

Plane 9 in Outer Space

Roleplay plot

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Summary

This plot is a role-playing adaptation of the novel c23 - volume 3, in abyssum by Ralph Edenhofer. The story is set in the 23rd century in the Jovian system, i.e. around the planet Jupiter. About 4 years ago the Jovian system was closed by the mutant nation of the Protectorate for helium-3 extraction. For several weeks now, dangerous incidents have been occurring . . .

1 Introduction

The current story takes place in the 23rd century, 2213 to be exact. A large part of the solar system is populated. Nation states and transnational corporations fight for supremacy and valuable resources like rare metals and HE-3, which is needed for energy production in large quantities. For the hard work on planets far away from earth, on spaceships and space stations, different artificial human races, called mutants in the vernacular, were bred more than half a century ago and see the light of day in nutrient vats. On the colonies outside of the earth the mutants are a used part of the human society. But on earth resistance is stirring. In the European Federation mutants are expelled from society and are to be interned in camps. A group of mutants, supported by combat mutants from near-earth orbit, succeeds in escaping to the space station Aurora. From there they occupy other stations in terrestrial orbit like the orbital fortress Aegis and free mutants from camps on Earth. Just before the situation escalates, the Transnational Corporate Council, representing all the major corporations in the solar system, intervenes. A peace conference is called on Luna. Through a political move by a hitherto largely unknown Cynarian Corporation negotiator named Eric Vandermool, it is possible to win the hitherto largely unexplored Jovian system as the new home of the mutant nation and to secure the mining rights for HE-3 on Jupiter for Cynarian. The Protectorate, as the mutant nation calls itself, under the leadership of Protector Avengers and Supreme Commander of Forces Blackheart, together with the Cynarian Corporation, succeeds in four years of work to establish a thriving infrastructure around Jupiter. But the success and peace is deceptive. Powerful corporations like United Space Industries USI, which fears for its HE-3 monopoly, are not idle.

2 Background

2.1 Previous story

Due to inhumane actions of deployed artificial intelligences in the fight against the mutant rebellion before the founding of the protectorate in the Jovian system, AIs have once again fallen out of favor in the eyes of mankind. Since the Cynarian Corporation needs enormous resources to build up an industry on Jupiter, the company took the current mood as an opportunity to, among other things, expand the promising but expensive Neuro AI research division.

under the direction of Prof. Dr. Naratova at the Mars Orbital Station Neu-Gröning.

In the course of the settlement of Jupiter, Neu-Gröning was towed to Jupiter and established as Nike Station, the administrative and R&D base of the Cynarian Corporation in the Jovian system. Besides research laboratories of Cynarian also facilities of supplier companies were admitted on Nike. Leading employees of the former AI department then founded the independent headware supplier Neuro Intelligence under the direction of Prof. Dr. Naratova, among others with funds from USI front companies. The laboratories and production facilities of Neuro Intelligence were set up in old premises of the former AI department on level 9 of Nike Station. Neuro Intelligence supplies neural software and hardware to clinics on Callisto in the Jovian system. Since the implants that Neuro Intelligence manufactures on behalf of the clinics are custom-made, Neuro Intelligence receives extensive information about the future wearers of the implants.

Since its foundation, Neuro Intelligence has been developing AI implants under the code name Operation P9 on a secret mission and with information from the USI intelligence service. In the process, it succeeds in symbiotically connecting the AI with the human brain, thus allowing the AI to take over the wearer. Not every brain is suitable for the takeover. The extent to which the brain and the AI enter into a symbiotic relationship is not known. In the first stage of development, only the brains of mutants can be manipulated. The introduction of the AI is done by a modified command module in which the AI is embedded. The AI itself is a composite of autonomous nanobots that automatically propagate in the brain and connect to the brain's synapses.

2.2 Chronology of the attacks

Using AI-infected mutants, the USI launches a series of attacks on the Protectorate to test the new technology and discredit the position of the Protectorate and the Cynarian Corporation.

Before the characters are tasked with investigating, there has already been a known assassination attempt on a mining station on Jupiter and several accidents, some of which were assassination attempts:

10 weeks ago: Shuttle crash due to pilot misconduct on the hangar deck of Hellgate. Investigators learn of the shuttle crash only through research on Hellgate. The shuttle crash is not an assassination attempt.

9 weeks ago: Tractor malfunction on Hellgate due to incorrectly programmed control components. Repair takes several days. Responsible engineer cannot be determined. The Cynarian investigator is informed about the tug malfunction at the first briefing. The assassination was carried out by Alpha Hanibal, which was stationed on HeM03 two weeks before the accident.

7 weeks ago: HeM03 mine on Jupiter is destroyed. A part of the crew can escape with the rescue shuttle. The suspected assassin is the Alpha Sent who is killed in the attack. The actual assassin is the Alpha Hanibel who kills several miners and Sent. Both chief investigators are informed about the mine accident during their first briefing.

Two weeks ago: Explosion during the construction of new habitats on the Armageddon Ring. Accesses and a former freighter, which was to serve as a habitat, were severely damaged. Several deaths. Cause is a malfunction of a drone. The chief investigator of the Protectorate is informed about the accident on Armageddon during the meeting with Avenger.

Three days ago: The HeM05 mine crash. The suspected assassin, a mutant named Pitch, sabotaged the rescue shuttle and destroyed 3 of 5 carrier balloons. After that she threw herself from the gallery of the mine into the abyss. The mine can be rescued and brought to Hellgate Station by heroic efforts of fighters from Hellgate Station and with the help of a mine tug. During the debriefing of the investigators, the rescued miners are still in a decompression chamber. Both chief investigators are informed about the sabotage during their first briefing. As in Mine HeM03, the actual perpetrator is Alpha Manibal, who is again rescued along with the other survivors.

2.3 Information provision and communication

The Jovian system does not have a significant infrastructure until after the Protectorate's settlement. Due to the rapid build-up, however, most of the facilities have a provisional character. They are also limited to the bare necessities. This is also true for the communication and information systems. Whereas on Earth and Mars a good ComNet provides any information at any point in the system, a fully developed ComNet is only available in corporate sectors and in the military.

In the Jovian system, the individual moons and stations operate mostly

an autonomous communication system that is only partially integrated with the other settlements and facilities. A ComNet is only established between moons and stations of the Cynarian Corporation. All further communication between moons and stations is done via individual connections by means of the satellites around Jupiter. These links only allow communication and messages between individuals. Since the stations and moons are often several million kilometers apart, a communication delay of several seconds must be expected.

Due to the constant uncontrolled influx of mutant refugees, lucky knights and new companies, little information is available on individuals and resident institutions and companies.

2.4 Locomotion and travel times

Large corporations such as Cynarian, the Protectorate military, and the Protectorate administration operate their own shuttle fleets within the system as necessary. A few individuals also own shuttles. The rest of the flights between Jupiter's satellites are provided by shuttle transport companies and ship owners. The easiest way to get a flight is at the spaceport of the respective station. Since the distances in the Jupiter system are often enormous, travel times of 1 to 2 weeks are common for civilian ships.

The investigators themselves have the Cynarian Corporation's shuttle "Dawn of Day" at their disposal during their investigation.

3 Role play

3.1 The characters

The characters take on the role of investigators who are supposed to solve the assassination series. The plot calls for two investigators from the ranks of the Cynarian Corporation and two investigators from the ranks of the Protectorate. Both groups are each beholden to their own organizations and should act accordingly (calling for appropriate dice rolls if necessary).

