



# A R E S <sup>TM</sup>

## THE YEAR IS 1969.

Humanity is expanding into the solar system. There are Russian and American bases on the Moon, and ships from the superpowers fight over the resources of Venus, Mars, and the moons of Jupiter. What's that? It didn't happen that way? Well, it *did* in the world of *Battlezone*, Activision's computer game of planetary warfare. Read on, and learn how to bring the world of *Battlezone* to your ALTERNITY® game.



*The NSDF defends its moonbases jealously.*

## HISTORY

The world of *Battlezone* was the same as our own until June 15, 1952, when a shower of meteors fell to Earth. These space-rocks contained something that would change the history of the world forever.

### THE BERING SHOWER

The meteor shower landed in the Bering Strait between Alaska and Siberia. Radar-tracking systems had detected the shower, and there was no real danger from the meteors. Still, it was unusual for such a large number of meteors to survive entry into the Earth's atmosphere without burning up. Both the Americans and the Soviets dispatched scientists to recover and study some of the meteorites. When they did, they made a startling discovery.

The meteorites that survived re-entry were composed largely of an unknown material. It was similar to metal but possessed properties that were practically biological. Both the United States and the Soviet Union scrambled to gather as much of the bio-metal as possible. In short order, each side had claimed roughly half the samples from the Bering meteor shower.

The American government set up a secret lab in Nevada to study the bio-metal. For several years, scientists experimented with the material, discovering its amazing properties. The bio-metal

appeared to have a "memory," allowing it to return to its normal shape after being deformed or even damaged. The engineering possibilities of the material were staggering. Perhaps even greater was the scientists' discovery that the bio-metal was a manufactured material of extraterrestrial origin. They estimated that the fragments that hit Earth came from a point at least 100 trillion miles away and that the fragments had been part of a much larger structure. This suggested that bio-metal fragments might have fallen on nearly every other planet in the solar system. Soviet scientists quickly reached the same conclusion, and the race to control the incredible new resource was on.

### THE NATIONAL SPACE DEFENSE FORCE

In July of 1958, President Eisenhower established the National Aeronautics and Space Administration (NASA). At the same time, the President secretly established the National Space Defense Force (NSDF), under the command of General George Collins. The NSDF's mission was to recruit the best engineers, pilots, and soldiers to venture into space looking for other deposits of bio-metal and claim them for the United States. The NSDF went into action immediately. Funded through the National Security Agency, the NSDF was answerable to no one, not even the President. Arrange-

ments were made for perpetuating the organization and maintaining its secrecy.

Using the small stockpile of bio-metal controlled by the United States, the NSDF began to design, build, and test rockets to carry its personnel out into space. Before the Apollo missions officially sent U.S. astronauts to the Moon, the NSDF had rockets capable of reaching Venus and Mars, and it was already establishing a base on the dark side of the Moon, where they found additional deposits of bio-metal—and the first signs of a new threat.

### THE COSMO COLONIST ARMY

The Americans were not the only ones venturing out into space looking for bio-metal. The Soviet Union had established the Cosmo Colonist Army (CCA), and they had their own spaceships able to reach the Moon and other planets. When Soviet and American forces met on the dark side of the Moon in 1961, the Cold War became a secret interplanetary conflict as both sides struggled for control of the bio-metal. Bio-metal vehicles and weapons were used in the conflict—a war unknown to the general populace of Earth.

The year is now 1969. Both the NSDF and the CCA have ships capable of reaching the outer planets of the Solar System. The secret war continues over control of bio-metal deposits and the advanced technology they represent. The goal is nothing less than total control of the solar system and Earth itself. Looming in the background is the question scientists first posed when they studied the bio-metal: If it was constructed, who made it? And is anyone else likely to come looking for it?

### TECHNOLOGY

Although the rest of Earth exists at Progress Level 5, bio-metal has allowed the NSDF and the CCA to advance to Progress Level 6 in many areas, including vehicles, space exploration, engineering, and weapons technology. Both sides have ships capable of interplanetary travel, equivalent to STG shuttles from the *ALTERNITY* game (*Player's Handbook*, page 196). They also have armored ground and aerospace vehicles.

Some technology remains at Progress Level 5, just edging into 6. Fission technology is still in regular use, and fusion technology hasn't been mastered yet. Other energy sources, like solar and geothermal power, are in common use by both sides, particularly since bio-metal solar satellites and geothermal-taps are much more efficient. Even the advanced ships possessed by the NSDF and the CCA take considerable time to reach other planets, as long as months for the outer planets. Communication is also limited by the speed of light, so comm signals take hours to reach Earth or the Moon from Titan.

