUNARMCO* CONCEALMENT HAND GRENADES WITH POUCHES **.3 KG EACH = .6KG, LV12**
 - 2 *DUNARMCO* FLASH-BANG DISTRACTION HAND GRENADES WITH POUCHES **.3 KG EACH = .6KG, LV 3**
 - 10 MAGAZINES OF AMMUNITION FOR TRAYLOR 83 AND MAG POUCHES. **.2 KG EACH = 2KG, LV 25**
 - *DUNARMCO* HI-THREAT FULL BODY MULTI-ROLE INERTIAL COMBAT ARMOR WITH EQUIPMENT ATTACHMENT POINTS. THE VEST CAN BE WORN SEPARATELY FROM THE SUIT FOR LONG TERM OR LOWER THREAT OPERATIONS. ARMOR IS IN REBCO NEUTRAL SPEC CAMMO PATTERN WITH ZAMPAMOGA MARKINGS. **10 KG. VEST ALONE: 3KG LV 450**
 - 6 COOL PACKS FOR BODY ARMOR (A COOL PACK WEIGHS .5KG AND WILL KEEP THE WEARER OF THE ARMOR COMFORTABLE FOR 2 HOURS IN HOT WEATHER). COOL PACKS MAKE THE WEARER OF THE ARMOR HARDER TO DETECT WITH THERMAL IMAGERS. **1 KG EACH = 6 KG. LV 50 EACH**
 - *DUNARMCO* HIGH THREAT COMBAT HELMET, *REBCO* NEUTRAL SPEC CAMMO PATTERN WITH BUILT IN SHORT RANGE *YAMASHINO* TAC COMMO, AND HUD. HUD UNIT CAN SYNC TO ANY ALMOST ANY PERSONAL COMPUTER AND COMMO DEVICES. THE BUILT IN COMMO IS A SHORT RANGE ENCRYPTED RADIO COMMUNICATOR WITH A MAX RANGE OF 5 KM. ELECTRONIC SIGNATURE OF +2 WHEN TRANSMITTING FROM THE RADIO. **1.2 KG LV 1500**
 - *DUNARMCO* CONCEALABLE INERTIAL VEST, LIGHT GREY. **1 KG, LV 300**
 - *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**
 - 2 OUTFITS OF CLIMATE SPECIFIC CASUAL CLOTHING. **4 KG, LV 20**

- 4 *REGIMENT QUARTERMASTER* COMBAT TEMPERATE WEATHER JUMPSUITS IN *REBCO* NEUTRAL FLEC CAMMO WITH ZAMPAMOGA MARKINGS. **2 KG, LV 25**
- 1 PAIR OF *REGIMENT QUARTERMASTER* COMBAT BOOTS. **.2 KG, LV 5.**
- *YAMISHINO MULTI VIEWER*: THESE GOGGLES ARE DESIGNED TO WORK WITH THE HUD SYSTEM IN THE HIGH THREAT COMBAT HELMET BUT CAN ALSO BE USED SEPARATELY. THIS DEVISE HAS THE BENEFITS OF THE THERMAL GOGGLES AND THE IMAGE INTENSIFIER GOGGLES. **.2 KG, LV 1500**
- 1 *REBCO* NEUTRAL CAMMO PATTERN ALL WEATHER FIELD JACKET WITH LINER WITH ZAMPAMOGA MARKINGS. **.3 KG, LV 25**
- 2 *REGIMENTAL QUARTERMASTER* ROLLING TAC GEAR BAGS. **1 KG, LV 40**
- *YAMASHINO M-65 CODED RADIO COMMUNICATOR* WITH A RANGE OF 100 KM. COMPATIBLE WITH HUD. **1KG, LV 500.**
- *YAMASHINO NET COMMUNICATORS* (2320AD CELLULAR TELEPHONES) THAT WILL WORK ANYWHERE WITH COMMUNICATIONS NET COVERAGE ON KIMANJANO.