Each of the two groups has a chief investigator and a support.

The chief investigator of the Cynarian Corporation should be a norm with leadership qualities and investigative experience. For example, the commander of a corvette from the asteroid belt with the mission to stop piracy is conceivable. The Cynarian assistant should be a norm with local knowledge of the Jovian system and corporate contacts.

can help out. The assistant is a psychonaut and should act as an agent or detective.

The chief investigator of the Protectorate should be a confidant of Protector Avenger and his staff. He has contacts and local knowledge in the mutant part of the Jovian system. The chief investigator should therefore be an alpha mutant. The assistant is provided by the Protectorate military and thus has a military background. The assistant should be an Omega.

3.2 Rulebook

The plot provides its own very simple role-playing system. Alternatively, however, systems such as Shadowrun can be used. Humans and mutant races can easily be mapped to the races and archetypes of Shadowrun.

Weapons and cyberware also find their Shadowrun counterparts. The Matrix rules can be applied to ComNetz and brain scans. More about this in the appendix.

4 Scenes

4.1 Prologue (optional)

In order to prepare the investigators for the plot, their character and the prevailing political situation, it is advisable to play an introductory round with each of the players individually:

The chief investigator's confidant is Colonel Scholz. He will brief the chief investigator on the meeting with Vandermool, with whom the investigator himself has not yet had much to do. Vandermool is anxious for a good relationship with the Protectorate but will want to retain leadership if he cooperates. In addition, it is of course not clear whether the mutants are involved in the attacks or possibly even Cynarion himself, so caution is advised.

For the assistant it is a good idea to introduce him to his work as a psychonaut and to involve him directly in the story. On Mars he gets the task to question an agent of the USI, who was caught by pirates on his way back from the Jovian system and delivered to Cynarion. The agent is the first contact to the Neuro Intelligence operated by Prof. Dr. Naratova.

Avenger's confidant meets with Artisan the night before to have a drink. The latter explains to him about the incidents that the investigator has already

knows and already informs him that a meeting with representatives from the Cynarian is planned to investigate the incidents.

The Omega is taken by his superior Thunderbolt to a meeting at the spaceport of Armageddon with Blackheart. Blackheart arrives with the Martell to participate in the briefing of the investigators on the scene. Blackheart takes the character aside and instructs him to keep a watchful eye on the investigation as the Cynarian side is not to be fully trusted and information is likely to be withheld. The investigator is ordered to report to Thunderbolt on a daily basis or as soon as important information is discovered. The scene should include military customs. Also the meeting should form a picture of the already lying leader of the protectorate troops and their aides.

4.2 Briefing at Cynarian

The Cynarian Chief Investigator is first briefed by Eric Vandermool, Colonel Scholz and Dr. Petrova in a conference room of the Cynarian Section on Armageddon. The character is brought into the rooms by Vandermool's secretary Henry Longdale. Vandermool's office is very spacious, simple and cool but exquisitely furnished. Vandermool will conduct the interview from his desk. Vandermool is clearly dominant in the conversation and completely confident. Scholz and Dr. Petrova are known to be competent and single-mindedly efficient. Scholz is an experienced military man.

The investigator learns about the sabotage at the HeM05 mine three days ago, the accident at the HeM03 mine two weeks ago, and the malfunction of the tugboat island three weeks ago. Only the incident at the HeM05 mine is already classified as an assassination. However, it is speculated that other incidents are assassinations as well. The USI as a potential mastermind is directly addressed. Vandermool is openly concerned and stresses that further incidents would not be tolerable. The investigator is asked to then report to Protector Avenger as the official investigator of the Cynarian Corporation. He is to keep Scholz informed of the status of the investigation at all times. The investigator's contact person is thus Scholz or Henry Longdale for direct contact with Vandermool. During the investigation, Cynarian investigators are in the service of Cynarian internal security. All findings are subject to secrecy.

The second investigator is already on the premises but keeps a low profile. The presence of the second investigator can take place e.g. only at the end of the explanations of the circumstances to show that he was already briefed and potentially possesses knowledge which is not accessible to the chief investigator.

is to be made. Notes

How familiar the Cynarian leadership is with the protectorate is not known to the investigators. The exact circumstances that led to the settlement of the Jovian system are also unknown.

Detailed questions are inappropriate for this interview. Vandermool asks the investigators to turn to Henry Longdale in confidence regarding questions, daily reports. Henry Longdale is the direct contact person for the Cynarian investigators, but will not make any decisions himself. Vandermool is not forced to provide any information.

4.3 Briefing at the Protectorate

The Protectorate's chief investigator is briefed by Protector Avenger and his deputy Artisan and bodyguard Hato in the Protectorate's conference rooms on Armageddon. The atmosphere is friendly. The investigator learns about the incidents on Mines HeM03 and HeM05 and the explosion during the cultivation of the habitats. The HeM03 mine accident and the habitat accident are still considered accidents at this time. The Chief Investigator is asked to report findings gained to Avenger Deputy Artisan and classified.

Avenger explains that the investigation has been coordinated with Vandermool and Blackheart. In confidence, Avenger asks his investigator to take the Cynarian Corporation representatives with a grain of salt; after all, Cynarian is still a corporation with its own agenda. Avenger then introduces the Cynarian Corporation investigators. The Cynarian Corporation investigators are called in for this.

After finishing the conversation with the Protector, the Protectorate investigator is called by Blackheart via ComLink and told to report to the command post on Armageddon alone. When the investigator arrives, Blackheart is discussing mission plans with two other Omegas and another person at the elevated "card table." After about a minute, she turns rather casually over her back to the investigator. She asks about his assignment and his approach. Then she turns to him directly and explains to him in no uncertain terms that the events are endangering the security of the protectorate and must therefore be assessed as attacks on the protectorate, which must be countered by military means. For this reason, the Protectorate assigns an additional investigator from the ranks of the Protectorate armed forces to the team of investigators. The additional investigator is the other person at the card table. For Blackheart, this means

the conversation ends and she turns back to her Omegas without saying goodbye.

Notes

The chief investigator should first play the meeting with Avenger alone with the game master. The Cynarian investigator players are not added until the second step. The briefing of the second Protectorate investigator can be done by the Protectorate Chief Investigator informing Blackheart.

Avenger is now a diplomat and head of state, but he is friendly, collegial and openly sociable. His bodyguard Hato is the type of Japanese samurai and keeps unobtrusively in the background.

Blackheart is a legendary commander with a fiery temper. She fights Avenger for control in the Protectorate and imposes her will by any means necessary. The meeting at the command post is meant to be intimidating, but is not overtly hostile.

The investigator from the ranks of the Protectorate forces is beholden to the military and thus to Blackheart. He is ordered to keep Thunderbolt informed and, if necessary, to take action at his own discretion or on behalf of the military leadership, even against the will of the other investigators.

The characters do not learn more detailed information about the individual incidents during the briefing. However, Avenger may tell them to deal with the accident first in the Armageddon expansion.

4.4 The freighter disaster on Armageddon

The most obvious starting point for the characters should be the freighter disaster on Armageddon.

The incident two weeks ago occurred during the addition of a decommissioned freighter to the Armageddon Habitat Ring. The contact person for this is the Alpha Sunny as construction manager with responsibility for the blue sector, construction phase 3. The blue sector includes the living areas of the habitat and is constantly being expanded.

