

# Justifiers RPG: The Insidious Campaign

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# THE INSIDIOUS CAMPAIGN

## INTRODUCTION

This adventure is a work of fiction. All names, characters, events and locations described are fictitious. Any resemblance to actual persons (living or dead), organized events or location descriptions is purely coincidental.

The Insidious Campaign is an adventure/sourcebook for the Justifiers RPG. Some aspects of this adventure may seem sketchy, this is intentional so that the adventure can be set in any Gamemaster's campaign.

The Insidious Campaign involves the planet DX-1191, the loss of a research/mining colony, and the discovery of the strangest alien lifeforms to date. Only high intelligence, skill, and an ingenious tactical plan will allow the players to escape with their lives.

As with all Justifiers RPG adventures, this one includes pregenerated NPC characters. These will serve to fill any gaps in the standard Justifiers' roster that remain after the players have chosen their characters.

## PLOT SYNOPSIS

The following is a brief summary of what should happen during this adventure. Note that player actions may affect the order and outcome of the events.

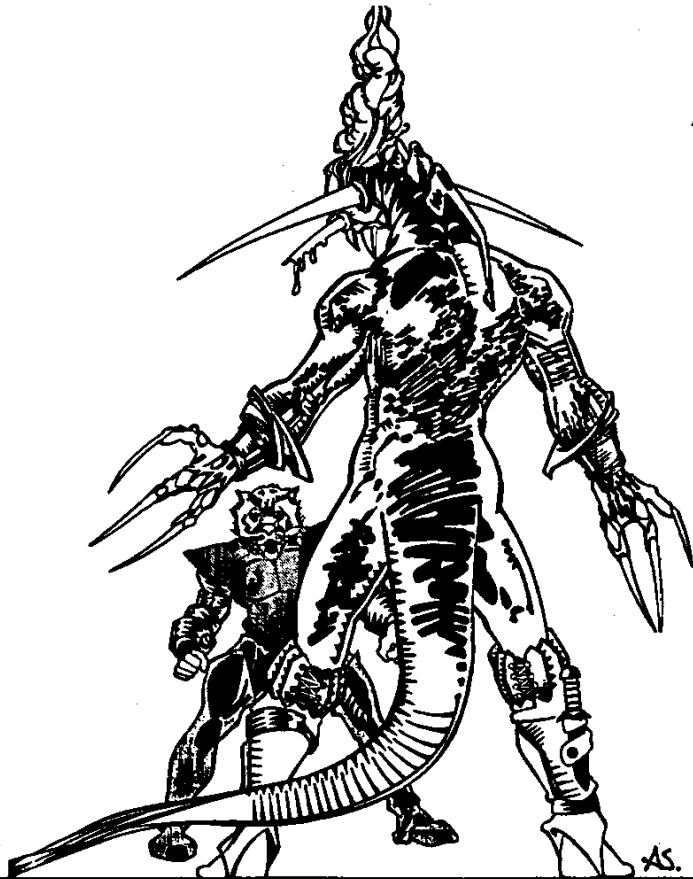
The players, formed as a combination of CorpSec and a Justifiers' recon team, will be sent to DX-1191 to investigate the loss of a research base and a mining colony. When they arrive, they find both destroyed and all personnel dead. Their only clue is that the damage doesn't seem to be the work of terrestrial hands.

While exploring the ruins, the characters will be attacked several times by the local inhabitants. These lifeforms are totally alien to our own, based on hydrogen instead of carbon. These creatures, while not as technologically advanced as the players, outnumber the characters fifty to one.

Soon the players detect a bizarre pattern to the alien attacks. Designed to do minimal damage to the characters themselves, the attacks focus upon destroying the players equipment and weapons. They discover that the research bases' last project has taken over the transmatt station and is behind these assaults on their equipment.

This project, a native beta that didn't turn out as its creators had hoped, controls the unintelligent aliens attacking the characters through a telepathic mind control. The players find that it has already taken control of this world. Now it wants a transmatt specialist to teach it to operate the transmatt it controls so it can have access to new worlds to conquer. Unfortunately, the transmatt leads to the staging point for the character's home corporation.

Hopefully, through excellent tactics, brilliant strategy, and heavy firepower, the characters will weather the assaults, the environmental conditions, and finally the creature itself, to find a way home.



# THE ADVENTURE

## PLANETARY BRIEFING

Discovered some thirty years ago, the Corporation justified DX-1191 a short time later. The original DX-1191 Justifier team (out of which only one member survived) found a world totally hostile to carbon based life. The only advantages the planet had to offer were an abundance of basic elements and the first non-carbon based life the corporations had ever seen.

Within three years the Corporation established a research base to study the alien life forms. Soon after a heavy gravity mining base was established a short distance from the base, with a single transmatt station for both.

Now something has gone wrong. Six days ago all communication with both bases ceased. The transmatt is disengaged from the planetary side, and nothing can get in or out. Because of planetary weather conditions, satellite communication or observation is impossible. The corp must know what is going on.

## HELL

DX-1191, or Hell as the local inhabitants named it, orbits an A0 star at roughly the same distance as Earth. Other than that, this planet is nothing like the home of mankind. It has a diameter roughly twice the Earth's, and masses slightly over thirty Earths. The atmosphere is a hostile mix of hydrogen, methane, and ammonium, being three times as dense as Earth's atmosphere in the process. Average temperature on the surface is one hundred fifty degrees celsius. This, coupled with the density and content of the atmosphere, gives the visual illusion of "bowling." Or that the characters are standing at the bottom of a giant bowl with the horizon rising around them to the sky above them. This atmosphere makes for an interesting situation during combat. If an attempt is made to fire a weapon without any sort of sighting gear, it will be at a -25 to hit. Optic & Laser sights will work because they are subject to the same bowling effect.

Radar topography shows that the planet is highly active, with mountain regions changing near daily. Volcanoes dot the surface, frequently erupting just as another is dying. There is no loose water on the surface, it instantly dries up due to the severe heat. Located around the poles, the bases enjoy the only geologically stable location on the planet. Relatively stable, that is. They only have one major earthquake a month, as opposed to weekly for the rest of the planet.

The only saving grace for this planet is the abundance of elements here. Within a ten kilometer square area, you can find traces of everything from Actinium to Zirconium. Indeed, it was mining operations that made sure that there was no

shortage of volunteers to this world. When the first miners returned from Hell with twenty TONS of diamonds, one could get beaten in the rush of volunteers.

The rest of the Hell system more than makes up for this hostile planet. There are no less than thirty comets in orbit around the sun. Many other planets are dreams come true, ranging from a mildly irritating world, much like Mars to a planet that could be Earth's twin. Unfortunately, Hell got all the minerals, so that's where everyone goes.

## World Log

**System:** Vega

**World:** DX-1191 (Hell)

**System Position:** 2

**Number of Satellites:** 7

**Gravity:** 5.5G

**Land Area:** 100%

### Planetary Conditions:

**Length of Day:** 47.667 hours

**Atmosphere Density:** 3x Earth

**General Climate:** Non-supporting without life support measures.

### Principal Exports (by % of GNP):

Uranium 30%

Titanium 30%

Precious Metals 25%

Gems 10%

Miscellaneous 5%

### Colonial Data:

**Number:** 2

**Population:** 65,500

**Self Sustaining:** Yes

**Indigenous Life:** Yes, non-carbon based.

**Technological Status:** Primitive/Animal

**Population:** Unknown

**Archeological Sites:** Unknown (*because of the climactic conditions it is unlikely that anything of archeological value would have survived*)

## GAMEMASTER'S BACKGROUND

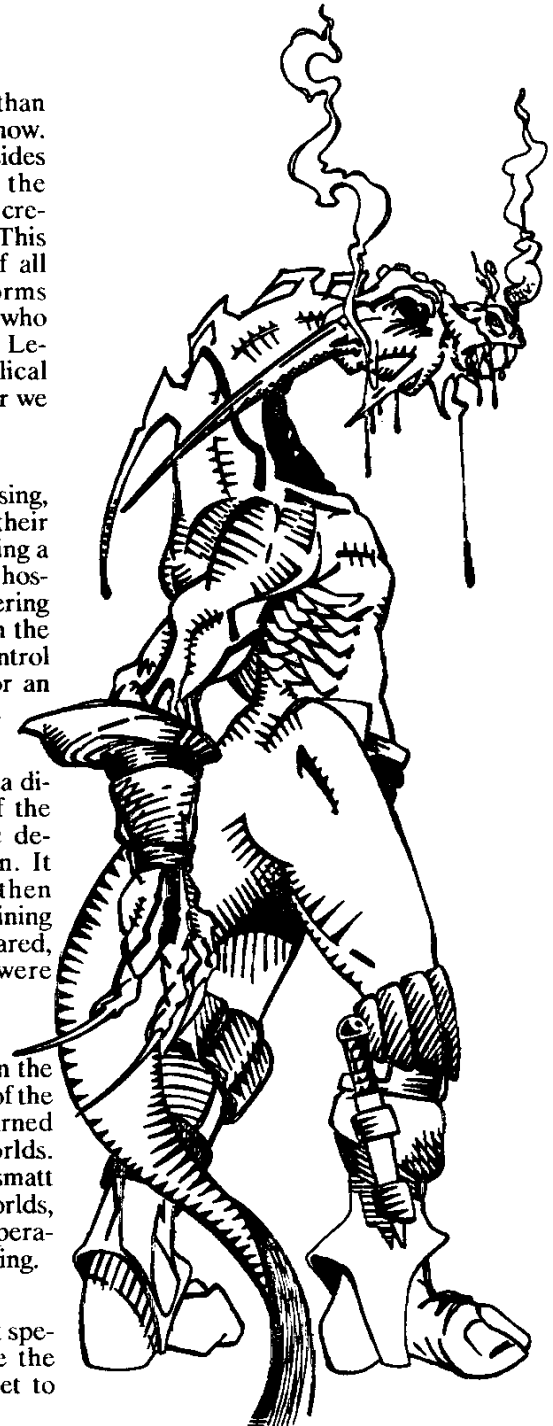
The situation is much worse than the corporation could ever know. The research base on Hell, besides conducting experiments on the local fauna, was engaged in the creation in the first Hell beta. This beta was a conglomeration of all the non-carbon based lifeforms found on Hell. The scientists who created this creature named it Legion in reference to the Biblical quote, "My name is Legion: for we are many."

Their expectations were promising, but the result proved to be their downfall. Legion, besides gaining a high intelligence, also gained a hostility toward its creators bordering on insanity. This, coupled with the fact that it could psionically control the native lifeforms, makes for an extremely dangerous situation.

Using some local creatures as a diversion, Legion broke out of the labs and began a systematic destruction of the corporation. It killed the base personnel, then waged a ruthless war on the mining colony. When the smoke cleared, most corporate employees were dead.

Legion secured its holdings on the planet, and through the study of the corporation's data banks learned of the existence of other worlds. The creature knows the transmatt is the key to taking these worlds, but the information on it's operation was destroyed in the fighting.

Now Legion needs a transmatt specialist to teach it to operate the grid. The players are its ticket to invasion.



# BESTIARY

The creatures that inhabit Hell are totally alien from anything that had ever been encountered before. Totally based on hydrogen, these things are wholly alien except for crude likenesses to some human characteristics. All are unintelligent, and all are very different.

## BUZZBOMB

**Size:** 10 cm. diameter

**CON:** 20

**Speed:** 0/100

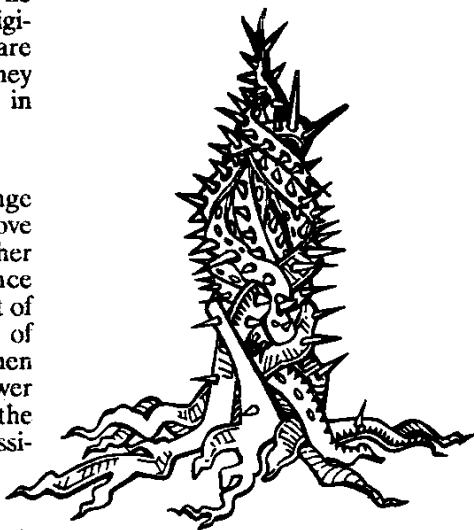
**Armor:** None

**Natural Weapons:** Explode; 10d6/distance in meters damage

The buzzbomb is more of a plant than an animal, but it is included because it is alive. This species is unique, being the only plants that can actually physically move. The rate at which they move is negligible (10 meters per day) so they are ineffective as ground troops. They are also unique among plants in one other way.