### POLITICS

On Earth, the political situation is much like it was in the real world in 1969. The Cold War between the United States and the Soviet Union is in full swing. The American government opposes the expansion of communism in other nations, particularly in South and Central America. The Soviet Union exerts influence over its satellite states and much of Eastern Europe. Both super-powers control massive arsenals of nuclear weapons, poised to annihilate each other.

Behind the scenes, the Cold War grows very hot indeed. Technically, the United States and the Soviet Union are already at war, a war in space. Military units from both sides clash regularly on the Moon and the other planets in the solar system. For the time being, at least, both sides have agreed to keep Earth as "neutral ground" in the conflict. Although either the Americans or the Soviets could use their bio-metal vehicles and ships to launch an all-out attack on the other, neither side is willing to risk the possibility of a full-scale war on Earth, which would almost certainly involve the use of nuclear weapons. The conflict on Earth remains secondary to the conflict raging out in space.

So far, both the Soviets and the Americans have kept the existence of their space programs and the bio-metal a secret. The Soviets are quite familiar with keeping state secrets, and anyone unwise enough to question the statements of the Kremlin receives a visit from the KGB and is usually never seen again. The Americans have a slightly

more difficult time keeping the activities of the NSDF secret. NASA, of course, is under orders from the NSA to keep some information Top Secret, and the government does the same with other observatories and scientists who might find out about the NSDF's activities. Many of these people are recruited to work with the NSDF, and most of them jump at the opportunity.

Out on the fringe of society, there are those who have some inkling of what's going on. Most are conspiracy theorists or UFO nuts who think that NSDF operations are actually indications of alien life on other planets in the solar system, or alien ships visiting Earth. Even a few small samples of bio-metal have been stolen, considered evidence of human contact with extraterrestrials. NSDF agents have always recovered any stolen materials and discredited those who might expose them. Most of the United States government is largely unaware of even the existence of the NSDF.

### THE SOLAR SYSTEM

The ships controlled by the NSDF and the CCA can reach the outer planets of Earth's solar system. Of primary interest to both organizations are worlds where bio-metal debris may have landed relatively intact. These are the worlds each side fights to control so it can salvage the precious material and use it to strengthen its own position.

For this reason, the outer planets are of little interest to either party. With their thick, poisonous atmospheres and tremendous surface pressure, planets like Uranus, Neptune, and Saturn are unexplorable, even with bio-metal vehicles. Any debris that might have hit them is lost. However, the larger moons of Jupiter and Saturn have proven to contain some bio-metal debris, making them sites of conflict. Likewise, the inner planets of Mars and Venus are sites of bio-metal debris, as is Luna, Earth's moon.

### LUNA

Earth's moon is the staging point for operations deeper into the solar system, the command-center for the war between the NSDF and the CCA. It is also a battlezone of its own, with large deposits of bio-metal that fell on the

### BATTLEZONE & THE STAR\*DRIVE™ SETTING

With a little work, you can adapt the *Battlezone* setting described in this article to fit in with the STAR\*DRIVE campaign setting. For example, the source of the bio-metal could have come from a fraal city-ship that suffered a gravity drive failure and was torn apart, scattering debris across the solar system. The fraal have been debating what to do about this latest development. The possession of more advanced building materials has permitted humans to move out into the solar system much faster than the fraal anticipated. Do they reveal themselves now, while the humans are locked in a war with each other, and hope it brings peace? Or do they avoid all contact with the warlike species? The heroes could be the humans who make first contact with the fraal, adding a whole new dimension to the conflict and possibly leading into the early years of the STAR\*DRIVE setting.

The *Battlezone* setting could take place in a solar system other than Earth's and involve an alien species rather than humanity. The destruction of an advanced vessel, perhaps during one of the Galactic Wars, showered an inhabited solar system with debris. This wreckage allowed a PL 5 civilization to quickly advance to PL 6 and begin expanding into space, where they fight over the remains of the debris on other planets. A Concord vessel sent to investigate the fate of the first ship could discover this civilization and decide whether to make contact. The aliens are hungry for more advanced technology, and each side wants to ally with the newcomers against its enemy.