The characters learn from Sunny that the freighter, which was prepared for installation at a distance of 15km, was to be brought into the docking position by means of remote-controlled drones. Apparently one of the drones got out of control and rammed the freighter into the Armageddon Ring. The accident destroyed or severely damaged 12 cargo containers that were to serve as additional quarters, part of the freighter, and 6 existing quarters; part of construction section 3 was damaged.

de exposed to vacuum; two workers died; one of the drone pilots is missing; repair work is still ongoing. Further deaths could be avoided as the areas under construction are widely closed.

In the conversation with Sunny, which is interrupted again and again by other persons, the characters learn that the fitting and docking of the freighter was done by 5 specialists. These specialists had been transferred from the protectorate garrison on Callisto to Armageddon only two weeks before the accident to support the construction work with new technology, drones.

When Sunny talks about the specialists, he only talks about the Cowboy Brigade. The Cowboy Brigade consists of 5 alpha mutants named Stetson, Quickfinger Rod, Joe Rider, Tom Gunslinger and Slingshot. The Cowboy Brigade is described by Summy as a funny bunch who either act like cool cowboys (as known from old holos) or salute with all the tools they have in their hands. Regardless of that, they are very well trained and conscientious technicians.

The Cowboy Brigade was on the way with a war shuttle of the Armageddon Station during the placement of the freighter to remotely control the drones from there. Since the incident, Cowboy Brigade member Slingshot has been missing, much to the troop's dismay. After the search for Slingshot was abandoned, the Cowboy Brigade left Armageddon and returned to Valhalla on Callisto.

Sunny can provide on request the logs of the communication on the shuttle as well as camera recordings from the shuttle and from the station.

From the radio transcripts we learn that Slingshot suddenly slowed down his drone to the maximum just before the freighter docked. Stetson, who tried to talk to him via helmet microphone, did not get an answer at first. Only a minute later Slingshot reported back with a panicked scream and tried to get his drone back under control. He then claimed that his drone had malfunctioned.

To repair the damage, Slingshot left the shuttle a short time later to transfer to the freighter and make the drone operational. In the process, he got out of the recording range of the cameras and could not be found afterwards.

Search and rescue personnel were able to enter and secure the accident area only after the bulk of the debris whirling around had been removed from the area.

range were driven. Notes

The following information may not be disclosed at this time:

Slingshot is one of the assassins taken over by an AI provided by USI. He is one of the two test subjects on whom the new technology is tried out in the field. After transferring to the freighter, Slingshot re-enters Armageddon unseen and initially goes into hiding on the station with the support of Artisan.

4.5 Arrival on Hellgate

When the characters arrive, the HeM05 is docked at the gigantic tug island of Hellgate Station. The tug is a 2 kilometer long and wide spacecraft that can dive into the outer atmospheric regions of Jupiter with massive thrusters to drop off or collect HE-3 mines. The tugboat floats majestically close to the moon Adrastea above the huge surface of Jupiter during the approach to Hellgate. Smallest particles form a veil on the low orbit of 130'000 km above the planet. Hellgate is located completely except for the approach tunnel, emergency and maintenance exits in the core of the moon. The station itself consists of the spaceport, technical facilities, warehouses and rooms and living quarters, pubs, bars and stores. In total, the facility covers about 30 km³. As in all new hastily erected facilities, there are many provisional structures, unfinished corridors, and material standing around in the station.

Arriving at the spaceport, there is a lot of activity, a large ferry is just bringing new miners and picking up employees who want to leave for Callisto. A number are maintained, in a separate area the machines, 8 Valkyrie n of the fighter squadron are accommodated.

At the time of the characters' arrival, mine HeM5 is moored to the tug island and partially dismantled. The mines HeM1 and HeM4 are in use. The crew of the destroyed HeM3 are partly recovering on Callisto and partly ready to return to duty on the other mines.

Arriving at the spaceport, the characters are already awaited by Grace Enders. Grace is part of the local security service of the Cynarion Corporation. For the stay of the characters she is assigned to support the investigators of Henk Arongate, the head of the security service. She is hereby faithfully assisting the characters throughout their stay, can commission research, knows the station with its confusing corridors, and can call for local support. Upon arrival

will inform the investigators that it is a mining colony and therefore the customs can be a bit rougher. For this reason, the security forces wear protective clothing and carry a weapon. Furthermore, the investigators learn that their investigations could possibly be taken up critically, since one thinks the incidents could also be clarified locally.

Notes

Players can use this information to equip themselves appropriately.

4.6 Questioning the HeM5 crew

The 10 rescued miners, like the fighter pilots, are let in on the decompression chamber as soon as possible before the investigators arrive. When the characters arrive at Hellgate, rescued miners will be in the canteen of the fighter squadron. Grace Enders will escort the characters to the canteen. Outside the premises, the characters also meet the well-known pilot instructor José "Torro" Alvarez. Torro is a small wiry spacer with a cheerful nature, but his years as a pilot have taken their toll. Torro, who led the rescue operation, is able to provide some initial insight into what happened. After the conversation with Torro, the characters can turn to the miners. They can first decide whether they want to interview them individually or visit them all directly in the canteen. If the workers are to be interviewed individually, Torro offers to bring Florence to the investigators. After that, Grace can take over and ask the crew of the mine to come out one by one.

The following are the statements of those involved:

Torro: "During a training flight through the upper layers of the atmosphere we received a distress call from the mine HeM05. Since my training squadron with a total of four Valkyries, 3 Rookies and me, were closest to the mine, we dived deeper into the atmosphere and were able to locate the mine after a short time. Since we couldn't rescue the workers with our hunting machines, we only had the possibility to dock at the mine itself. Admittedly, this was a rather daring and risky maneuver for trainees. At this point we had already sunk into a critical atmosphere. With a lot of luck we managed to dock three machines to the mine and to bring the mine with full power to a height that allowed the tug to pull the mine into orbit. A hot ride is all I can tell you."

Florence (commander): "During the first system message that one of the station's carrier balloons was disconnected, Yuri Smirnov, Blackwind, ZDee and I were on the bridge. Greydog was busy in the mining facility. The others, according to their own statements, were in the upper area of the mine. I first instructed ZDee to check the suspension of the carrier balloon outside the mine and sent a call for help to Hellgate Station. A few minutes later, on the bridge, we watched Pitch plummet in her spacesuit as recorded from the outside chambers. About 10 minutes later, the second carrier balloon detached. After an emergency call, I ordered the evacuation. Rendezvous point was the rescue shuttle. I got feedback from all except ZDee. On the way to the shuttle we collected Salvador in front of his quarters. He was just finishing dressing. At the rescue shuttle, the bridge crew met Isabell and Fernandez. The rescue shuttle would not launch. The launch sequence was blocked by a manipulation. Therefore, we had no choice but to go to the decompression chamber and hope for rescue. At the chamber Greydog and Hanibal met us. Hanibal had tried to prevent the manipulation of the balloons by controlling the system. ZDee had not returned from his away mission."

Yuri Smirnov, Blackwind: The bridge crew confirms Florence's statement.

Salvador: "I was in my quarters when the call came for evacuation. The bridge crew came by my quarters shortly after and took me away."

Greydog: "I was busy at the refinery doing maintenance on the outside at the bottom of the refinery. As a result, I didn't manage to meet the others already at the shuttle."

Fernandez Lorend: "I had Isabell busy adjusting her centrifuges for atmospheric mixture analysis at our altitude when the distress call came in."