Their reproduction is a strange and dangerous thing. They move until they find the lair of another Hell native, the thrower. Once there, they make a nuisance out of themselves by rooting in front of the entrance to the lair. They then trip the thrower until the thrower gets angry enough to pick up the plant and throw it as far as possible.

When the plant hits the ground, it literally explodes, throwing seeds everywhere. If a buzzbomb is hit while in flight, it will explode harmlessly in the air. The damage rating means that you roll 10d6 for damage and divide the number by the meters the character is from the impact site, rounding down.



## MIMICS

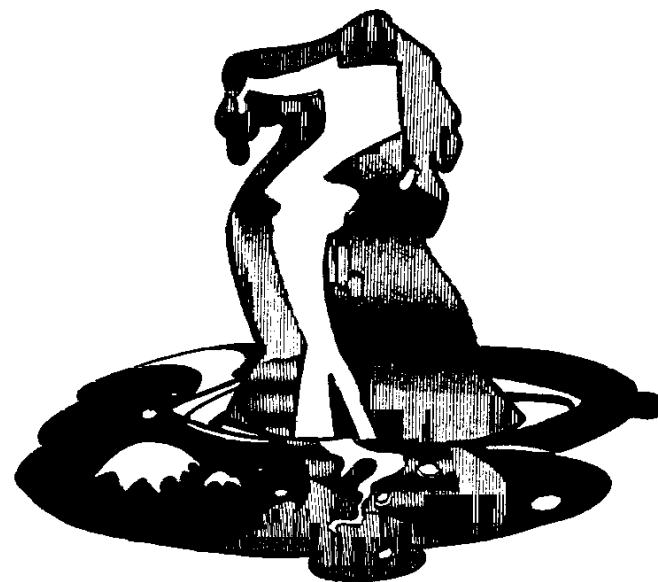
**Size:** Variable

**CON:** 100

**Speed:** 30

**Armor:** Special

**Natural Weapons:** Special



It obvious that in the future the dominant species on Hell will be the Mimics. These things, the most versatile species on the planet, can adapt to any situation. Its because of this adaptability that they are special.

Their size is variable because they are in a sense a one cell creature and can adapt shape. Each part of the creature is a sense organ, so sight isn't a problem. The mimic is like a giant, malleable blob of jelly. Think of a grey version of The Blob.

Their armor is special because the only way you can damage a creature is to destroy it utterly. Any hits on it simply destroy part of it's protoplasm that promptly seals up and the creature continues, albeit smaller than before. It takes 100 points of damage before it can be destroyed.

The method of attack is what makes this creature so versatile. It can imitate, with a zero chance of failure, any action it sees. Ergo, if the creature sees a beta fighting with a sword, it can pick up the next sword it sees and use it as well as the beta could. This mimicry can be very deadly at times. It could mimic the firing of a rifle, and thus cause damage with a real rifle.

## TANKS

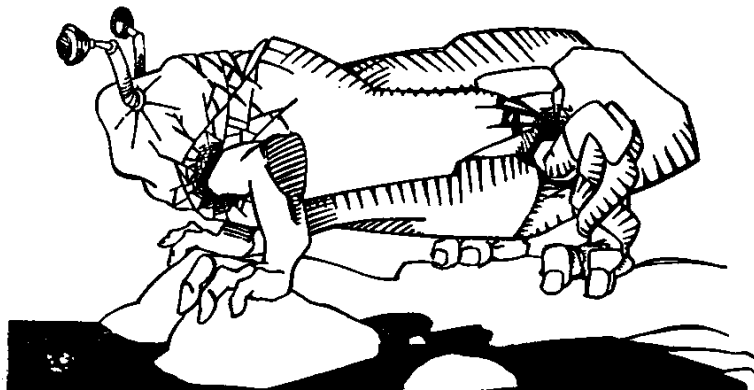
Size: 4 meters long

CON: 150

Speed: 10

Armor: Bone

Natural Weapons: Crush for 1d10 points of damage per round



The tank looks like a giant rock moving on four legs. These unintelligent creatures feed by moving over it's prey, then dropping and crushing it flat. It then feeds on the remains. While easy to avoid, they are very difficult to kill and deadly to the unwary.

## CONTROLLERS

Size: 1 meter

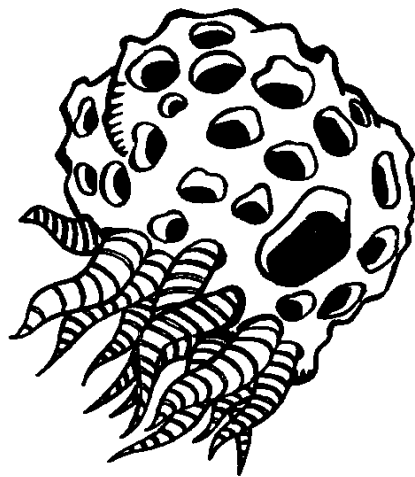
CON: 10

Speed: 0/90

Armor: None

Natural Weapons: None

This is Hell's answer to the vulture. This creature picks over the remains that the other creatures leave behind. It resembles a floating beach ball, using puffs of air out of various holes in its body to propel itself through the air. The creature's one claim to fame is that it is a mass mind with all controllers on the planet linked together. Because of this it might give the mimics a run for the money someday.



## JUMPERS

Size: 2 meters

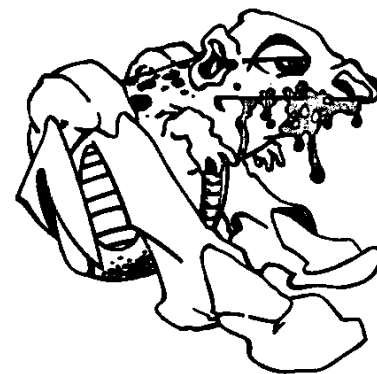
CON: 50

Speed: 60

Armor: Hv Hide

Natural Weapons: None

The jumpers are an unusual sort of creature, resembling malformed frogs in their looks. They are somewhat bipedal, with highly overdeveloped legs and pelvic regions and a grossly stunted torso, head and arms. They exist by jumping onto their prey and grabbing it, eating only when the prey is firmly within its grip. They feed on the local fungus, although on occasion a few will be fool enough to attack buzzbombs.



## THROWERS

Size: 3 meters

CON: 75

Speed: 20

Armor: Hv Hide

Natural Weapons: None



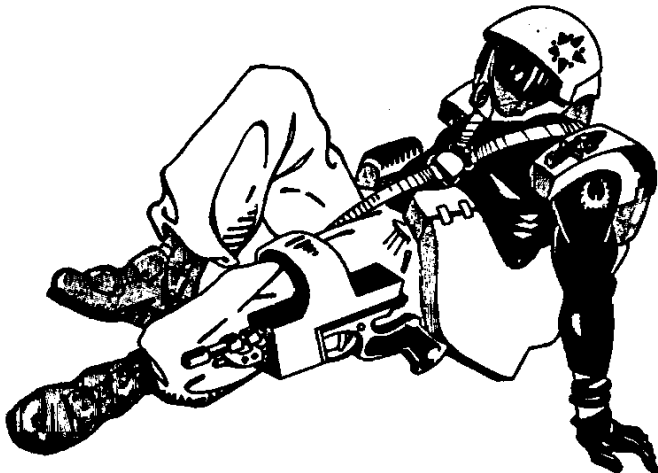
Throwers are at the other end of the spectrum from the jumpers. They have underdeveloped legs and pelvis while they have massively built arms and chests. They feed by finding prey, usually a lone jumper feeding on fungus, and throwing rocks at them until the jumpers die or flee. Because their lower legs are so clumsy, they trip over buzzbombs a lot, so to rid themselves of the nuisance they fling the things as far as they can. Some throwers have taken to throwing buzzbombs at the jumpers and feeding on the remains, carefully picking out the seeds.

# THE ADVENTURE

After the characters are created and equipped, they receive a very basic briefing on the situation. The Corporation calls them to the operations office and tells them that communication has ceased with DX-1191. The team will be given information on the geographical and climactic conditions that they can expect. The briefing officer also advises that anyone with beam weapons other than stunners take another weapon, because the dense atmosphere will render these weapons ineffective. In addition, instead of a regular Justifiers shuttle, they will be using an Assault Shuttle, complete with a full combat load for each character. There will also be enough Armored E-Suits to outfit the team. Criminals will be allowed this armor for this mission only.

Insertion into planetary orbit will pose no problem. The dense atmosphere make readings difficult, but an automated ground control station will radio the coordinates for the landing field. As there is no other communication from the planet, this is where the players should go. If they decide to land elsewhere, the gamemaster has a choice; either drop them in an active volcano (see below), or drop them in a desolate wasteland of geologically unstable plains. For the plains, roll every ten minutes; on a ten, a 10 scale earthquake will occur, dumping the shuttle into a fissure that opens underneath it.

The pilot will have to make a few easy piloting rolls because of the weather and the dense atmosphere. On the outside chance that he fails, he will emerge from the cloud cover to find that he missed the landing field and is descending over an active volcano. Then he has to make a difficult piloting roll at +20 to avoid the volcano and crash beside it. On the off chance that the shuttle crashes into the volcano, the ATVs will float, and a path can be found out. The shuttle and ATVs will melt under the extreme heat in 10 minutes.



If the players crash, they will be 10d10 kilometers from the colony site. Getting there could cause a problem. There will be no trouble if the players land at the colony landing site, although the observation units controlled by Legion will notify it of the team's presence.

## A BURNING RING OF FIRE

The atmosphere will be the first problem the players encounter when they emerge from the shuttle. The external temperature is 150 degrees celsius, making the Armored E-Suits a necessity. The atmosphere is a noxious combination of hydrogen, methane, and ammonium. This, coupled with the fact that the ground is so hot, makes players feel they are walking on a field of fire.

Planetary conditions for the ground troops will be the worst they have ever seen. Roll 1d6 once every hour.

- **1 LOCAL FAUNA-** Some native creatures spot the team. While no hostile movement will be taken, their presence will be reported back to the creature.
- **2 ELECTRICAL STORM-** A flash electrical storm traps the team. 10% chance of being struck. If outside the ATV, character's weapons explode, causing full damage.
- **3 RADIO TRANSMISSION-** The players intercept an emergency transmission from the survivors in the shuttlecraft (See Page 22). If a response is not immediately given, they will shut down the communicator and try again later.
- **4 ROCKSLIDE-** If near a mountain, a rockslide occurs. Players will have to roll under half their agility to avoid taking 5d10 damage and having a 10% chance of a suit rupture. If on a plain or in the colony, then roll again.
- **5 VOLCANO-** A volcano erupts near the team. The players will have to roll under half their agility to stay on their feet, then run to avoid a thirty foot wall of magma rushing at them. There is a rocky shelter 100 meters away, and the magma is 30 meters away from the characters and travelling 30 meters around. If outside the ATVs, any who don't make it to the shelter will have their weapons explode, taking full damage. If they survive, they will need to roll under their strength each turn until they break free. In ten rounds the suit will melt. If in the colony then roll again.
- **6 EARTHQUAKE-** An earthquake rocks the region the characters are travelling in. Drivers of the ATVs must make a Pilot Ground Vehicle skill roll at +20 to avoid a serious accident. Any players outside the ATVs must roll under 1/4 of their agility to avoid falling. If in a mountainous region, players must roll under their wisdom to avoid being hit by falling rocks. See ROCKSLIDE.

The first structure the players arrive at is the mining colony. The buildings are more or less intact, although all the airlocks stand open, exposing the interior to the atmosphere. The players detect many small objects moving in and around the colony.

#### WELCOMING COMMITTEE

As the characters approach the colony, they will undergo a violent attack by the native life on this planet. An initial barrage of buzzbombs, thrown by throwers, will pound the players and their vehicles. After ten of these assaults, the tanks will roll out and attempt to crush the characters under their bodies. Throughout the battle, mimics will be carefully observing the actions of the players. They will then relate them to the controllers who are in a direct feed to Legion at the transmatt station.

After a few minutes of battle, all creatures will flee the area. This was only a probing attack designed to test the characters and their abilities. Legion fully expects to have his forces take 50% casualties, and depending on the players' performance will gear its future attacks accordingly.