Lastly, the *Battlezone* setting could be a parallel or alternate universe. Heroes from the STAR\*DRIVE setting could end up there through a drive-space accident or some form of alien time- or dimensional-travel. Perhaps the source of the bio-metal is a time-traveling starship from the future that was destroyed when it arrived in Earth's solar system, altering history. If so, how will the heroes restore the timeline to normal?





*Soviet forces on Titan present an obstacle for NSDF exploration.*



*Soviet Fighter*

dark side of the lunar surface during the 1952 meteor shower. With no atmosphere to burn up the fragments, Luna has yielded a rich supply of bio-metal, and fighting over the material has been fierce.

Both the Americans and the Soviets reached Luna around the same time, and both have established bases there in the years since their arrival. The NSDF has three permanent Lunar bases: Eagle's Nest 1 on the far side, the



*American Tank*

solar-power collector near the north pole, and Kennedy Base on the near side. A fourth, Johnson Base, is under construction near the south pole to tap possible underground water resources. The Soviets have a mining base on the far side named Moon Station One, and a near side base called Moon Station Two.

The majority of activity on the moon happens on the far side, out of view from instruments on Earth. The existence of the near-side moon bases will not remain secret forever. Already, some civilian astronomers have discovered them and been silenced by one of the organizations. Sooner or later, the truth about the bases will emerge. The NSDF is considering revealing the existence of Kennedy Base to the public, keeping the other lunar bases secret. Some in the organization feel that the existence of the base might boost American morale, much as the lunar landing did. Others feel it compromises the Defense Force's security.

Skirmishes and conflicts still take place on the far side of the moon. Reclamation units, protected by ground vehicles and aerospace units, foray out across the lunar surface, picking up fragments of bio-metal for processing. While large amounts of material have been collected on both sides, tons of bio-metal remain ungathered. Most of the bio-metal is processed by units on

Luna itself and used to construct new vehicles and ships.

The NSDF considers Eagle's Nest 1 its headquarters. The security of the organization is too sensitive to entrust to any earthly headquarters, so operations were moved to Luna as soon as possible. All documentation and records of the Defense Force are kept at Eagle's Nest 1; none of them are ever brought to Earth, where security could be compromised. Likewise, the training of NSDF recruits takes place at the moonbase, rather than a location on Earth. This makes spying on NSDF operations considerably more difficult.

The Soviets, on the other hand, still maintain much of the administration and training of the CCA on Earth. They have a considerably easier time maintaining security, although some American spies have managed to infiltrate CCA facilities.

## MARS

The red planet has been the site of many conflicts between the NSDF and the CCA. Like the Moon, Mars has several large deposits of bio-metal debris, buried beneath the red sands and hidden in the deep canyons and valleys. The thin atmosphere allowed most of the fragments to land intact. Vehicles fight it out in the lowlands, and aerospace fighters zip through the massive canyons in daring aerial dogfights. All the while recyclers and robot gatherers wander along, picking up as much debris as possible for processing.

The NSDF operates from Ares Base on Mars, hidden away in a deep canyon. The CCA's Mars Station One is located closer to one of the larger bio-metal deposits, but it is nearly exhausted. Each side is scrambling to locate concentrations of the alien metal before the other does, leading to many skirmishes and conflicts at potential sites.

In addition to the ongoing military operation, scientists are studying the Martian surface and investigating the possibility that life once existed on Mars. They have proposed a theory that the alien race responsible for the creation of the bio-metal might have colonized Mars once, or had some sort of base there. So far, there is no evidence to support this theory, but

## BATTLEZONES

	Venus	Luna	Mars	Europa	Io	Titan
Primary Planetary Class	Sol Class 3	Earth Class 4	Sol Class 3	Jupiter Class 4	Jupiter Class 4	Saturn Class 3
Gravity	G1 (0.907)	G1 (0.16)	G1 (0.377)	G1 (0.135)	G1 (0.183)	G1 (0.38)
Radiation	R2	R3	R2	R2	R2	R1
Atmosphere	A4	A0	A1	A0	A0	A1
Pressure	P5 (92)	P0 (0)	P1 (0.007)	P0 (0)	P0 (0)	P3 (1.5)
Heat	H4 (460)	H1 (-153)	H2 (-23)	H1 (-153)	H1 (-143)	H1 (-180)
Orbital Distance	0.7 AU	1.0 AU	1.5 AU	5.2 AU	5.2 AU	9.5 AU
Diameter	12,130 km	3,476 km	6,794 km	3,138 km	3,630 km	5,150 km
Year (Earth days)	224.7 days	365 days	686.9 days	11.8 years	11.8 years	29.5 years
Day (standard hours)	243 days	27 days	24.6 hours	3.5 days	1.7 days	15.9 days
Axial Tilt	177.33°	—	25.19°	—	—	—
# Satellites	None	None	2	None	None	None

research continues. Scientists are also exploring possibilities for terraforming Mars and establishing permanent colonies beyond the scope of the military bases. Initial reports on this project have been promising, although neither side wants to establish a colony in the middle of a battlezone.