Isabell Sonderleiten: "Confirms Fernandez's statement. A few days before the assassination, Pitch confided in her that she was investigating another crew member on her own because she believed he was responsible for the HeM03 accident. Her suspicions were aroused when she identified irregularities in the mine's control software and was able to trace them back to the assassin. She therefore embarked on HeM05 to pursue her suspicions and confront the assassin himself. Who she suspected, however, she did not reveal."

Blackwind: "The suspicion of Pitch stems from the fact that she was in the outer area of the mine when she was copying the carrier balloon, which does not correspond to her work area at all. Pitch had asked me to give her temporary access to the controls of the rescue shuttle for maintenance and to install new software. Pitch had been stationed on HeM03 before."

Hanibal: "When the undocking of the first balloon was announced, I immediately started to check the control of the carrier balloons, since the software maintenance was under my and Pitch's control. I was able to discover a manipulation of the control system that probably triggered the uncoupling. When my rescue attempt failed and the third balloon had detached, I made my way to the compression chamber since Florence had already transmitted the manipulation of the shuttle."

During the interrogation, Grace Enders reports to her supervisor, Karl Sandos, and relays the statements of the mine crew to him. Karl Sandos passes this information on to Henk Arongate.

Notes

The miners continue to be affected by the events. Comendant Florence, a Beta, will come to the crew's defense. The statements summarized in this chapter could be embellished emotionally accordingly.

Isabel is already friends with Pitch before the transfer to HeM05 and therefore strongly affected by her death and the suspicion of being the assassin.

Through the statements, the investigators can already determine that Pitch in all likelihood can not be the assassin. The second and especially the third carrier balloon came loose only after her crash.

4.7 The action on HeM05

Five days before the assassination, the mine's crew was replaced with a skeleton crew. The new crew is expected for five days after the assassination and arrives around the same time as the characters. The arrival of the associated ferry can be witnessed by the Characters on the flight deck.

The assassination itself took place chronologically as follows:

1. A few days after arriving at HeM05, Pitch installs monitoring software in the mine control system that blocks tampering.

and informed about manipulation attempts. At this time, Pitch already suspects her colleague Hanibal of having caused the crash of the HeM03 mine by manipulating the software.

2. Pitch incapacitates the shuttle after the mine crew departs to prevent the suspected perpetrator from escaping.
3. On the day of the assassination, Hanibal first tries to cause a malfunction of the plant controls, as on HeM03. Such a manipulation would have led to moderate mine damage and the destruction of a large part of the mine.
4. When the manipulation of the mine control fails due to Pitch's software, Hanibal goes into the outer area with a space suit and undocks carrier balloon 1.
5. Pitch chases Hanibal and confronts him on the outside ballustrade of the mine as he is about to pop the first balloon. A fight ensues. Hanibal throws Pitch into the abyss.
6. During the undocking of the second balloon he is surprised by ZDee, but he can overpower him in a fight and fall into the depths.
7. After undocking carrier balloon three, Hanibal re-enters the mine unseen, removes the spacesuit, and proceeds to the second rendezvous point at the decompression chamber.

4.8 Further research on Hellgate

After the interrogation, the investigators can continue their research on Hell Gate or ask Grace to do so. After the investigators have left the spaceport, the mine crew is taken away by five guardsmen of the liberal security service and brought to the base of the security forces. This transfer was arranged by Henk Arongate personally in consultation with Vandermool's office. The procedure is observed by workers on the space deck, including Drake who has already arrived on Hellgate before the characters to contact Hanibal and who has already established contact with the local workers. After the interrogation, the next steps of the investigators will probably lead them either to the quarters of the mining crew of HeM05 on Hellgate or to investigations on HeM05.

After their interview, investigators should report to their supervisors. If a report is made to Vandermool's office, the investigators will

informed that the miners are being relocated for safety reasons.

The following information can already be obtained directly via inquiries:

- Carrier balons: The carrier balons can only be performed from the outside, directly at the coupling point of the balons. The information can be obtained from Grace Enders or by contacting Dr. Petrova. If Pitch is not the assassin, only Hanibal or Greydog can be considered.
- Greydog: Greydog's story can also be plausibilized via Grace Anders or by asking Dr. Petrova. The paths in the mine from the refinery to the bridge and recreation rooms are several hundred meters long. In addition, Greydog first had to return to the mine from the outside area and take off the spacesuit adapted for the Jupite atmosphere.
- HeM03: Investigations on MeM03 show that apart from Florence, Pitch and Hanibal no crew member is left on Hellgate. On HeM03 a total of 50 workers were employed who fortunately could save themselves with the help of the rescue hatles.
- HeM03 Assassin: Allegedly Lionell Hampton, Ice Diver and Hanibal had tried to stop the assassin Sent from manipulating the Minensoftware. Lionel Hampton and Sent were killed in the process. Since the incident at the mine, Ice Diver is also considered to be a suspect.
- Hanibal: Inquiries about Hanibal's background reveal that Hanibal was hired three quarters of a year ago at the Valhalla spaceport as a software and security engineer.
- Welcome Gala: Asked about a direct contact to Avenger, he reports back that the Protector is currently hard to reach because he is preparing an economic meeting on Valhalla.
- Personal backgrounds: Inquiries into the background of the mine occupation reveal that no conspicuous funds have flowed or that relatives could be put under pressure.

This information should only be accessible after the interview has been completed so that it cannot be included in the interview and thus immediately lead to the clarification of the events.

Inquiries about the tug malfunction 9 weeks ago revealed that a software error had caused damage to two mine support points. The repairs are still ongoing. Fortunately, the tug island can still be used with its three additional docking points. The malfunction was caused by a manipulation executed by Hanibal. At the time of the malfunction, however, he was already in operation on HeM03. Through inquiries in the flight area on Hellgate, the players also learn of the shuttle crash 10 weeks ago. The incident is not classified as an assassination but is mentioned as an example that not all accidents have to be classified as assassinations. The shuttle crash or better collision with a shuttle on the hangar deck was caused by a malfunction of the overtired and with watchkeepers dozed beta Razor. Razor has already been questioned. He is now on Callisto.

The following instructions and information are given to the characters without being asked:

- Chief Investigator Cynarion: The Chief Investigator of the Cynarion Corporation is instructed by Colonel Scholz to send the 2nd investigator alone to the Security Forces base for a second interrogation of the suspect Hanibal.
- Psychonaut: The Psychonaut, the 2nd investigator of the Cynarion Corporation, is personally and urgently instructed by Herny Longdale, the secretary of Vandermool, to subject the suspect to a brain scan.
- Chief Investigator Protectorate: The Chief Investigator of the Protectorate is assigned by Artisan to continue the investigation with the Chief Investigator of the Cynarion in the quarters of the suspects or on HeM05.
- Omega: Since Blackhear doesn't trust Vandarmool's troops, Thunderbold orders Omega to intercept and accompany the security service or to support and follow the activities of the Cynarion Corporation. Since Blackheart is quite angry about the current development, the order is given with a lot of pressure.
- Cowboy Brigade: The Chief Investigator of the Protectorate is informed that the Cowboy Brigade has been detained at the garrison base on Valhalla on the orders of Commander Lockheed.
- Slingshot/Drake: The Chief Investigator of the Protectorate is informed by the administration of the spaceport on Armageddon that shortly after the freighter accident in the station's spaceport, Slingshot was attacked by a

Camera was captured. Presumably in order to be able to set off from there.

-

Notes

After the estimated long past investigations it makes sense to increase the pace of the plot from here on and to give out the information in short cycles and to shorten detailed investigations. Sufficient information is already available with the interviews of the miners and the requested information.