#### WELCOME TO THE NAKED CITY

The players will not be molested as they enter the colony. Inside, at the main concourse, is a scene out of their worst nightmares. Over ten thousand corpses lay heaped about the massive chamber. There are all kinds, and all are quite dead. The flesh on the bodies is starting to melt because of the native atmosphere that is beginning to dissolve any organic substance. It seems that all were killed either by explosives, crushing, or by stabbing. There was no differentiation between sex, race, or age. The gamemaster may wish to instruct the players to make a constitution check here to see if they lose their cookies.

The characters will be allowed ample time to survey the carnage, then they will be attacked yet again. As before, this will start as a buzzbomb barrage. Because the tanks are too large to move in here, the characters will come under fire from mimics brandishing weapons from the colony arsenal. Controllers and mimics will be observing from out of sight, communicating their findings to Legion.

This attack is designed to keep the players off balance and, if possible, to capture one character for interrogation. This will be done if a character can be separated from the rest of the team. Buzzbombs will create a line of death between the team and the separated character, who will be set upon by countless jumpers and throwers who hid under the bodies. It is advised that the transmatt technician is not captured. (The reason why later.)

Any prisoners will be whisked past the research station to the transmatt station, where they will be interrogated by Legion in a human atmosphere. Separate the players of the prisoners from the rest of the group and deal with their captivity in secret.



After a prisoner is taken, all attacking natives will retreat. Any team vehicles left outside without guards will be destroyed in the process. Mimics will relate their findings to Legion, who will distribute any new types of weapons observed in the battle.

Players searching the colony will find nothing of value. Perishables were long destroyed by the atmosphere, as were any paper records, and no weapons are to be found. There is no one alive here. If the players want to search the colony, tell them that it would take several weeks at the least, then sit back and smile. Drop phrases about their missing comrades to get them moving (if you must).



## TALKING TO THE ENEMY

Prisoners taken to the transmatt station will be escorted to the living quarters by the aliens. There, they will be pushed into the care of modified robots, remote controlled by Legion from the transmatt station control center. Any character can try to break free of their metal captors by rolling a 90 or better on d100. If they don't escape, they will be taken to separate rooms, stripped of their gear and clothing, then taken to Legion.

Legion will pace up and down in front of them, periodically screaming a question at the prisoners. If it gets an answer it doesn't like, it will kill the character. It will continue like this until Legion gets the information it wants, or until the other character catch up with it. Questions run along these lines;

"How do you operate the transmatt!"

"How many more of your kind is there on the corporate homeworld!"

"What weapons do you have!"

"Show me how this works!"

"Do you want me to tear your intestines out?!"

Continue in this vein until it gets dull. Be sure to stress to the players that they are in a lot of trouble. It is better to take two prisoners, so one can be killed. Players who get it into their heads to be macho ("We will tell you nothing, you slimy piece of filth!") deserve to die.

## MEANWHILE, BACK AT THE RANCH

If the players don't go after their teammates immediately, then the next structure they come to is the remains of the research base. The place is a shambles. Holes are blown in many of the walls, and some parts of the base are destroyed completely. There is nothing of use here, everything being either removed or destroyed. Many bodies are strewn about the place, most being either research personnel or corporate security.

Now is where the gamemaster has to play things carefully. Legion's next actions depend on the results of the questioning. If it has captured a transmatt technician from the team during the colony attack, then the rest of the team is expendable. The creature will send wave after wave of native life at them, hoping to overwhelm them with sheer numbers. (Now you see why I told you not to capture the transmatt tech? You never listen, do you?)

If the transmatt technician is still with the party, Legion will kill the prisoners and attempt to have it's minions identify which character the tech is. This is almost impossible because of the armored suits the characters are wearing. So a new strategy has to be planned.

Legion will harry the team into moving on the transmatt station while it preprograms the robots and then escapes out onto the planet's surface. Once the team is inside, the robots will attack the team, using anything available. Good tactics

include using servant robots to grab hold of any team members that lure too close, sealing rooms with welders once the team has entered, and breaching hull integrity on whole sections. Legion will then send it's native army after any who remained outside, sending troops in only if the robots are running into trouble and it seems likely that the station will fall.

## THE FINAL CONFRONTATION

If the players manage to recapture the transmatt station, Legion will move to retake it itself. This will involve a major battle, pitting the characters who are low on armament and ammunition against an unstoppable killing machine. Legion will always try to capture the transmatt technician in the hope that it can still use the station.

If the battle is going against Legion, it will retreat, with the transmatt technician if possible, and regroup. The characters can leave, destroy the station, or go after the thing. If they decide to plant timed explosives and leave, allow them, then enquire sweetly about the transmatt station on their shuttle. If the players had the forethought to destroy the shuttle's portable station, then it doesn't matter if Legion survives. If the characters manage to destroy the thing, the other aliens will become disoriented and wander off. The players can take the carcass back to corporate headquarters and have a good rest.

## EXPERIENCE

Depending on the results of the mission, experience will vary. The following is a good guide.

Destroy the planetary transmatt, Legion escapes with transmatt operator and recovers team transmatt:

**INVASION OF CORPORATE HOMEWORLD. PLAYERS ARE CORPORATE JUSTIFIERS FOR THE REST OF THEIR LIVES AND PULL THE MOST DANGEROUS ASSIGNMENTS.** 1000 experience and 0C.

Destroy all transmatfs, Legion survives:

**LOSS OF MAJOR MINING WORLD. PLANET INTERDICTED, PLAYERS RESPONSIBLE FOR LOSS OF FUTURE EARNINGS (est. 10,000,000,000,000 annually) CORPORATE EMPLOYEES FOR THE REST OF THEIR LIVES, IN DISFAVOR WITH THE CORPORATION.** 2000 experience and 0C.

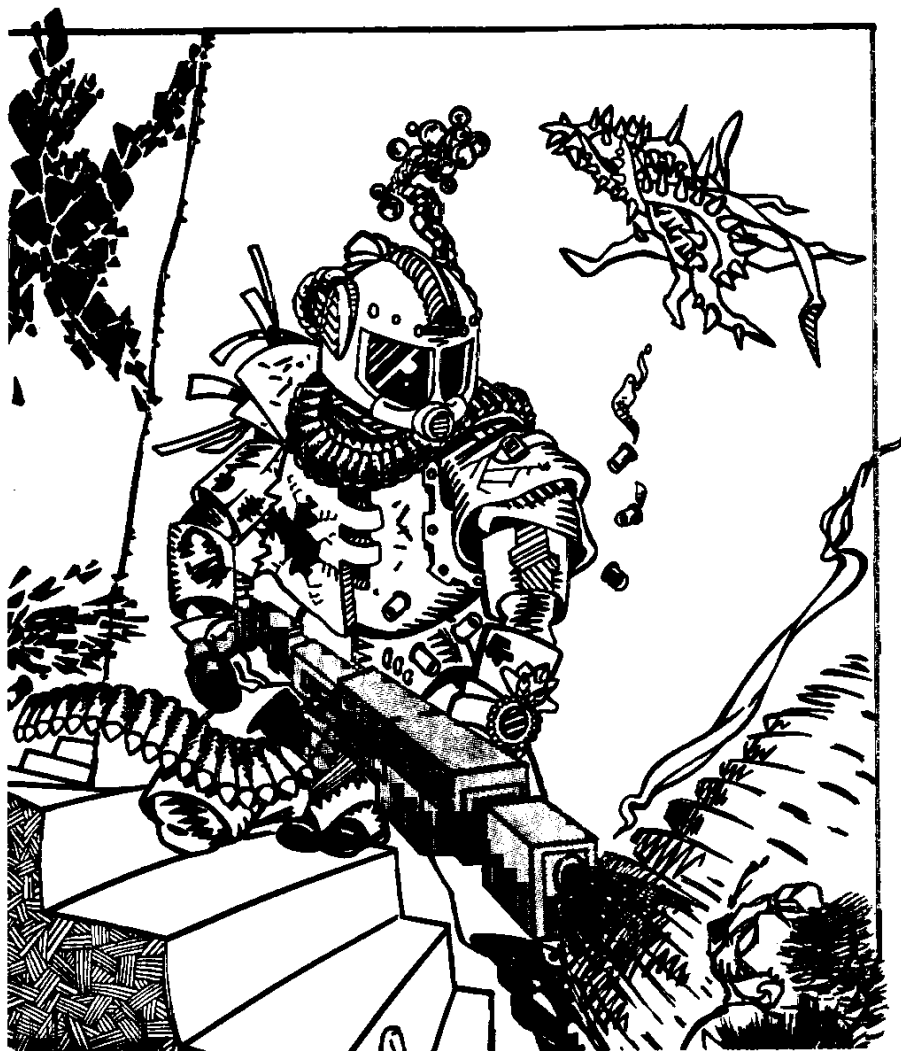
Destroy Legion, transmatt and colony survive relatively intact:

**PLAYERS IN FAVOR WITH CORPORATION FOR REMOVAL OF THREAT. GAIN CHOICE ASSIGNMENTS AND ENJOY LUXURIES. GRATEFUL CORPORATION REDUCES BUY-BACK AMOUNT 5%. 3000 experience and 1,000,000C, minus damages to character equipment.**

## TACTICS

The military genius of Legion is incredible. It has absorbed every tactic and strategy from the American Revolutionary War to the last corporate takeover. It has absorbed the works of Rommel and Patton, of Reagan and Gorbachev, and of the corporate bosses. It knows the strategies and tactics of guerilla, conventional, and nuclear warfare. And it puts the information to good use.

The buzzbombs, coupled with the throwers, make excellent artillery. Throwers, whose range is 500 meters, will stand behind cover while the controllers act as forward observers. The controllers, besides helping with artillery, can be used best as military intelligence gatherers. The jumpers can best be used as couri-



ers, transporting gear from the arsenal to the mimics and gathering anything useful that can be found. The tanks can be used as close assault troops.

The most important aspect in the army is the mimics. Using their abilities, they can rapidly learn to operate any piece of equipment, often as well as the players. They are the keystone to winning the war. And Legion knows it.

Usually a battle will go something like this. The throwers will toss the buzzbombs at the enemy, softening them up for an attack. Then, while the mimics provide covering fire, the tanks will roll in to cause extreme damage. If this doesn't work, the army will pull back and an almost constant barrage of buzzbombs will be used to destroy the enemy.

Legion has used its mind control and telepathy to create a form of "intelligent-unintelligence." The army will do what the creature orders, but they have no initiative. The one good way to defeat the creature is to have many teams, each attacking at once in different places. Legion, while almost unbeatable, can't do everything at once and will

need time to consider options. If the players realize this, they will be in for an easier time of it; it is better to be the aggressor than the target.

## THE HUMAN BASES

In this scenario there are four locations that figure prominently. These are; the mining colony, the research base, the transmatt station, and the grounded shuttle.

The mining colony is too large for a complete map to be included. After all, you can't detail the lives of 63,000 persons without a phone book-sized adventure. Therefore, details will be sketchy, but complete enough that the gamemaster can reconstruct the areas.

The mining colony is where the dependents and services that catered to the miners were based. The colony is laid out in a six armed "star fish" design, each arm being a separate "neighborhood" connected at the base by the main concourse. Five are identical, while the sixth was designed for the miners.

The entire colony included 50,000 individual apartments, 250 restaurants, 60 video theaters, 10 docking bays, 6 full hospitals, 3 hotels, and on and on. In fact, anything that could be found in a good sized terrestrial city, it could be found here somewhere. They even had their own security force, independent of the corporation. These persons usually kept close watch on the 2,300 bars in the colony. (The miners on Hell like to drink. A lot.)

This made for a rowdy atmosphere. But it is a mistake to think that this place is as dangerous as Central Park after dark. Rather, this was a lively place where the miners and their business stayed within their arm of the colony (usually near the bars). As you move into the other five arms of the complex the more wholesome and family-oriented it got. At the center was the main concourse, one kilometer in diameter and thirty meters high. This is where the important people had their offices and apartments, and many fancy restaurants and shops are located on it's three levels.

The five residential arms are each 2000 meters long and 400 meters wide, laid out on three separate levels. There are three corridors running the length of each, with stairways and elevators every fifty meters. From the main concourse, shops and services lay along all three levels for the first 250 meters. At this point they give way to residence units that run to the airlocks at the end. Each level is identical to the others, and each level has bulkheads every 50 meters and in-between levels that can be sealed in case of a pressure leak. Also on each level in each arm is a school.