### VENUS

NSDF troops refer to Venus as "Planet Hell," and assignment to Ishtar Command is considered a punishment by most. The surface conditions of Venus are indeed hellish: temperatures over 400 degrees Celsius and a corrosive atmosphere with a pressure nearly a hundred times that of Earth's. Even the most advanced environment suits have trouble coping with the conditions on the surface, as do most combat vehicles. Still, since the discovery of small bio-metal deposits on the surface of the planet by unmanned probes, both the NSDF and the CCA have sent troops to Venus.

Venus is the smallest battlezone in terms of personnel and resources. It also appears to have the least amount of bio-metal, either because little fell to the surface or the corrosive effect of the atmosphere destroyed the debris that did hit the surface. The NSDF and the CCA each maintain small bases on the planet, protected by bio-metal support structures and advanced life support systems. Both bases use complex systems of attractors—known as "lightning towers"—to tap into the constant electrical activity in Venus' atmosphere for additional power.

Troops and equipment are rotated off Venus on a regular basis, since the conditions are destructive to both morale and technology. Soldiers who survive working on Venus are often quite proud of it, since the combat conditions are among the toughest around. For some veterans in both services, "surviving the goddess' fury" is a badge of honor.

### EUROPA

The surface of Europa, one of Jupiter's moons, is a nearly featureless expanse of water-ice pitted by craters. The moon has no atmosphere to speak of, but the presence of so much water makes it attractive. Additionally, Europa's icy surface conceals bio-metal debris in some of its craters and crevasses. It is a fairly easy matter to collect the debris once it is found, provided that the other side doesn't make an issue over it. Aerospace support is important on Europa, since combat on the icy surface can prove difficult at times.

Scientists in the process of studying the moon have discovered that Europa is the only other planetary body in the solar system besides Earth to have liquid water, hidden deep beneath the surface ice and warmed by the moon's core. The tantalizing prospect that this water may contain some form of life has led to expeditions to obtain samples. However, the first attempt at a core-drilling by the NSDF resulted in a CCA attack. The Soviets assumed the NSDF was drilling for a source of bio-metal buried beneath the ice. For the time being, further investigations of Europa's sub-surface water are on hold.



*American Razor*

### IO

As lifeless and frozen as Europa, Io presents an additional problem for surface operations. The Jovian moon is dotted with numerous volcanoes that spew molten sulfur from the moon's core, shooting hundreds of meters up from the surface. The sulfur cools and falls back to the surface of the planet like snow, constantly reshaping Io's landscape. Facilities on the moon use complex drainage systems and protective barriers to keep from being buried by the sulfur "snowfall." The soft surface cover also makes looking for bio-metal deposits difficult at best. Still, the



*Soviet Tank*

## BATTLEZONE VEHICLES

Vehicle	Skill	Drv	Acc	Cruise	Max	Type	Dur	Armor
Scout	Air	+2	300	1500	4000	O	15/15/8	Light
Tank	Air	—	100	1000	3000	A	25/25/12	Heavy
Rocket Tank	Air	—	100	1000	3000	A	25/25/12	Medium
Turret	Land	—	40	100	130	O	8/8/4	Light
Light Tank	Air	—	80	1000	3000	G	25/25/12	Medium
Bomber	Air	-1	100	700	3000	G	20/20/10	Light
Transport	Land	-1	50	500	1000	G	18/18/9	Heavy
Howitzer	Land	-2	50	500	1000	G	20/20/10	Medium
Walker	Land	+1	50	100	250	A	22/22/11	Heavy
Minelayer	Air	—	100	400	800	O	18/18/9	Medium
Scavenger	—	—	100	500	1000	G	15/15/8	Medium
Recycler	—	—	100	500	1000	A	30/30/15	Heavy
Armory	—	—	100	500	1000	G	25/25/12	Heavy

All vehicles are available only to the NSDF and the CCA, so they have no Availability or Cost.