The non-character-assigned redeployment of the mine crew is intended to show the players that their leadership is each pulling their own strings without consultation.

The instructions to send the second Cynarion investigator and the Omega to the security base alone serves to separate the group. For the further course of events on Hellgate, there are greater possibilities to build up more tension in the coming scenes.

4.9 Collision with the Hellgate staff

On their way to the quarters of the HeM05 mine crew or otherwise to the living area of Hellgate Station, the characters and Grace Anders are hemmed in by 7 sinister looking workers with makeshift impact weapons in the form of tools. The workers were incited by Slingshot alias Drake to confront the investigators why the miners were taken away like criminals at their instigation. The players are not aware at this point that the miners were taken away by security. Grace Anders is also not informed.

Notes

The misunderstanding can be easily solved by asking Karl Sandos. An escalation can be avoided by threatening the deployment of station security forces or by threats on the part of the Omega. The mining crew was transferred to the security base on Arongate's instructions.

The incident buys Drake and his aide time for a Hanibal rescue operation.

If there is a riot then the values can be found under personalities on Hellgate.

4.10 Quarters and the HeM05 mine

The quarters of Pitch, Hanibal, Greydog and if necessary the rest of the crew are located in the living area of the station. The quarters are arranged on the sides of long corridors and can be entered through a small door. Since the staff on Hellgate and the mines stay only a few weeks, many of them mainly in the mines, hardly anyone has permanent quarters. Most of them take quarters only for the temporary stay on Hellgate and then give up the quarters for others. Accordingly, the employees carry most of their belongings with them. The quarters consist of my retractable couch, a small table with seats, a locker and a wet room including toilet. Beside this equipment there is a food preparation system and a computer system with holoprojector which is primarily used for communication or as a server for data queries and entertainment.

In Pitch's quarters, there are a few pictures of her with presumably friends on Mars. The computer system is more interesting. You can find a diary with research results and side notes about the events on HeM03 and her decision to follow Hanibal on HeM05. She had probably refrained from a report because she could not imagine that Hanibal had really committed the atrocity and what could have led him to such an act. Hanibal had been a good colleague since the time on HeM03 according to her information.

There are no personal items in the quarters of Hanibal and Greydog.

Investigations on HeM05 can only be done with the assistance of mine personnel. On the mine docked to the tug island some repairs are currently being carried out. The mine itself is an imposing structure that resembles a flattened cone turned upside down with a height of over 500 meters. At the top 20 meters are the living quarters, recreation rooms, the shuttle hangar, the bridge, workplaces, warehouses and technical facilities for the operation of the mine. The part below is the actual conveyor system and tanks for HE-3. Balconies are drawn around the mine at various points to allow workers to more easily operate outdoors. The five girder balconies are suspended around the top of the mine. Currently, the mine continues to have only two of the five girder balconies. Of the three destroyed are currently being fabricated on Nike. For field operations, special heavy space suits are needed that can protect workers from the adversities of Saturn's atmosphere for a short time. For the investigations on the mine, specialists are needed who can examine the plant.

Pitch can explain the manipulations of the mine and software experts can detect the manipulations of the software. At the mine, Pitch's manipulations of the shuttle can be determined beyond doubt, as can the security installed by Pitch for the mine control system and Hanibal's attempt to manipulate it.

4.11 Questioning at the security service

If investigators prefer to meet a psychonaut at the Security Service base on Hellgate, Hanibal can be interrogated there. A psychonaut can give him a brain scan. The base is built similar to a police station. A door leads into an entrance area with a counter separated by a plexsiglass. The security officer on duty greets the investigators and asks what they want. If the characters request an interrogation of the miners, the officer contacts station chief Karl Sandos who personally receives the characters and leads them through the base and to the cells and interrogation rooms.

For an interrogation, the miners can be brought individually into an interrogation room. For an interrogation by a psychonaut, the psychonaut should ask everyone except other investigators to leave the room so he can conduct his "interrogation" in peace. The omega or another of the player characters should remain present to fix Hanibal. The activities of Hanibal at the time of the assassinations on HeM03 and HeM05 are found in the brain in the same form as Hanibal described them. On HeM03, Lionell overpowers Hampton, Ice Diver and he Sent after Hanibal notices Sent manipulating the mine's computer system. A knife attack kills Lionell Hampton, Ice Diver and Hanibel manage to kill Sent but it is already too late to stop the manipulation. On HeM05 we see how Hanibel tries to undo the manipulation of the carrier balon control in vain. The psychonaut soon realizes that the two memories lack any form of emotion and that the memories are too straightforward and lack detail. If he tries to leave the assassin's brain again, he is prevented from doing so by the AI in Hanibal's head. He suddenly finds himself on a green meadow with a blue sky on which only one completely white androgynous person is standing. He is pulled into this person's mind and learns of a deeply interwoven order to manipulate the mining facilities on Jupiter. Shortly after that he perceives a countdown and should try to leave the mind of Hanibal again because otherwise his brain would suffer damage itself.

Notes

The brain scan is described in the rulebook. It can be used similarly to a ma-

trixrun can be performed at Shadowrun.

4.12 The hostage situation

When the characters have finished their research in the base of the Security Service, they are escorted by Karl Sandos back to the entrance room of the base. If possible, the game master should wait for the characters outside the base and those inside the base to exchange information. At this point the connection over the ComNet suddenly fails. Shortly after that the access to the base opens and an object falls into the room. The PAN nets of the people in the room fail. Every character in the station should now make a Constitution roll (Body) to avoid fainting for a short time. The functions in systems of the Omega when on the base become active again faster than in others but lead to a handicap of -4 on all physical rolls. When the entrance to the base entrance area is opened, two armed persons rush into the room and immediately start firing fully automatic railguns. If there is an Omega in the entrance area, he is targeted by Smith Handerson. Another target is Karl Sandos who goes down behind the counter. If no Omega is present, the attackers shoot another security guard, Luke Lengdon, who is hit in the chest and head and falls into a coma. The attackers are Slingshot and Smith Handerson. Both are dressed in combat fatigues, Smith Handerson in a helmet with a visor. In the first exchange of fire, only one Omega should have the option of drawing a weapon or going into close combat with his Handycap remaining in place. During their attack, the attackers should be able to easily incapacitate those caught off guard in the entrance area and then hold them at bay. The attackers collect the electronic shock grenade that disabled the PANs of those present.

While the attackers raid the base to free Hanibal, the characters outside the base have to react to the new situation. First of all, they want to find out where the connection to their fellow soldiers has failed. Grace Anders will first try to contact her direct superior Karl Sandos and then the security chief Henk Arongate. From him she learns that only the com network to the security base is down. He promises to send people to the base, but points out that the investigators are closest to the base. The com network is down within 50 meters of the base.