The sixth arm is larger, being 3000 meters long and 600 meters wide, consisting of only one level. There are ten docking bays, five on each side, that can be used to dock the incoming mining crawlers, unload ore, and resupply the crawlers for exit. Each is based on a double airlock design, each airlock capable of holding ten crawlers at a time.

Each bay is 300 meters deep, 600 meters long, and 300 meters tall. Inside, there is an unloading area, an evaluation area, and a storage area for the raw ore. When a miner returns from a shift, he enters the airlock with his crawler and waits for entry to the bay. When entry is granted, he maneuvers his crawler to the unloading section where the cargo module is removed from the crawler. The miner waits at the evaluation section while the ore is classified and separated into different storage containers to be transferred by transmatt to a processing facility. During this time the crawler is removed from the unloading section by a series of ceiling mounted heavy cranes and stored out of the way with other crawlers awaiting resupply. After the ore is evaluated, its worth is credited to the miners account and the miner is free to go to the main concourse to relax.

The entire base was equipped with a new devise, known as a "Shock Lightener." This wonder device, a product of Enclave Ltd., has done more to revolutionize heavy gravity colonization than any other. In one sense the entire colony is constructed on a kind of secure "jelly." This "jelly" has the property of reducing the local gravity in the area besides providing a buffer between the colony and the ground during an earthquake. While the gravity is still high, the human body can adapt to a pressure of 2G easier than the natural planetary gravity of 5.5G.

The research base was built on similar lines, only smaller. It had a residential section for the 1500 scientists, staff and security to live and work in. For any luxury items, the base members made a trip to the colony, six kilometers away. Anything said about the colony (except the miners and the bars) can safely be applied to the base. Instead of bars, substitute laboratories.

The transmatt station is an automatic base, with a part time custodial staff of six to oversee operations. The station was manned only when cargo was going out or coming in. Essentially it is a large transmatt staging area with an attached control room and a small rest area. The rest of the complex is warehouses where cargo is stored before leaving the planet or newly arrived cargo is inspected. It has all the ambience of a doctor's waiting room, and is almost as sterile.

From an early age all colonists are trained in the use of the E- Suit and the Exo-Skeleton. It is not unheard of for grade school children to qualify for field trips out onto the surface with normal precautions. Since there has been only three accidental deaths on the surface in the last thirty years, no one is worried.



# PERSONALITIES

The following is a list of NPC (non-player characters) available for the GM to fill any gaps in his Justifiers' crew. Also listed below you will find the character attributes for any special NPCs that the players will encounter including the survivors and Legion.

**DESIGNER'S NOTES:** Feel free to change these characters in any way that will maintain the balance of your campaign, particularly the listings for Legion. The statistics given for it are good for an experienced team having an easy time of the mission. If playing with novice players, Legion will slaughter them.

## JUSTIFIERS CHARACTERS

These characters are intended for use as NPCs for the campaign. You can use them as everything from a deus ex machina to cannon fodder. You can even allow them to be played as PCs (player characters). Each was rolled up strictly by the book to give them added depth and dimension.

If a player wishes to take one of these characters as his own, have them roll up the bank, buy-back and choose their equipment. If they are used as NPCs, buy-back is only important if they are killed through the negligence of a player. Then that buy-back will be added to the player's own. As NPCs, equip them from the shuttle's stores.

Please note that this team is heavy on the combat specialists. This is because the corporation feels that the planet is going to be a war zone.



Scatter (D.S.) • 2nd Lieutenant • Wolf-Beta Pilot

CON 56 STR 53 DEX 97 IQ 63 WIS 03 AGL 96  
PRZ 50 MS 97 BOD 32 RES 40 SPD 49

BASE TO STRIKE: 32

DAMAGE BONUS: 5

SPECIAL ABILITIES: Nightvision 40%, Track by scent 70%

### Skills:

Basic Math	50%
Com Ops	15%
Comp Ops	15%
E-Suit Ops	25%
E-Suit Repair	20%
Hand to Hand	15%
Navigation	15%
Pilot G. Vehicle	15%
P. Weapons (H)	15%
Scanner Sys Ops	25%
Speak Native	75%
TMatt Ops	25%
R/W Native	75%
Zero-G	15%
Adv. Navigation	25%
Pilot Hovercraft	20%
Pilot Air/Sub	90%
AtoA Combat	15%
Combat Driving	15%
V. Mnt. Weaps	20%
Meteorology	10%
G. Vehicle Tech	10%
Air Tech	10%
Adv Zero-G	15%
Exo-Skel Ops	24%



### Personal Data:

Scatter is regarded by the corporation, and frequently the rest of his team, as insane. Because he is one of the best pilots in the known universe is the only reason that he hasn't been committed; yet. He often flies at full power, making 10G landings, and frequently screaming "Tora! Tora! Tora!" at the top of his lungs. He often tells people to call him D.S. (no one knows why), following this statement with a peal of insane laughter. He also has a habit of muttering about "...millions of faceless minions ...," usually when under pressure.



Dillon • 2nd Lieutenant • Falcon-Beta Field Doctor

CON 08 STR 75 DEX 38 IQ 91 WIS 73 AGL 60

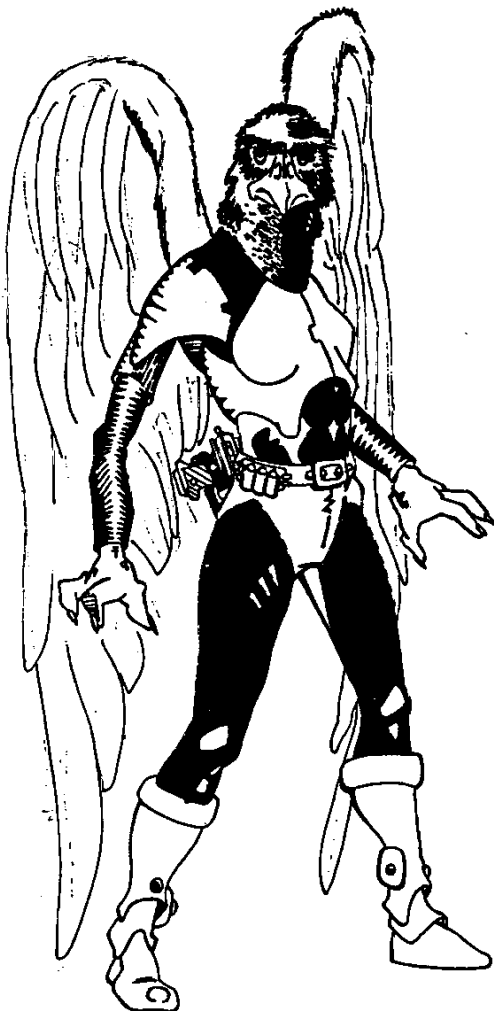
PRZ 65 MS 167 BOD 10 RES 22 SPD 39/109

BASE TO STRIKE: 13 DAMAGE BONUS: 8

SPECIAL ABILITIES: Flight (miles in str)

#### Skills:

Basic Math	50%
Com Ops	15%
Comp Ops	15%
E-Suit Ops	25%
E-Suit Repair	20%
First Aid	15%
Hand to Hand	15%
Navigation	15%
Pilot G. Vehicle	15%
P. Weapons (H)	15%
Scan Sys Ops	25%
Speak Native	75%
Transmatt Ops	25%
R/W Native	75%
Zero-G Train	15%
Pharmacology	25%
Pathology	25%
Med Tech Ops	20%
Internal Med	20%
Surgery	25%
Trauma Treat	25%
Orthopedics	15%
Cybernetic Tech	10%
Adv First Aid	20%
E-Skeleton Ops	9%



#### Personal Data:

Dillon is green to the core, fresh out of corporation medical school. Because she was the only doctor trained in the use of the exo-skeleton she garnered this assignment. She inherited the command when it was discovered that Scatter was the only other officer on this mission. She is worried about her new responsibilities. She tends to sit and think every problem through, secretly hoping that it will go away in the mean time. This has caused great friction between her and Haggarty, Assault Fire Team Leader, who feels that the doctor should show more spine.

Kaligar • WO3 • Raccoon-Beta Electrical Engineer

CON 37 STR 20 DEX 100 IQ 99 WIS 53 AGL 27

PRZ 35 MS 156 BOD 8 RES 17 SPD 48

BASE TO STRIKE: 33

DAMAGE BONUS: 2

SPECIAL ABILITIES: Climb 75%, Nightvision, Track by scent 30%

#### Skills:

Basic Math	50%
Comm Ops	15%
Computer Ops	15%
E-Suit Ops	25%
E-Suit Repair	20%
First Aid	15%
Hand to Hand	15%
Navigation	15%
Pilot G Vehicle	15%
P Weapons (H)	15%
Scan Sys Ops	25%
Speak Native	75%
Transmatt Ops	25%
R/W Native	75%
Zero-G	15%
Adv Math	30%
Com Tech	25%
Comp Program	25%
Computer Tech	25%
Elec Diagnosis	20%
Fusion Tech	20%
Laser Tech	15%
Micro Elec	25%
Robotics	20%
Scan Sys Tech	10%
Solar Tech	15%
Transmatt Tech	25%
Demolitions	10%
Vehicle Tech	10%
Mech Diagnosis	10%
Metallurgy	10%
E-Skeleton Ops	10%



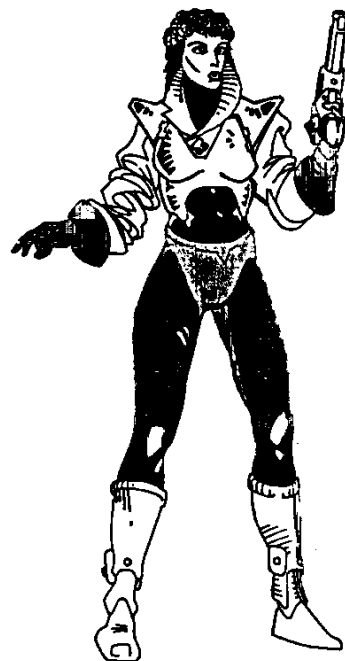
#### Personal Data:

Kaligar is a fix-it man, the person who can fix anything. Unfortunately, he often dismantles devices to see how they work. He was brought on this mission in case the transmatt had to be repaired. He will frequently ignore anything that is going on about him, frequently during times of extreme danger, just to try to repair "one more thing." He has been reprimanded more than once for dismantling the teams weapons at an inopportune time.

**Fatiana Strobloinski • Corporal • Heavy-G Human Security**  
 CON 108 STR 106 DEX 29 IQ 54 WIS 65 AGL 36  
 PRZ 40 MS 136 BOD 17 RES 43 SPD 17  
 BASE TO STRIKE: 10 DAMAGE BONUS: 11

#### Skills:

Basic Math	50%
Com Ops	15%
Comp Ops	15%
E-Suit Ops	25%
E-Suit Repair	20%
First Aid	15%
Hand to Hand	15%
Navigation	15%
Pilot G Vehicle	15%
P Weapons (H)	15%
Scan Sys Ops	25%
Speak Native	75%
Transmatt Ops	25%
R/W Native	75%
Zero-G Train	15%
Interrogation	25%
Martial Arts	20%
Hand Weaps	20%
Weapons (R&S)	40%
Beam Weapons	20%
Hv Weapons (B)	15%
Weap Tech (P)	15%
Weap Tech (B)	15%
Nuc Weap Tech	20%
Weapons (H)	20%
Sec Sys	15%
Surveillance	50%
E C M	15%
Cryptology	25%
V Mount Weap	10%
Carousing	10%
Criminal Law	5%
Corp Structure	5%
E-Skeleton Ops	5%



#### Personal Data:

Fatiana hired out to the corporation to pay for her family to move to one of the colony worlds. Being very violent, she thought she had found a niche in the assault specialists before it was discovered that she was too intelligent. She was shunted over to security, a move she has hated since. She has made her way up, though. She was assigned to this mission to guard the officers, but she resents this and has an unbridled jealousy toward the assault fire team. Whenever possible, she will go off on by herself to "explore."