*Soviet Rocket Tank*

evidence of such deposits keeps both sides looking.

Small bases exist on Io, each near one of the moon's poles, since the tidal effects of Jupiter's massive gravitational pull often cause Io's equator to expand and contract by as much as 100 meters. This frequent geological activity leads to ground quakes and instability. Of course, the bio-metal deposits seem most prevalent nearest the equator. Skirmishes and expeditions are often forced to break off due to a quake or eruption.



*Soviet Light Tank*

## TITAN

The farthest outpost of humanity in the solar system is Titan, one of Saturn's moons. An NSDF expeditionary force recently landed on Titan, remaining in semi-regular contact with NSDF command on Luna. The transmission delay from Titan is several hours, so communication is sporadic.

In addition to the slim possibility of bio-metal deposits, Titan presents a great scientific opportunity. Much of the expeditionary force is composed of scientists who are studying the surface and composition of Titan with the possibility of terraforming in mind. Titan has an atmosphere made up largely of nitrogen. It is not unlike conditions on Earth before the development of life. Titan also has the hydrocarbon-rich elements that are the building blocks of amino acids, the first development of life on Earth. If the oxygen currently trapped in water-ice on the moon's surface could be released, it would be the first step toward giving Titan a breathable atmosphere. There is also the tantalizing possibility of life already existing somewhere on Titan, although there is no evidence of that so far.

The NSDF is aware that the Soviets are also mounting an expedition to Titan. A CCA ship is already on the way and will arrive in about a month. The expeditionary force is being encouraged to complete their initial surveys as quickly as possible. If they do get involved in a conflict with the Soviets, they're basically on their own.

## VEHICLES

Both the Americans and the Soviets used bio-metal to build vehicles and ships at PL 6. These vehicles are used in the secret war between the two nations. All vehicles use bio-metal armor, which is roughly equivalent to polymeric alloy armor (ALTERNITY Gamemaster's Guide, page 132). Weapons are described in the Vehicle Weapons section. The names in parenthesis following the vehicle type are the nicknames for NSDF and CCA versions of each vehicle, sometimes the same name.

**Scout** (Razor/Flanker): An aerospace light fighter plane, equipped with powerful thrusters. It can turn on a dime and has VTOL capabilities. It is only lightly armed with two miniguns, intended primarily for reconnaissance.

**Main Tank** (Grizzly/Czar): A mainstay of NSDF and CCA forces. It has a wide range of weapons and a powerful thruster array. The main tank's heavier armor slows it somewhat, but it's still quite agile on the battlefield. The tank is armed with an AT-Stabber, a minigun, and a mortar.

**Rocket Tank** (Wolverine/Tusker): The rocket tank is similar to the main tank, but carries lighter armor and a different array of weapons. The rocket tank is armed with missiles and proximity mines.

**Turret** (Badger): The turret is a small defensive unit, deployed to protect the perimeter of a base. There it deploys its STAB hooks (Stabilized Terrain-Adapting Base) to secure it to the ground and



## BATTLEZONE WEAPONS

Weapon	Acc	Range	Type	Damage	Ac/Rd	Md	Clip	Dur
187 SMG	0	150/600/1500	HI (p)/G	2d4+1w/3d4w/d6m	4	A	15	3
AT-Stabber	0	200/800/4000	HI (p)/G	d8w/d6+1m/d6+3m	1	F	10	3
Blast Cannon	-1	250/750/2500	En (e)/G	d6+2w/d8+2w/d4+1m	2	F	20	3
MAG	0	75/150/250	En (e)/G	d6w/d6+2w/d6m	1	F	15	3
Flash Cannon	+1	300/800/3000	En (e)/G	d6+2w/d8w/d6m	1	F	12	4
TAG Cannon	+1	500/1500/5000	HI (g)/G	d6+2w/d6+4w/d4+1m	1	F	10	3
AT-Super Stabber	0	200/800/4000	HI (p)/A	d8w/d6+1m/d6+3m	1	F	8	5
Mortars	-1	300/700/3000	HI (p)/A	d6+1w/d6+2w/d4+1m	1	F	8	4
Missiles	-1	500/1500/5000	HI (g)/G	d8s/d8+1w/d6m	1	F	6	2
Rocket Bombs	-2	500/1500/5000	HI (p)/A	d8s/d8+1w/d6m	1	F	6	2
Mines	0	0	HI (p)/G	d6+2s/d8w/d4+1m	1	F	8	3
Solar Flare	0	0	—	—	1	F	8	3

All weapons are available only to the NSDF and the CCA, so they have no Availability or Cost.

provide a stable firing platform. It is most useful along a canyon or pass where it has a full arc of fire and cannot be outflanked by attackers. The turret is armed with a standard minigun.