The base itself is located at a tunnel accessible from two sides. In front of the closed gate lies the badly injured Luke Lengdon, after

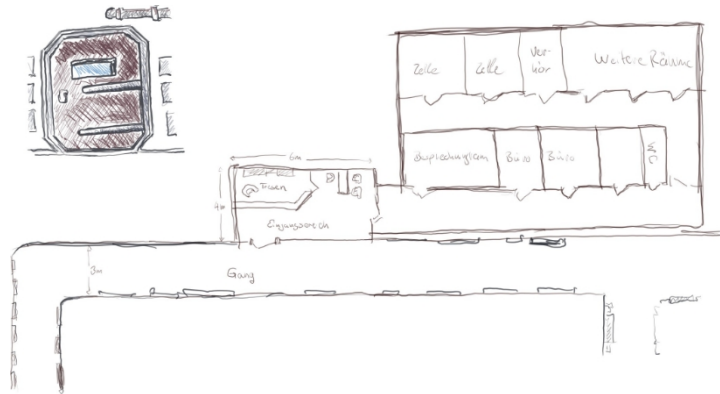


Figure 1: Base security service

still unresponsive. Other people are not recognizable. When the characters don't take action themselves, Grace asks Anders to cover her and stalks her ex-boyfriend to provide first aid. No sounds can be heard coming from the base. No one answers shouts. The door to the base can be opened from the outside. At first glance, the entrance area is empty and the counter is not visible. Bloody drag marks can be seen on the floor. Around the counter there are bullet holes. In this situation, someone has to help the injured Langdon, secure the entrance area of the base and the corridor that can be attacked from both sides.

Previous: Once Henderson and Slingshot have control of the entrance area of the base, they use Karl Sandos' or Luke Lengdon's smart card to open the door to the back rooms, the jail cells, the interrogation room and other offices. The attackers lock the characters and Karl Sandos in a cell with the miners and leave the base with Hanibal, one of the characters and the two women of the mine crew as hostages. They leave behind a jammer in the back of the base that disables the com- net around the base, and a radio.

If the investigators storm the entrance area of the base they can further investigate the entrance area. The counter can be entered with a chip card from Grace Anders. Behind the counter, more traces of blood can be discovered. If you approach the door into the inner areas or try to speak directly to the assassins, you will hear a voice behind the door threatening not to open the door or hostages will die.

The speaker is Slingshot, who tries to give the impression that the kidnappers are in the base as long as possible. Shortly after the characters enter the base, more security personnel arrive, accompanied by two medics. Part of the response team are two Norms and an Alpha. They wear security vests and each carries a bolter. The medics are Norms. Since Hellgate is a Cynarion base, no Omegas, forces of the Protectorate, are available on Hellgate. The squad is led by Luke Dexter who is directly informed about the decay. Meanwhile, he has his people secure the entrance area and the corridors with the support of the investigators and Grace.

In the cellular tract: In the cell tract, the other group of characters is imprisoned together with the miners. People from both camps are missing. It is also not known where the kidnappers are. The characters would now have time to try to free themselves or make themselves known. The cells are intended for rioters and insurgents, so they are not as well secured as a prison cell. Even if the ComNet is paralyzed the door is not to be cracked without suitable tools. You would need a maglock cracker or a tool for short-circuiting the hydraulics. Possibly objects from the room or the pockets of the miners can be used here. A light well would also be a possibility to at least make contact with the outside. The game master should decide how much time is available at this point, depending on the flow of the game.

On the run: During the events at the base, the kidnappers and their hostages are on their way to their shuttle to leave Valhalla. Shortly after leaving the base, the attackers have exchanged their combat gear for bulletproof vests and simple bolters so as not to be easily noticed. Slingshot, Smith Henderson and Hanibal are each armed with a firearm and drive the hostages before them. To disrupt the hostages' PAN systems, the hostage-takers use a short-radius jammer.

Negotiating with the kidnappers: If the entrance area of the base has been secured, the characters can enter into negotiations with the kidnappers together with Luke Dexter or storm the back rooms of the base. If the characters ask for a sign of life from their friends, Slingshot can ask the kidnapped character to say a short word and try to transmit a message.

Notes

The hostage scene is based on a quick scene change between the charac-

The scene changes should always be done in such a way that the players only receive the essential information that is available to their characters. The scene changes should always be done in a way that the players only get the essential information that is available to their characters. I.e. a scene change must take place before the hostage takers leave the base so that none of the players will know what further steps the hostage takers will take.

Slingshot is in contact with Artisan, the Protector's deputy and another assassin, without knowing his identity. On behalf of the USI agents he is collected by Henderson on Armageddon and flies with him to Hellgate before the characters arrive there. He is able to watch Hanibal being taken to the security team's base along with the other miners.

The first attack should be designed to give the attackers the upper hand but not kill any of the characters.

4.13 Showdown on Hellgate

The hijackers have anchored their shuttle on the outside of Adrastea at a maintenance lock near the spaceport. After the characters have found out that the hijackers are no longer there, there are several possibilities to track down the hijackers. The most promising would be to follow the still occurring disturbances in the station's com net. To navigate the base, the hijackers must briefly disable the jammer. This gives the hostages the opportunity to send a short message.

The following scenarios to catch the kidnappers are conceivable:

- Storage complex: In the storage complex of the spaceport there would be the possibility to set an ambush and surprise the kidnappers.
- Maintenance lock: The assassins and their hostages have left Hellgate and are about to enter their shuttle.
- Shuttle Pursuit: If the shuttle has already taken off, the only thing left for the characters to do is to pursue the shuttle and board it in order to free the prisoners.

Maintenance airlock: Hellgate has a number of exits besides the spaceport, which are accessible via tunnels to the surface of the moon. They serve as escape and rescue tunnels or give access to different sensor platforms mostly in the direction of Jupiter. The hijackers' shuttle has moored on a landing platform with its docking clamps. The access area to the landing deck includes two airlocks: One

as an entrance and exit for people, a second one as an entrance for freight containers. A transport gondola travels over 500m to a large intermediate storage facility. A tender-like rail vehicle allows material to be transported from a docked ship to the lock. The way to the landing area is roofed. The gravity on Adrastea is negligible. There is more or less weightlessness. In spite of magnetic boots, people should hook onto handrails.

Shuttle Pursuit: The hijackers try to escape in low orbit to make pursuit difficult. In the vicinity of Jupiter, sensors are of limited use. This in turn allows attackers to attack undetected from behind in the shadow of the fusion engine. The hostages are locked in the shuttle's cargo hold. The Dawn of Day is most suitable for a boarding maneuver. It can dock with the hijackers' shuttle using a docking tunnel. The lock into the ship can either be unlocked with a maglock picker or welded open. Torro Alvarez is ready with his Valkyries to provide flank protection for the investigators and create a diversion by entering into negotiations with the leaders. A Valkyrie can accommodate a pilot and a second person.

Hanibal and Slingshot will try to avoid capture at any cost, but the mercenary is not ready to die in this mission. The battle with Hanibal and Slingshot should be

Notes

Note that the three options are staggered from top to bottom in terms of challenge and time required. At the time of the kidnapping, the plot is about one third played. The game master should choose one of the options depending on the duration of the game.

When overpowering the kidnappers, the game master should aim to have both Hanibal and Slingshot killed or so badly injured that they can no longer be interrogated. If Hanibal has not been brain scanned, a psynchonaut should be given a brain scan.

4.14 Hellgate Debriefing

The events on Hellgate are seen by the leadership, Vandermool, Avenger and Blackheart as very critical. All three want to keep the findings secret to avoid panic and to buy time for the investigators before any more assassins are alerted. Furthermore, the events have created a mistrust between Cynarion and the Protectorate that did not exist before. Avenger and especially Blackheart fear a covert operation.

of the Cynarion cooperation. Vandermool is agitated that what is happening is triggering just such a reaction.

Shortly after defeating the hijackers, Vandermool, Avenger and Blackheart invite the investigators to a secret virtual meeting in a hermetically shielded room at Valhalla Station. The investigators can report again in all details about the events. The further investigations must be continued under strictest secrecy. The findings of the brain manipulation point to manipulated cybernetic modules that were used on Callisto. For this reason, the characters are asked to continue their research there.