**Ricardo Cordoba Private 1st Class Fox-Beta Scout**  
 CON 65 STR 28 DEX 99 IQ 47 WIS 84 AGL 66 PRZ 36  
 MS 150 BOD 47 RES 47 SPD 57 BASE TO STRIKE: 33  
 DAMAGE BONUS: 3 SPECIAL ABILITIES: Track by scent 80%

#### Skills:

Basic Math	50%
Com Ops	15%
Comp Ops	15%
E-Suit Ops	25%
E-Suit Repair	20%
First Aid	15%
Hand to Hand	15%
Navigation	15%
Pilot G Vehicle	15%
P Weapons (H)	15%
Scan Sys Ops	25%
Speak Native	75%
Transmatt Ops	25%
R/W Native	75%
Zero-G Train	15%
Cartography	30%
Arctic Survival	20%
Desert Survival	20%
F/J Survival	20%
I/P Weapons	20%
Martial Arts	10%
Surveillance	28%
Hand Weapons	25%
Beam Weapons	25%
Hostile Env.	15%
Track/Trap	15%
Weapons (R&S)	75%
Cryptology	5%
E-Skeleton Ops	15%
Swimming	5%
Photography	5%
Corp Structure	5%
Civil Law	5%
Philosophy	5%



#### Personal Data:

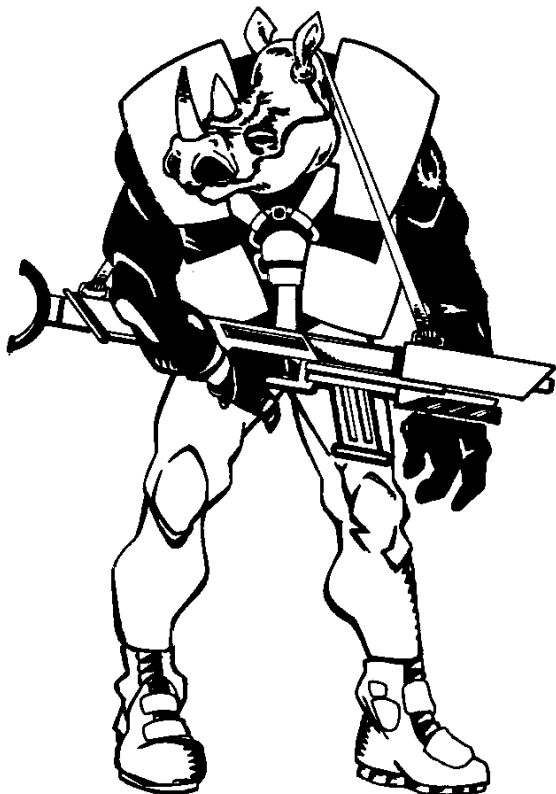
Ricardo Cordoba got his name after a drunk administration technician during a New Year's Eve party started screwing with the designation files in the nursery. As a result, Ricardo received a name that got him into many fights as a kid. This treatment by his peers has made him a loner, making him the perfect candidate for a scout. He will frequently try to find an elevated position during combat, as he is a sniper of no mean talents. This is his seventh mission and, knowing what to expect, he is terrified of leaving the shuttle.

**Haggarty • Lance Corporal • Rhino-Beta Assault**

CON 104 STR 141 DEX 73 IQ 45 WIS 31 AGL 72  
 PRZ 72 MS 96 BOD 37 RES 44 SPD 27  
 BASE TO STRIKE: 24 DAMAGE BONUS: 14

**Skills:**

Basic Math	50%
Com Ops	15%
Comp Ops	15%
E-Suit Ops	25%
E-Suit Repairs	20%
Hand to Hand	30%
First Aid	15%
Navigation	15%
Pilot G Vehicle	15%
P Weapons (H)	35%
Scan Sys Ops	25%
Speak Native	75%
Transmatt Ops	25%
R/W Native	75%
Zero-G Train	15%
Adv Zero-G	25%
Arctic Survival	20%
B Weapons (H)	15%
B Weapons (Hv)	15%
Demolitions	10%
Desert Survival	20%
E-Skeleton Ops	70%
F/J Survival	20%
Hostile Env	15%
I/P Weapons	15%
Mount Climb	20%
Weapons (R&S)	25%
Weapons (Hv)	43%
Martial Arts	5%
Weap Tech (P)	5%
V Mount Weap	5%
Corp Structure	5%
Criminal Law	5%

**Personal Data:**

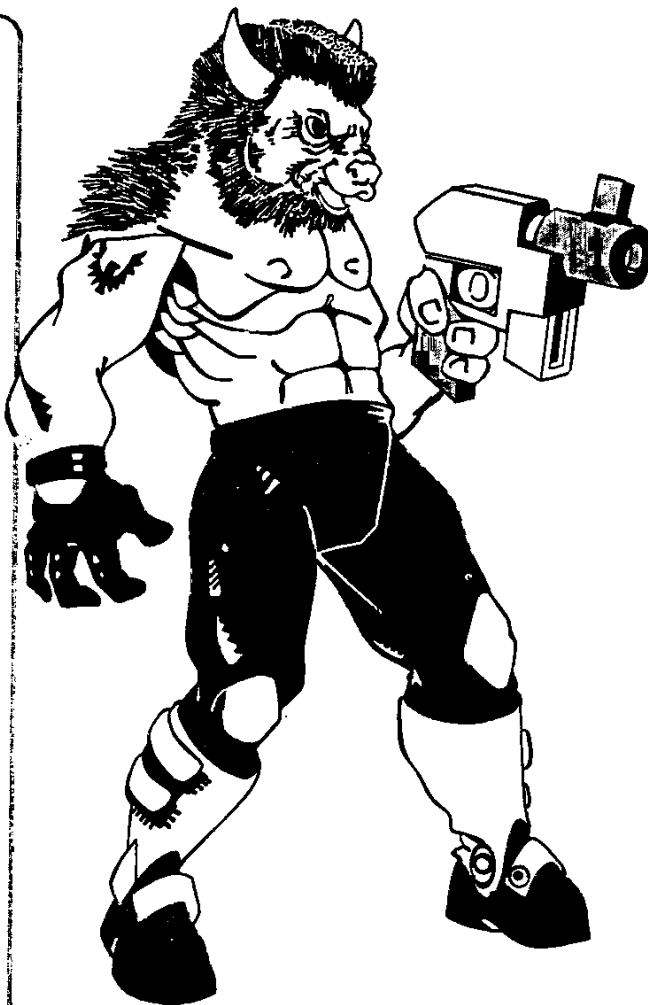
Haggarty is the assault fire team leader. Like others in his specialty, he often thinks along military lines, and displays extremely violent behavior. He is fond of knives and guns, and can quote statistics about any weapon available. He has a dislike of Dillon, thinking that the doctor is too green and indecisive to head this mission. Haggarty is the most survival oriented of the assault specialists, frequently determining the easiest solution to the problem with the most firepower. He will never retreat.

**Pringle • Private • Bison-Beta Assault**

CON 99 STR 143 DEX 30 IQ 25 WIS 38 AGL 34  
 PRZ 65 MS 64 BOD 16 RES 28 SPD 56  
 BASE TO STRIKE: 10 DAMAGE BONUS: 14

**Skills:**

Basic Math	50%
Com Ops	15%
Comp Ops	15%
E-Suit Ops	25%
E-Suit Repair	20%
First Aid	15%
Hand to Hand	30%
Navigation	15%
Pilot G Vehicle	15%
P Weapons (H)	35%
Scan Sys Ops	25%
Speak Native	75%
Transmatt Ops	25%
R/W Native	75%
Zero-G Train	15%
Adv Zero-G	25%
Arctic Survival	20%
B Weapons (H)	15%
B Weapons (Hv)	15%
Demolitions	10%
Desert Survival	20%
E-Skeleton Ops	28%
F/J Survival	20%
Hostile Env	15%
I/P Weapons	20%
Mount Climb	20%
Weapons (R&S)	20%
Weapons (Hv)	35%
Weap Tech (N)	3%
V Mount Weap	3%
Surveillance	3%
Carousing	3%
Corp Structure	3%
Art History	3%

**Personal Data:**

Pringle was a born heavy-weapons man. From an early age he would dream of leading a grand assault against the evil enemy, whoever it is. Now he is going into his first real combat, and he can't wait. Pringle is a standard assault specialist who doesn't have the imagination to be an effective leader, but loves to fire off as much ammunition as possible. He practically worships Haggarty.

**Stihoni • Private • Tiger-Beta Assault**

CON 104 STR 93 DEX 65 IQ 02 WIS 28 AGL 47  
 PRZ 14 MS 40 BOD 17 RES 20 SPD 41

BASE TO STRIKE: 22 DAMAGE BONUS: 9

SPECIAL ABILITIES: Swim 99%, Track by scent 50%

**Skills:**

Basic Math	50%
Com Ops	15%
Comp Ops	15%
E-Suit Ops	25%
E-Suit Repair	20%
First Aid	15%
Hand to Hand	30%
Navigation	15%
Pilot G. Vehicle	15%
P. Weapons (H)	35%
Scanner Sys Ops	25%
Speak Native	75%
Transmatt Ops	25%
R/W Native	75%
Adv. Zero-G	25%
B Weapons (H)	15%
B Weapons (H)	15%
Demolitions	10%
Desert Survival	20%
E-Skeleton Ops	25%
F/J Survival	20%
Hostile Envs	15%
I/P Weapons	20%
Mount Climb	20%
Weapons (R&S)	20%
P Weapons (H)	35%



**Personal Data:** Stihoni is stupid. In fact, this is the only job he can do. When he isn't out practicing on the firing range, he stares slack-jawed at the holo-vision. He isn't smart enough to realize that being a Justifier Assault Specialist is a dangerous job; he just thinks it's great. He has a horrible memory, and frequently forgets names; eventually, he'll give up trying to remember and call everyone in the team "Fred." He sometimes forgets where he put his weapon. He loves Haggarty, and will follow his orders to the letter. If he doesn't forget.

**SURVIVORS**

Out of the 65,000 colonists on this world, only six are still alive. They have holed up in the old survey shuttle and are hoping to be missed until help arrives. As the base personnel records were destroyed, there is a good chance that they will be ignored in the shuffle.

**Sarrison • Human Miner**

CON 66 STR 92 DEX 37 IQ 12 WIS 16 AGL 53  
 PRZ 16 MS 36 BOD 11 RES 55 SPEED 24

BASE TO STRIKE 12%

DAMAGE BONUS 9

**Skills:**

Speak Native	75%
R/W Native	25%
Carousing	80%
Cartography	35%
Civil Law	10%
Com Ops	45%
Corp Structure	10%
2 Weaps (Knives)	55%
E-Suit Ops	95%
E-Suit Repairs	90%
E--Skeleton Ops	80%
Geology	25%
H Weapons (A)	75%
Hand-To-Hand	25%
Hostile Environs	25%
Mine Engineer	85%
Pilot G Vehicle	75%
P Weapons (H)	55%
Sports(Football)	65%

**Personal Data:**

Sarrison was one of the miners who was charmed by the piles of diamonds brought back from Hell, so he took a crash course on E-Suit operations and migrated. His claim had been going very well, and he felt he was on the verge of making that one big strike when the trouble started. At the colony at the time of the attack, he grabbed what he could, rounded up the few people he met on the way to his ATV, and made for the old shuttle. He is confused about the situation, but has a feeling that Pentek (See Below) knows more than he is telling. He always carries two switchblade knives with him at all times, a gift from his mother.