**Light Tank** (Bobcat/Stoli): A less powerful, older version of the main tank. The light tank served as the NSDF's main tank during the establishment of the bases on Luna, but has since been replaced by a more advanced model. Still, the light tank remains a low-cost, reliable unit. It is armed with an AT-Stabber, missiles, and a solar flare.

**Bomber** (Thunderbolt/Grendel): The bomber is a fast-strike cruiser. It carries powerful rocket bombs for strafing attacks against enemy ground targets. The bomber is designed not for extended battles but for quick strike-and-retreat missions.

**Transport** (Tracker): The Tracker is a heavily armored personnel carrier for deploying ground troops. It is escorted by other vehicles, since it carries no weapons of its own.

**Howitzer** (Longbow): A mobile howitzer that fires mortar shells.

**Walker** (Sasquatch/Golem): The walker is one of the prime weapons of both forces. This vehicle appears roughly humanoid, with weapon-mounts for two AT-stabbers and a MAG gun or Flash Cannon.

**Minelayer** (Unabomber): This vehicle is a defensive vehicle with one purpose: it drops an array of smart-mines that do not detonate in proximity to friendly vehicles.

**Reclamation Unit** (Scavenger): Scavengers are automated vacuum cleaners that roam the battlefield, gathering scrap from damaged vehicles and bio-metal deposits.

**Mobile Bio-Metal Fabricator** (Recycler): The Recycler is a mobile, automated construction factory, capable of rapidly turning out any of the vehicles programmed into its memory systems using its internal supply of materials and those gathered by Scavenger units. Recyclers provide new vehicles to maintain bases when supplies may take weeks or months to reach them. They also allow planetary bases to put gathered bio-metal "to work" immediately.

**Supply Launch** (Armory): An Armory is similar to the Recycler but produces weapons, ammunition and spare parts. It also serves as a mobile satellite communications link for other vehicles.

## VEHICLE WEAPONS

**187 SMG** (Standard Mini Gun): A rapid-fire, small-projectile machine gun.

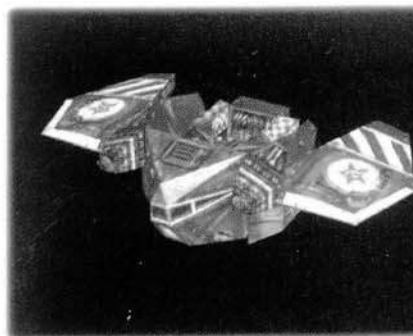
**AT-Stabber**: Short for Anti-Tank Stabber. Fires a high-speed shell.

**Blast Cannon**: Fires a short but powerful laser burst.

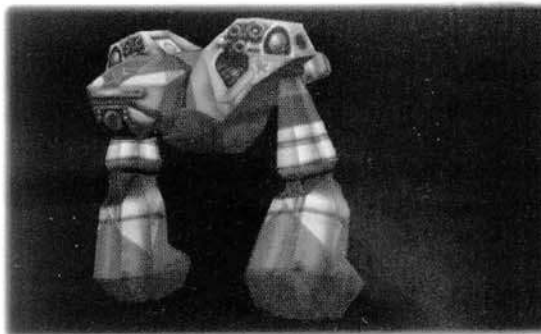
**MAG** (Magnetic Acceleration Gun): A charging magnetic acceleration gun that fires bursts of magnetic energy.

**Flash Cannon**: The flash cannon fires a concentrated beam of microwaves at its target.

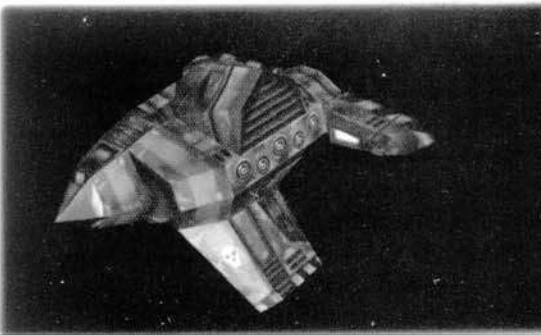
**Automated Targeting Gun** (TAG Cannon): The TAG cannon fires off homing ordinance into the skin of its target,



*Soviet Scavenger*



*Soviet Walker*



*American Unabomber*



*Military, Intrigue, and Exploration are only three possible campaign models.*

then fires a salvo of guided missiles that lock on to the homing signal.