At the instigation of Vandermool, the corpses or injured assassins are immediately transported to Nike Station for closer examination. Blackheart arranges for members of the mutant nation to attend the investigations.

Notes

The briefing on Hellgate is the first opportunity in the plot where Vandermool, Avenger and Blackheart appear together. In this conversation, the game master should convey Vandermool's dominant demeanor and Blackheart's distrust of Vandermool.

In order to convey the several millions of kilometers between the different locations of the mission, the game master should intersperse the transmission time of several seconds into the dialogues.

The meeting is basically to orient the players towards Valhalla and to finish the post hordes on Valhalla.

4.15 In the center of Valhalla

The approach to Valhalla brings the investigators immediately to the center of the city, the spaceport. In orbit above Valhalla, large freighters are in position. Shuttles and ferries run between Callisto the large ships and other destinations in the Jovian system. Upon arrival at the space port a hundred meters below the icy surface of the moon, there is a corresponding bustle of activity. The Dawn of Day is routinely assigned a docking bay. The investigators do not have to expect great formalities. They are already announced. For Valhalla, as well as for almost all settlements and stations in the solar system, an artificial day and night cycle has been established by suitable light conditions. For the spaceport such a cycle does not apply. The spaceport is busy day and night.

4.16 At the garrison base

A first point of contact for the characters would probably be the garrison base of the Protectorate. The commander-in-chief of the base is Omega Commander Lockheed, who has already been informed about the arrival of the investigators. After the investigation of the freighter accident on Armageddon, he had the cowboy brigade arrested and has been holding them in custody ever since. The commander is informed about the events on Hellgate and offers his help to the investigators. He can make his adjunct Firedon available to the investigators for investigations around the spaceport, the garrison, the headquarters and Rosenfurth. To questions about the cowboy brigade, Lockheed can explain that in preparation for the use of the new drones and other technical equipment used on Armageddon, the entire cowboy brigade was equipped with new talent chips 1.5 months ago at Rondra Hospital. The cost was covered by the garrison. The cowboy brigade has been employed at the spaceport for four months for maintenance work on ships and equipment of the garrison. Even after her transfer to the garrison, Sonja Frost is her personnel supervisor.

Notes

Information obtained: Contact Firedon. Cowboy brigade working at the garrison in the space port for four months. Deploying talent chips at Rondra Clinic 1.5 months ago. Contact Sonja Frost.

4.17 Cowboy Brigade Preliminary Investigation

If the characters believe that other members of the Cowboy Brigade have also undergone brain manipulation, they can have Firedon examine one of the four at a clinic, Rondra Hospital or the Alexandr Clinic. Rondra Hospital, as the largest hospital in Valhalla, performs all medical procedures for the garrison base. If the characters do not trust Rondra Hospital, Firedon suggests Alexandr Clinic. The doctor in charge, Dr. Spinner, is puzzled as to why they would turn to his clinic and not to Rondra Hospital, but he is willing to perform an examination. During the non-invasive examinations by a clinic no manipulations can be determined. The installed technical units appear inconspicuous. However, if the characters have not received any further information from Nike, it is not clear what the doctor should look for. Even with further information, no abnormalities are found during the examination. The rest of the cowboy brigade is also clean.

Notes

Information obtained: A brain scan shows no abnormalities.

4.18 Investigations at Ronda Hospital

Concerning Ronda Hospital the suspicion could arise that the manipulations on the brains of Hanibal and Slingshot were carried out there. At Commander Lockhead's suggestion, an appointment with the hospital director, Prof. Dr. Henry Sanders, would be possible. The clinic director receives the characters in a spacious office. Sanders is a norm in his 50s with a well-groomed appearance, gray milled hair. For questions about the Cowboy Brigade, he refers the charaketer to Brenda Ben whom he also immediately asks to receive the investigators. Brenda Ben is a personable and experienced physician, a member of the practice's leadership team. Routinely, she can request records from Ben Reuthers and refer them to treating physicians and physical therapists. However, she herself has only limited time and is soon called in for an operation. The information from the clinic corresponds to that of Commander Lockhead.

Notes

Information obtained: Contacts Prof. Dr. Henry Sanders, Brenda Ben. No unusual occurrences.

4.19 Feedback from Nike

Two days after arrival, the investigators are contacted by Dr. Wáng Chén. He conducted the examinations on the still unconscious Slingshot and on Hanibal at Nike Station. Wáng Chén was able to detect inactive nanobots in Hanibal's brain. The nanobots connected to the brain's synapses similar to the Comandmodule. In the brain of Slingshot, electrical impulses were measured that could not be assigned to the brain itself or to the command module. The exact function of the nanobots could not be determined yet. But it must be assumed that it is a highly complex distributed system.

Notes

Information gained: The assassins' alteration of consciousness was triggered by nanobots in the brain.

4.20 Sonja Frost

Another point of contact in the center of Hellgate is Sonja Frost. She is the chief officer of the hangar deck of the spaceport. Sonja Frost is accordingly difficult to reach. A call through the base is necessary to

to make an appointment at all. Sonja can be found in her office next to the hangar. The office is filled with technical equipment, holo-projectors and blackboards. There is a flurry of activity going in and out, and Sonja hands out instructions throughout. From Sonja, the investigators learn that the Cowboy Brigade transferred from the Belt to the Jovian system about 1.5 years ago, where they were housed at the spaceport. They were then transferred to the military four months ago. The medical procedure at the Cowboy Brigade was arranged in coordination between Commander Lockhead and her 1.5 months ago and was performed and paid for as expected. Sonja Frost reports that when members of the Cowboy Brigade were employed at the spaceport under the pseudonym "the Magnificent Five." Because of their cheerful, whimsical nature but also because of their reliability, they are known and valued in the hangar decks. They first received the nickname Cowboy Brigade during their employment at the garrison when they began saluting Stetson. After the insertion of talent chips at Rondra Hospital, the five returned to duty after 2 weeks. Slingshot, however, called in sick a few days later and did not return until three weeks, just before the transfer to Armageddon. She can't give any more details on that either. Before the characters leave the office, she remembers that two gentlemen in suits inquired about the Dawn of Day arrivals yesterday. One of them was tall, with a bouncer's stature, very well-groomed with a blond-brush cut. The other was nondescript and had not spoken. Information about the investigators could not be given to the two (original sound "could come from anyone"). Records of the two are not known to her.

Notes

Information gained: Cowboy Brigade aka "the Magnificent Five" for 1.5 years in the Jovian system, operating at the spaceport. Transferred to the garrison 4 months ago. Insertion of talent chip 1.5 months ago. Slingshot called in sick for three weeks. Two suits inquired about Dawn of Day.

The two who inquired about the investigators' ship are Smith-Singer and Frederic Johnson, but it is not possible to find out about the spaceport.