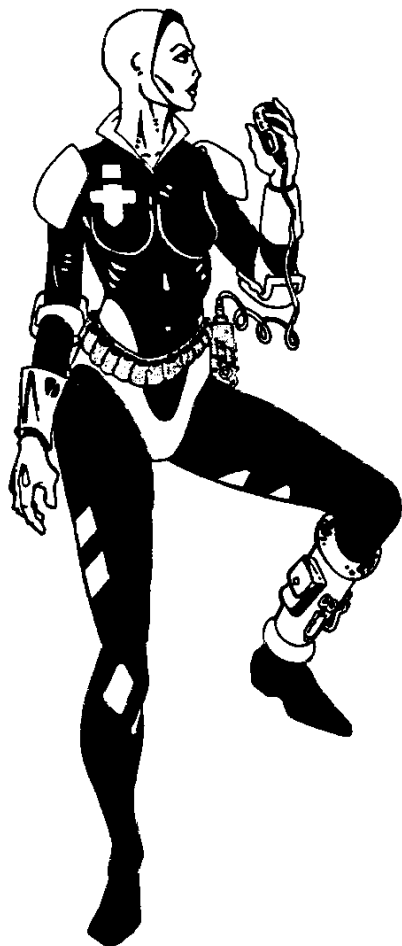


**Jelena Sorsoniski • Human Medical Technician**

CON 14 STR 42 DEX 62 IQ 91 WIS 64 AGL 64  
 PRZ 89 MS 157 BOD 11 RES 13 SPEED 28  
 BASE TO STRIKE 21% DAMAGE BONUS 4

**Skills:**

Speak Native 90%  
 R/W Native 90%  
 Administration 50%  
 First Aid 95%  
 Adv First Aid 75%  
 Basic Math 80%  
 Adv Math 40%  
 Carousing 10%  
 Com Ops 25%  
 Comp Prog 60%  
 Corp Structure 75%  
 Cuisine 40%  
 Cybernetic Tech 40%  
 E-Suit Ops 90%  
 E-Skeleton Ops 50%  
 Hostile Environs 10%  
 Internal Med 40%  
 Med Tech Ops 80%  
 Orthopedics 60%  
 Pathology 10%  
 Pharmacology 10%  
 Psychology 10%

**Personal Data:**

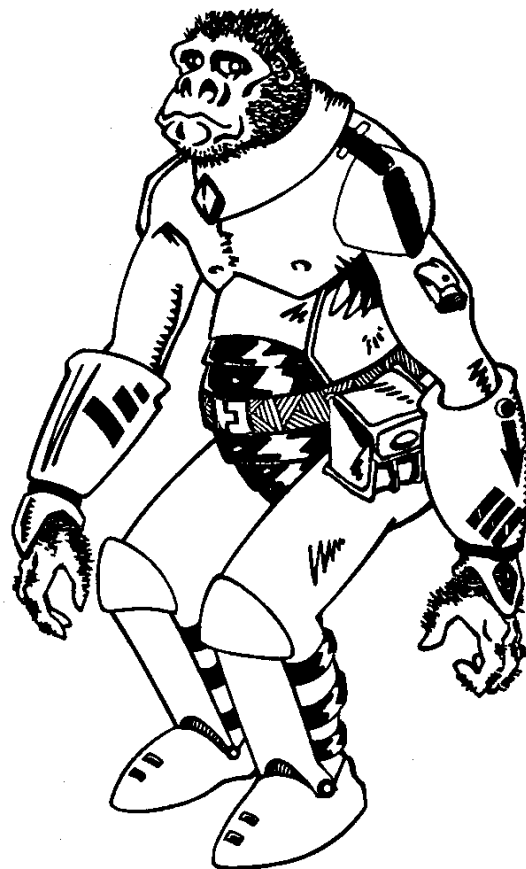
Jelena is the only surviving medic from the colony. She was an unwilling colonist; she was assigned here after telling a corporate surgeon what he could do with one of his suggestions. She fell into her job immediately, advancing through the ranks quickly. Jelena was one of the people Sarrison picked up on his way back to the ATV; she was trying to revive a dead security guard. Now she has been responsible for the sick Marshall at the shuttle. She thinks Pentek (See Below) knows something, but is too busy worrying about the others to spend time on him. She has never handled a weapon before, so she will be useless in combat.

**Pentek • Gorilla-Beta Lab Technician**

CON 63 STR 85 DEX 64 IQ 87 WIS 70 AGL 03  
 PRZ 86 MS 159 BOD 14 RES 24 SPEED 32  
 BASE TO STRIKE 21% DAMAGE BONUS 9  
 Special: Track by Scent 50%

**Skills:**

Basic Math 98%  
 Adv Math 97%  
 Speak Native 80%  
 R/W Native 80%  
 Administration 60%  
 Corp Structure 70%  
 Chemistry 80%  
 Analytical Chem 50%  
 Astronomy 50%  
 Comp Prog 90%  
 Comp Tech 80%  
 E-Suit Ops 80%  
 E-Skeleton Ops 30%  
 Hostile Environs 10%  
 Instruction 60%  
 Laser Tech 50%  
 Philosophy 70%  
 Physics 70%  
 Fusion 60%  
 Solar Tech 60%

**Personal Data:**

Pentek was working as an assistant to the research department, entering data on the native life forms of Hell. He had gone to examine some external sensors when Legion escaped, and this was the only reason he survived. Linking up with the ATV, he fell in with the other refugees and came to the shuttle. Because he was from Research, the others tried to find out what was going on, but he gave no answers, feeling the less everyone knew the better. He is the only person to survive a direct sighting with Legion.

### Emerson Parks • Human Base Security

CON 57 STR 62 DEX 36 IQ 66 WIS 95 AGL 32  
PRZ 25 MS 165 BOD 9 RES 25 SPEED 22

BASE TO STRIKE 12%

DAMAGE BONUS 7

SPECIAL: Psionic-Danger Sense

#### Skills:

Speak Native	75%
R/W Native	75%
Surveillance	85%
H Weapon (A)	85%
Hand-To-Hand	60%
P Weapons (H)	70%
Weapons (R&S)	70%
B Weapons (H)	60%
Cuisine	10%
Jungle Survival	50%
Cartography	85%
Philosophy	75%
Administration	75%
Civil Law	50%
Corporate Law	50%
Basic Math	75%
Hostile Environs	75%
E-Suit Ops	90%
E-Suit Repair	80%
E-Skeleton Ops	80%
Corp Structure	30%

#### Personal Data:

Parks was a human legacy within the corporation, with both his father and grandfather being corporate security. He was assigned to Hell because he wanted a challenge. His danger sense alerted him to the alien danger, so he went to the colony armory and took all the weapons and supplies he could carry. During the battle his suit was breached, and he was exposed to the conditions on the surface. He is unconscious, and will remain so for 5d10 hours game time. He can relate to the characters a complete list of aliens by type and tactics.

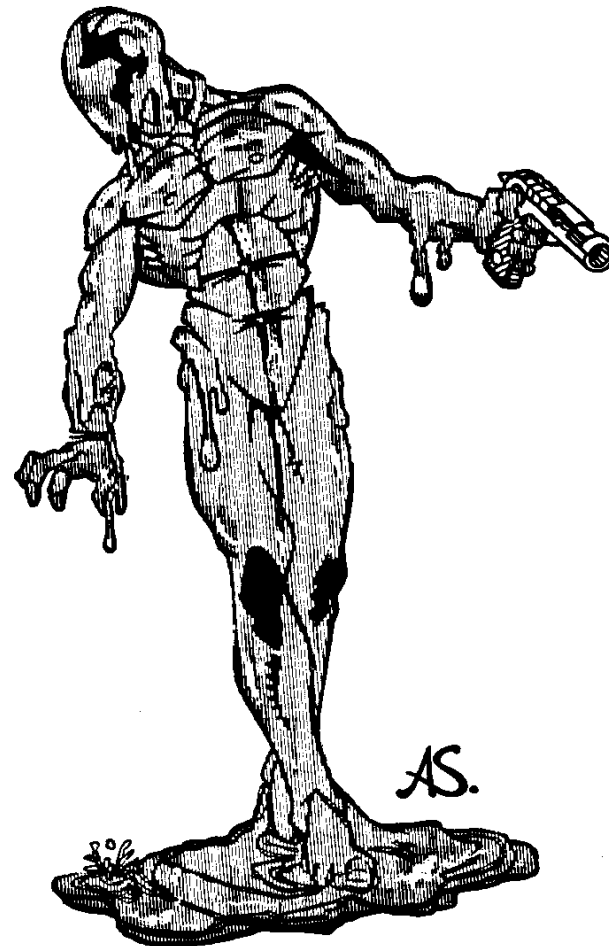
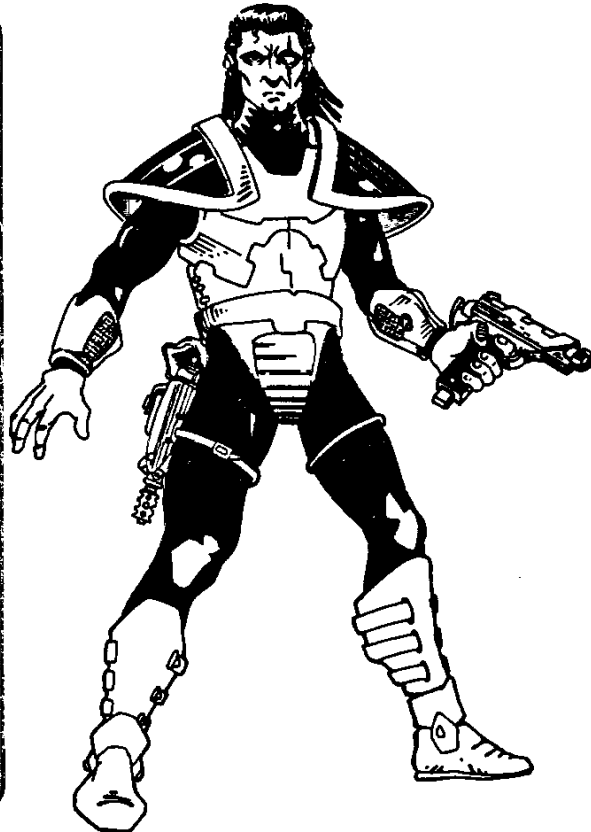
The other two survivors are children, in a state of shock because of the violence. They have no skills that could help the party, but the gamemaster should make

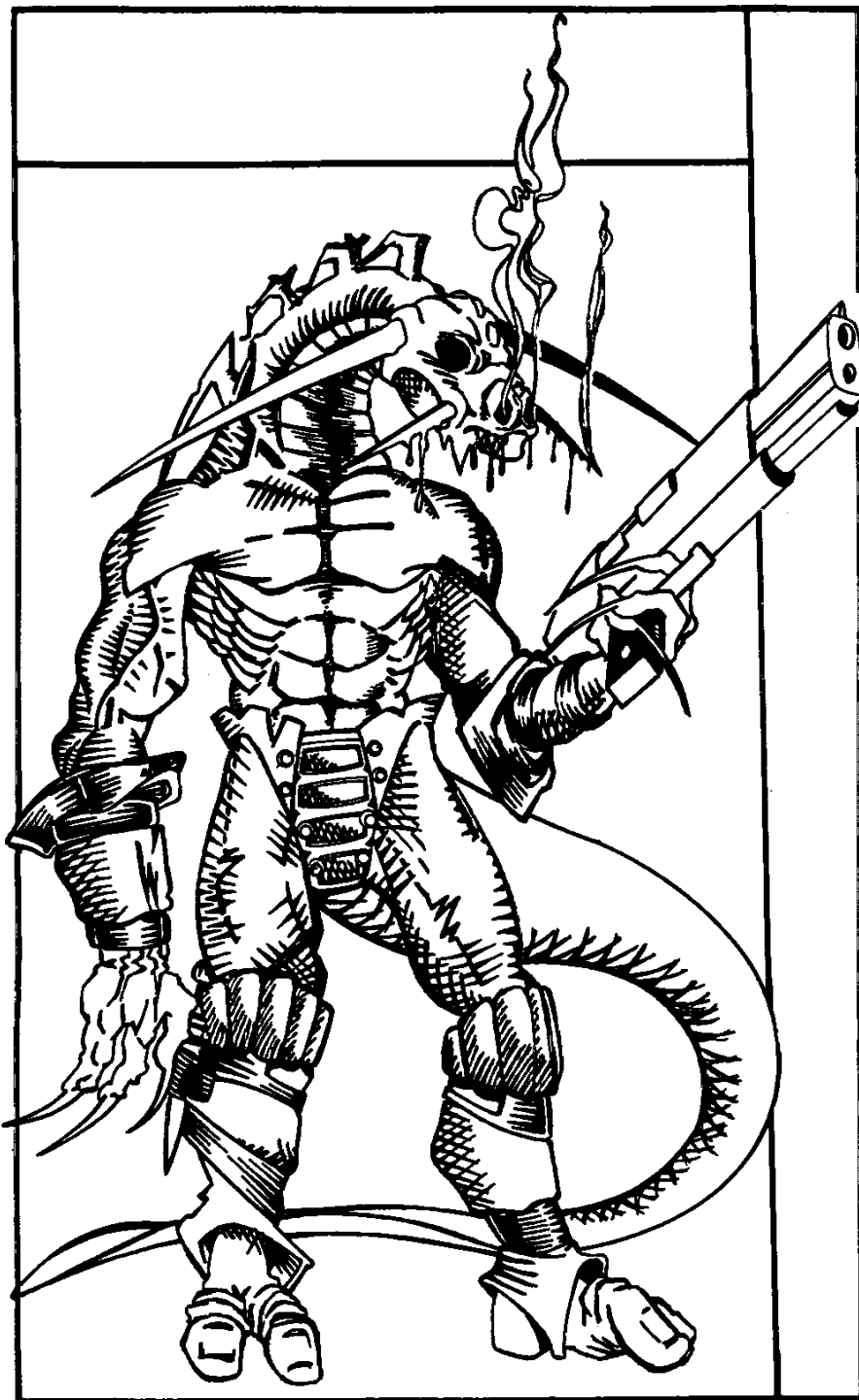
every effort to make the players feel obligated to care for these waifs. Consider them poor and pitiful looking. Their stats would all be below 50.