**AT-Super Stabber:** Fires an advanced, high-explosive stabber round.

**Mortars:** Mortars are indirect-fire munitions designed to explode on impact.

**Missiles:** Guided air-to-air missiles armed with explosive warheads.

**Rocket Bombs:** Powerful, unguided missiles with more explosives.

**Proximity Mines:** Mines do not explode until they detect an enemy vehicle.

**Solar Flare:** A specially modified mine that gives off a plume of superheated gas that attracts heat-seeking missiles.

## MILITARY

The military model is the most obvious type of *Battlezone* campaign. The heroes are soldiers serving the NSDF or the CCA in the secret war over control of the bio-metal resources of the solar system. Their missions take them to different planets and battlezones, where they fight the enemy to gather the largest amount of bio-metal debris.

Combat Spec heroes are clearly the best suited for this campaign model, but there is also a strong need for Tech Ops as pilots, technicians, engineers, and scientists, along with Free Agent scouts. Diplomats have less of a role in a military campaign, but a Diplomat with a secondary profession of Combat Spec or Tech Op could still prove useful, especially if a battle comes down to a delicate negotiation between the rival parties.

## INTRIGUE

The *Battlezone* setting offers many possibilities for intrigue and espionage. The Cold War on Earth is in full swing, with all the spying and action between organizations like the CIA and KGB that existed in real history. On top of that are the secret activities of the NSDF and CCA. The Americans and Soviets possess secret technologies far in advance of the other nations on Earth. Spies work to infiltrate the other nation's organizations to gather sensitive information. Agents

from other nations may also spy on the Americans and Soviets to discover the truth about their secret space program. One interesting campaign premise is to start the heroes with no knowledge of the secret space war and allow them to uncover the truth through their investigations. One of the two factions must recruit the heroes or kill them to protect their secrets.

Free Agent heroes shine in an intrigue campaign, but Diplomats are common as well, especially if they have Free Agent as a secondary profession. Combat Spec heroes can be elite commandos and special forces, while Tech Ops are specialists in surveillance equipment and electronics.

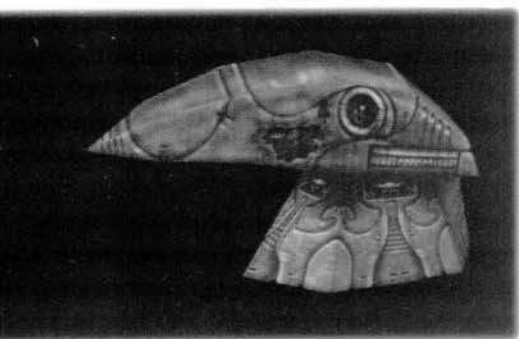
## EXPLORATION

In addition to the battle for control of the bio-metal, the NSDF and the CCA are exploring the solar system. They already have bases established on distant planets, and many different scientific projects are underway. Heroes can explore the surface of the Moon, map the canyons of Mars, seek life under the ice of Europa, or join an expeditionary force and become the first humans to set foot on mysterious Titan. Explorers have to deal with the harsh and challenging environments of other worlds. They may also discover more than they expected. Perhaps the bio-metal is only part of the alien technology scattered across the solar system. Explorers might discover alien artifacts or evidence of life on other planets. They might also stumble into actual members of the race that created the bio-metal and initiate first contact with them.

Tech Ops are the natural profession for an exploration campaign. The skills of Free Agents may also come in useful. Combat Specs provide protection against military threats during the expedition, and Diplomat heroes can deal with appearances by the opposition, or with unexpected contact with an alien race.



*Steve Kenson is a freelance author and longtime science-fiction fan. He fondly recalls learning how to play Space Invaders and BattleTech\*. Somehow he always ends up converting his video games into RPGs.*



*What surprises await interplanetary explorers?*

## CAMPAIGN MODELS

The *Battlezone* setting presents several different possibilities for *ALTERNITY* campaigns. The three most compatible campaign models are Military, Intrigue, and Exploration.