The shuttle is in surprisingly good conditions after being exposed to the elements for thirty years. The hull is stained and pitted, but integrity remains. There is enough power in the cells to continue minimal operations (life support, maybe a mayday or two) for three more weeks.

The survivors have food for two more weeks, in addition to the armaments brought by Parks. These include 3 Stunners w/2 clips each, 4 Shotguns w/3 Clips each, 2 Assault Rifles w/6 clips each, 1 Sub-machine Gun w/4 clips each, and 2 Fragmentation Grenades.

If anyone cares to ask, the computers on the shuttle still operates. This was the shuttle used by the first Justifier team on Hell. It contains the same data as Parks, but without the tactics. Note that to fully understand these records, a scientist must examine them, but any character can recognize them for what they are.





## LEGION

CON: 200 STR: 150 DEX: 225 IQ: 150 WIS: 75  
AGL: 80 PRZ: 0 MS: 225 BOD: 20 RES: 23  
SPEED: 60 BASE TO STRIKE: 75% DAMAGE BONUS: 15  
NATURAL WEAPONS: 4 Large Claws

The creature is unique. There isn't another like it in the entire universe. Unfortunately, Legion is the ultimate insane military genius with a hatred for mankind.

Legion was created through bioengineering the genes of the throwers, jumpers, mimics, controllers, and tanks all in one. Its creators didn't know what to expect when they made it, and were hoping for a viable creation. They got more than they bargained for.

Legion grew in a world of pain and hatred. Because their creation turned out so well, the scientists naturally had to find out why. So they experimented. As the pain grew, so did the hatred, all carefully disguised under a face of stupid complacency. All the while, it was learning what it could from observing others. When it overheard two researchers saying that it must be dissected, it moved.

Legion inherited the best from all its parent races. From the jumpers and throwers it got a prime physical condition. From the tanks it got natural body armor. From the mimics it got an incredible capacity for learning. From the controllers it got psionics.

Legion uses some kind of mass mind coupled with a version of mind control. When the decision was made to break free, it used these to take control of all the unintelligent natives in the base. It then created a diversion while it removed the lock on its door. Then it threw open the airlocks on the base, calling any creatures nearby to come and join the fight.

These first battles were just a "mob rules" sort. Legion used its unintelligent family to overrun the research base, and when the dust settled, only one of its tormenters had escaped. Pausing to regroup its forces, it memorized what it could from the research base's data banks, paying special attention to the military strategy and tactics files. It then sent its horde in a planned and coordinated assault on the mining complex. When the battle there was done, Legion accessed every scrap of information it could find, becoming a military, scientific, and social genius in the process. It also learned of the supervisors of its tormenters, the ones that gave the orders. And decided that he wanted the universe.

It only had two problems; the first of which was that someone had damaged the transmatt station when it was being overrun. It knew that it could repair the station. But then came the other problem.

*It didn't know how.*

In the battle several select databanks were destroyed, losing hundreds of files. Some were the base personnel records; without them it couldn't know if it had completely removed the human threat. The others were the transmatt files.

That's when it reached a conclusion. Thinking like a human, it realized that soon someone would come to see why the transmatt had gone off line. And when those people came, one of them would be a transmatt technician.

*It decided to wait.*

Legion has had time to memorize the memory banks that survived the battles, and as a result is smarter than any terrestrial life form. It is highly intelligent, so the gamemaster should play it as such. Legion lacks regard to how many native forces are destroyed in an attack; it will keep sending more of these mindless creatures to attack until the objective is attained. Legion will not make stupid tactical blunders, such as leaving a ventilation shaft at the transmatt station unguarded or leaving fallen weapons unused. This thing wants the extermination of all terrestrial life, including the characters. It feels no pity, remorse, sorrow, or fear. It DOES feel anger, hatred, and jealousy. It will stop at nothing to obtain it's goals.

Again, Legion is not stupid. It is an evil, ruthless genius, and should be played as such.



## APPENDIX

### *New Career Classes:*

**ASSAULT (Minimum Attribute Scores: Str-75 Con-75 IQ less than 50)**

Advanced Zero-G Training	25%
Arctic Survival	20%
Beam Weapons (Hand)	15%
Beam Weapons (Heavy)	15%
Demolitions	10%
Desert Survival	20%
Exo-Skeleton Operations	25%
Forest/Jungle Survival	20%
Hand to Hand Combat	15%
Hostile Environments	15%
Improvised/Primitive Weapons	20%
Mountain Climbing	20%
Projectile Weapons (Hand)	25%
Projectile Weapons (Rifles and Shotguns)	20%
Projectile Weapons (Heavy)	35%

#### **Assault Specialist**

Due to the need of heavy combat troops for use during the various hostile takeover attempts that occur, several corporations have taken to training their own troops in this capacity. The requirements, while stringent, are in no way impossible, just be as strong as an ox and dumber than one.

Many of these troops have only two attack modes; kill, and destroy. They will continue to attack as long as they have one arm and a knife, frequently crying out for a combat medic while carving an opponent to dog food. These troops never rise above the rank of Lance Corporal. In addition, when included on a standard Justifier mission, they do not share in the recovery rewards but are instead granted a 1000C per month salary.

They can cross train with only the Scout and Security specialties, lacking the background (and intelligence) necessary to understand esoteric or complicated tasks. All are usually clad in the Combat Suits, and more than likely have six or seven weapons on his person.



## Equipment:

### GRIM REAPER 15mm ASSAULT CANNON

8 Attacks per Round 5d6+6

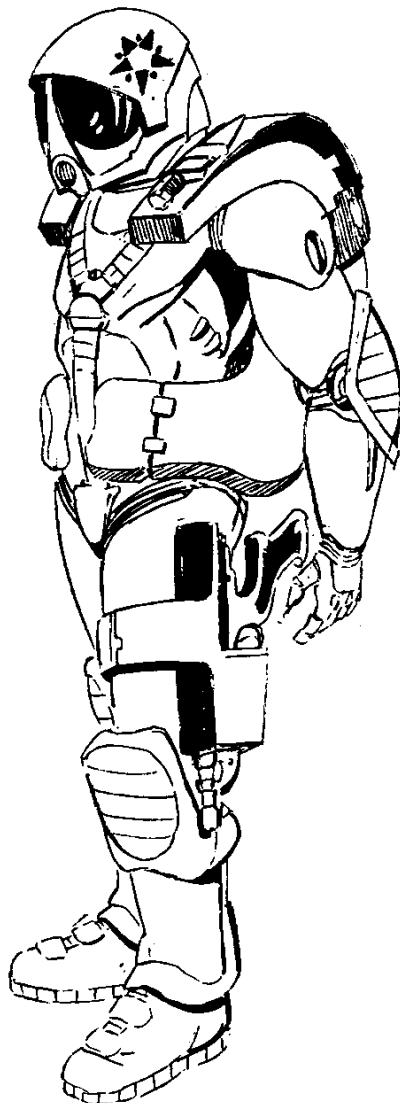
600m rng 60,000C



**Special:** The latest in heavy weapons, this automatic assault cannon must be used with the combat suit. Any character will suffer 6d6 damage per round from the recoil if unarmored and using this weapon. The clip holds 80 15mm HEAP rounds.

### COMBAT SUIT 500,000C

Used by the assault specialist, this suit is the equivalent of carbide x2 when worn. It is equipped with an IR/UV telescopic sight and computer controlled targeter. When the proper command is given, the suit will automatically target all moving objects in the line of sight of the suit. Then the arm bearing the weapon will be computer guided to fire accordingly. While this item will enable the wearer to fire at up to ten targets per round, the computer makes no difference between friendlies, hostiles, and non-combatants. Using this option is the only way a character could fire a Grim Reaper in each hand.



### ASSAULT SHUTTLE 10,000,000,000C

This type of shuttle is used instead of the normal justifier shuttle when entering a combat situation. It is roughly the same dimensions as the justifier shuttle, the important differences being internal.

Unlike the normal shuttle, when landing this shuttle will expel chaff instead of the satellites to confuse hostile radar. In addition, it blankets the entire area with a communications jamming wave, rendering small scale communications on the ground impossible. Once landed, the airlocks can be blown to allow quick exit of troops. Once the landing area is secure, the cargo doors can be opened to reveal:

1 Armored E-Suit for each man

1 Combat Suit for each assault specialist

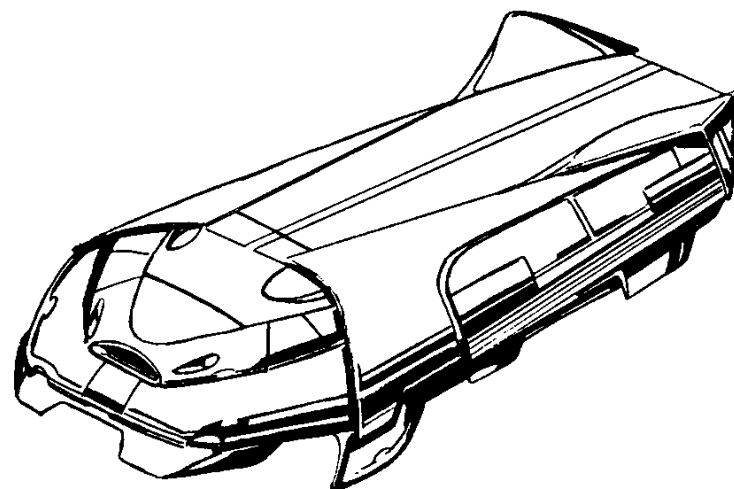
The contents of the normal shuttle cargo except for the two portable buildings.

### VEHICLES

(One complete ready to use ATV APC, all others in modular sections 5 minutes to reconstruct for each point of body)

3 ATV APC

1 Reconnaissance Helicopter (Unarmed)



**The armory contains the following:**

- 1 Assault rifle for each man
- 20 clips of standard ammunition for each assault rifle
- 1 Laser Rifle for each man
- 20 clips for each rifle
- 1 Shotgun for each man
- 20 clips for each shotgun
- 1 Med. Pistol for each man
- 20 clips for each pistol
- 1 Stopper for each man
- 2 Mortars
- 50 mortar rounds of each type (except Nuclear)
- 1 Grenade Launcher for each man
- 20 grenades of each type (except nuclear)
- 5 Machine Guns
- 50 chains of standard ammo for each machine gun
- 50 chains of standard ammo for each vehicle mounted type
- 50 rounds or clips of each type for each of the other vehicle mounted weapons
- 1 Battery clip recharger for each 2 weapons
- 1 Fuel Cell Recharger for each vehicle
- 1 Grim Reaper per combat suit
- 50 clips of ammunition for each cannon

Only the Commander and the Senior Assault Leader have the access code to the armory. The commander is the only one who has access to the shipboard nuclear weapons. These are:

- 20 2 microton grenades
- 50 2 microton mortar rounds
- 2 1 kiloton nuclear warheads
- 1 50 megaton nuclear warhead

The one kiloton warheads are powerful enough to destroy a city of 100,000 people. The commander must justify his access to these weapons to the on-board security computer. They will only be released if the situation is as follows:

- 1) Team is fighting a rearguard action and enemy is near headquarters units;
- 2) Team is assaulting a fixed position and conventional means are ineffective;
- 3) Team is conducting a campaign and enemy has used limited nuclear weapons.

The 50 megaton warhead is an integral part of the shuttle and cannot be removed. The requirements for using this are any of the above reasons with the addition of the team taking 90% casualties and shuttle in danger of being captured.

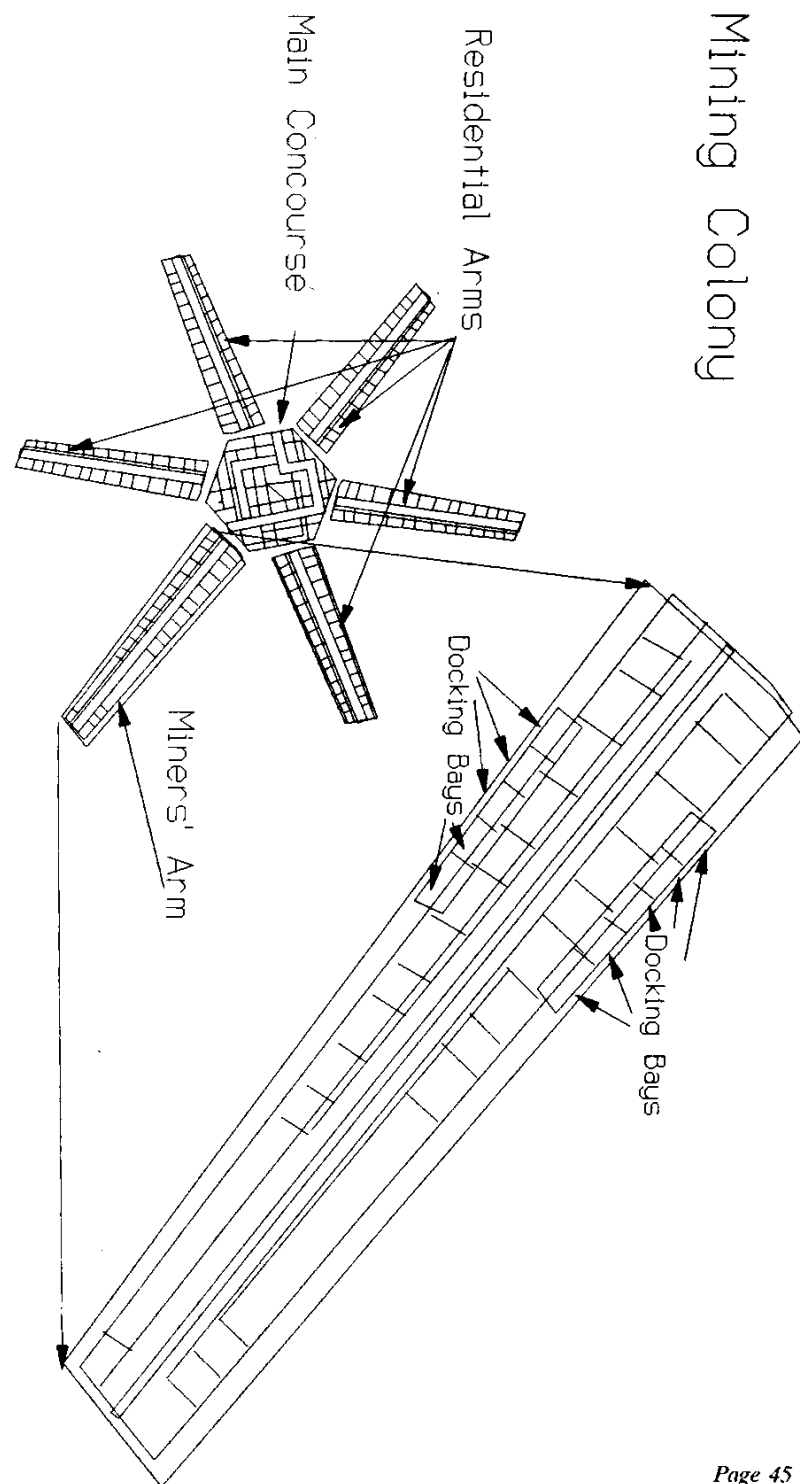
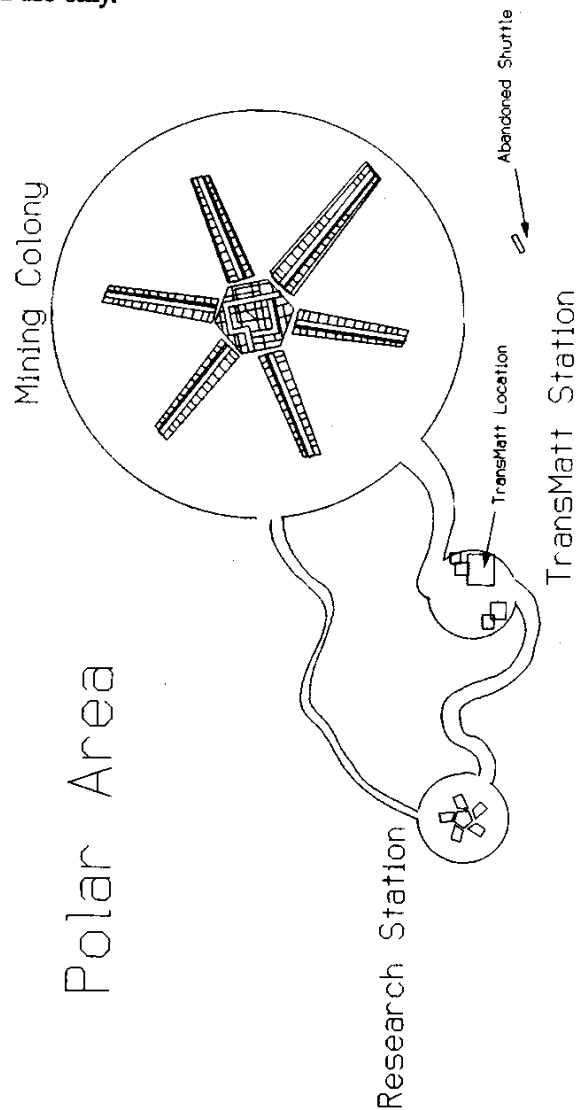
Any survivors after the use of the nuclear weapons will have to justify their actions completely. The corporation lacks compassion for people who carelessly sling nuclear weapons around like candy.



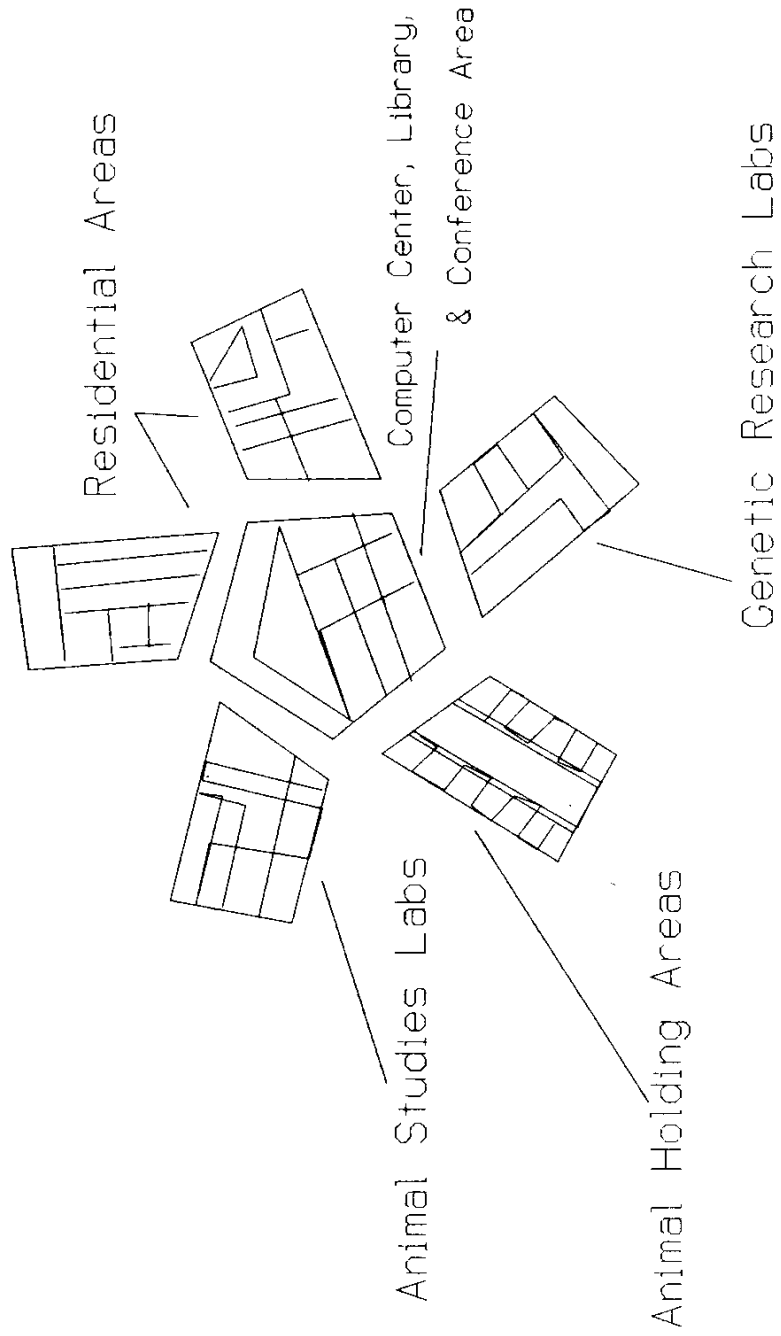
# PLANETARY MAPS

This section features detailed maps of the planet and site the players will encounter as they explore. In addition to the world maps, you will find detailed floorplans of the various structures the players will enter.

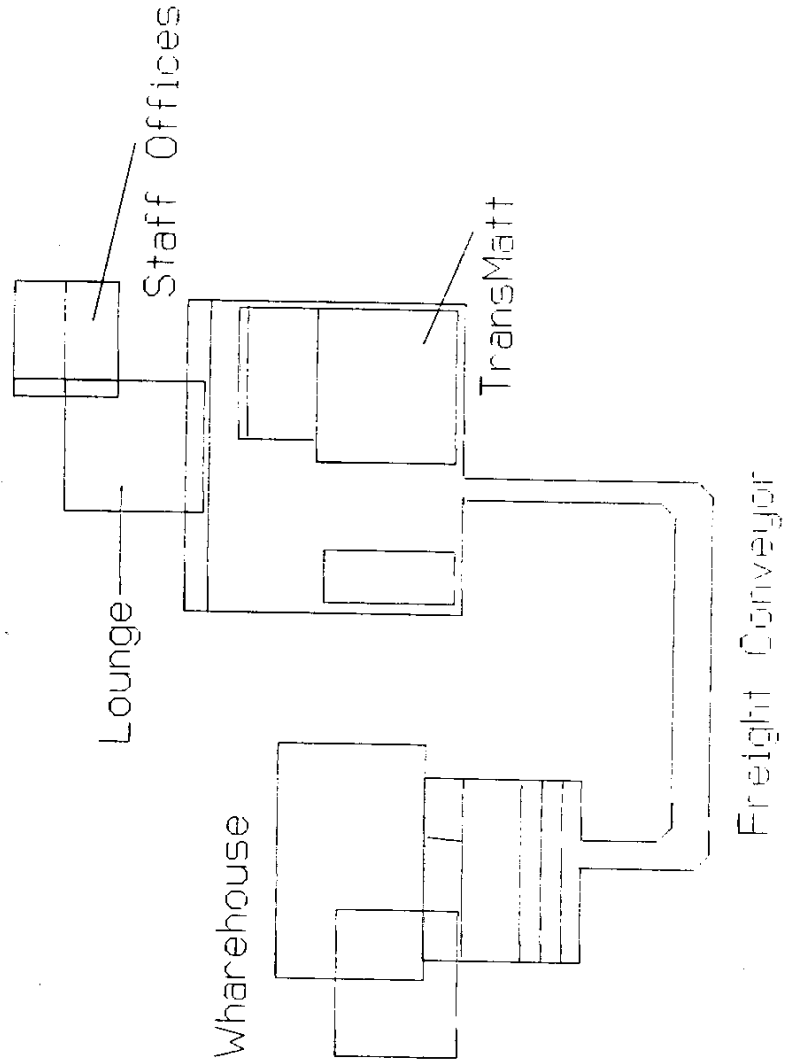
GameMasters should feel free to adapt or change these maps to better suit the exact circumstances of their game. Permission to photocopy is granted for personal use only.



# Research Station



# TransMatt Station





DX-1191... "Hell" to the unfortunates who call it home.

The temperature on the surface can boil your blood in 30 seconds... if the pressure or poisonous atmosphere doesn't kill you first.

It's the planet no one wanted...

It's the planet **LEGION** rules!



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