4.21 The cowboy brigade under interrogation

Investigators are able to order Firedon to parade the imprisoned cowboy brigade into an interrogation room. Stetson flops in his seat as the characters enter, with a toothpick in his mouth and a battered Stetson on his head. When the door opens, he moves upright in alarm on his

chair. Quicksilver Rod nervously but virtuously shuffles a deck of playing cards. Joe Rider sits slumped in his chair, scowling. Tom Gunslinger turns his gaze expectantly in the direction of those entering. When the five are questioned together, Stetson is the first to address the characters, asking what they are accused of, what is going on with Slingshot, and when they will be released. The group has obviously not been given any more information about what happened on Hellgate. Stetson and Tom Gunslinger readily give information and affirm that the group has done nothing wrong. They still believe that what happened on Armageddon was an accident. Quicksilver Rod keeps looking at Stetson during a questioning. His fingers seem to take on a life of their own and perform one card trick after another without Rod noticing. Joe Rider takes almost a minute after each question before he answers. The answers are limited only to what is asked and do not contain one unnecessary word. The group reacts to a psychoanalytical examination with a slight panic, none of them having a clue what to expect. However, they let the examination take place without any resistance. The examination confirms that their brains are clean. Asked about the interventions in the Rondra Clinic, they describe that they received new talent chips with subsequent training in the clinic. A question if there had been any complications with Slingshot is denied. However, the investigators learn that Slingshot, unlike the others, is not a trained shuttle and drone pilot but only an excellent ship technician. Slingshot had always dreamed of getting flight training as well. Obviously, after his stay in the Rondra Hospital, he therefore started his own search for a suitable rigging control. Apparently he found what he was looking for shortly before his transfer to Armageddon. After his stay in the Rondra Hospital, he had a rigging control installed, as it seems. He did not want to tell the others how he was able to raise the costs for this. Nor where he had the procedure done and where he stayed afterwards. A few days after his discharge from the Rondra Hospital he started to spend his free time alone. His friends found out from the bartender and owner of the Batcave that he had met a pretty woman. However, when asked about it, he was always very secretive. The cowboy brigade could not get any further information.

Notes

Information gained: Slingshot has had a rigger control system implanted.
Funding unclear. Mystery girlfriend.

This is Carina alias Fleur Soleil which is not known to the cowboy brigade and the bartender in the Batcave.

4.22 Meeting with Smith-Singer (optional)

While the investigators are following up the first clues on Valhalla, one of the characters, preferably an Alpha but not an Omega, receives a message from a Mr. Smith-Singer regarding an exchange of information about the events on Hellgate. The newscaster pretends to be an observer on behalf of the Transnational Corporate Council. When questioned by Cynarion or the Protectorate, the investigators are asked to keep the appointment but not to reveal any relevant information. Whether Smith-Singer is really working on behalf of the Transnational Corporate Council cannot be clearly determined, but it cannot be ruled out. The investigators are to find out what his mission is and what information he has. Smith-Singer suggests going for coffee in the Rosenfurth district. He would like to meet with the investigator alone.

If the investigator comes alone he will find Smith-Singer in the "outside area" of the coffee shop near the entrance. Smith-Singer is tall and has an athletic strong build. His fingers are manicured, his smile flawless. Smith-Singer has a crew cut with white-blond hair. He wears an expensive tailored suit. The holographic business card with authentic Group Council logo identifies him as a Group Council employee. Smith-Singer explains that he was sent to the Jovian system as an observer on behalf of the Corporate Council to follow the development of HE-3 production and to ensure a smooth cooperation of the local corporations. In the course of this he got to know the attitudes and the disturbing realization of a manipulation of the assassins. Smith-Singer does not specify who his source of information is. He asks the Protectorate investigator for his assessment of the significance that the assassins were chosen from the ranks of the mutants and who is suspected to be the mastermind behind the assassinations. When the conversation begins to die down, he says a friendly goodbye, settles the bill, wishes a good day and disappears into the crowd.

With the meeting, Smith-Singer lays the groundwork for intervention by the Corporate Council with USI as the mastermind. In addition, he creates more room for maneuver for himself by placing himself as an employee of the Corporate Council. Furthermore, he is also interested in getting to know the investigators personally in order to be able to assess them better.

Notes

Information gained: Acquaintance with Smith-Singer.

4.23 Batcave

The Batcave is the Cowboy Brigade's regular pub. When asked about the Cowboy Brigade, the landlord, Lenny Kilkenny, confirms that they were regulars at his pub but must have been transferred to Armageddon. Asked about Slingshot and his girlfriend, he confirms that Slingshot visited the Batcave once or twice maybe three weeks ago with a pretty Norm. They had always sat down in a seat in the back. Slingshot always got the drinks from the bar, so Kilkenny didn't have a chance to talk to the woman personally. He noticed a black velvety dress with a hood and of course the long and artful red umbrella-like hair. He cannot contribute anything else about the visitor.

Besides the information about the Cowboy Brigade, Lenny Kilkenny can refer the Characters to guests and acquaintances who can give more information about the sale of cyberware outside the official channels.

Notes

Information obtained: Girlfriend with striking red glowing hair.

The girlfriend is Carina alias Fleur Soleil, but the characters are unable to find out.

4.24 Clinics and corporations on Callisto

Points of contact for further investigation can be local branches of manufacturing companies and distributors as well as clinics that implant cyberware.

All clinics that install unofficial implants on Callisto are located in Valhalla outside Headquarters, Rosenfurth and the spaceport. Soldiers from the garrison will not continue to accompany the investigators during their investigations outside Headquarters, Rosenfurth, and the spaceport. At the edges of Paradise City and Neu Gröning the sphere of influence of the Protectorate ends and one wants to avoid tensions. Upon inquiry, the investigators learn that a large part of Valhalla is ruled by various bands under the auspices of the Luna Syndicate. Outside of the headquarters, Rosenfurth and the spaceport the connection to the com net is sparse. The characters can get a walkie-talkie if they ask for it to reach the base in two. However, the radio does not have reception everywhere, so the group is often left to its own devices.

The clinics in Valhalla must be visited individually. There is no central directory of the clinics. It is necessary to visit the respective clinics on site.

sectors of the city inquiries are made in nightclubs and pubs. A first port of call could be the pusher Henk Brothers to whom Lenny Kilkenny, the bartender of the Bat Cave can refer them. Henk Brother usually stays at the Green Mile, one of the better pubs on the outskirts of Paradise City to Rosenfurth. A significant part of the economy on Valhalla outside the central districts around the spaceport is controlled by the Luna Syndicate. This applies accordingly to racketeers, street docs, and sideline doctors. Doctors will at best give evasive or vague information about in-official treatments without the permission of the Luna Syndicate. The same is true for pushers or other persons who are questioned by the investigators regarding medical interventions or bodyware. The characters will not gain any new knowledge from their own investigations. Slingshot or the Cow-boybrigade is also not known in the establishments visited by the characters. In relation to a woman with striking long red hair, one learns of some dancer with long brown hair and of a singer with striking but blond hair.

The local companies in the headquarters that offer technologies and services in the field of cyberware (see appendix) readily provide information about their products, but refuse to provide information about customers or supply routes, as well as information about their employees. Corporations have a small branch of the corporate council as a consulate for legal matters. The status of the branch is similar to that of an embassy. When asked whether Smith-Singer works for the Corporate Council, he is asked what matter he would like to discuss with them. The offer is made to leave a message. Cynarion also has no better options in this context.

Notes

In order not to drag out the investigators' fruitless inquiries too much, the game master should convey the impression of a wall of silence. As described above, the players should be made to understand that the syndicate is probably going to put the cudgels between their feet.

With the takeover of HE-3 production in the Jovian system by Cynarion, the USI has lost its supremacy in this area and has largely cleared the field. For this reason, USI no longer has official offices around Jupiter. The Consulate of the Corporate Council, however, was financed and run by the USI before the system was abandoned and is accordingly networked with the corporation, thus also providing USI agents with the cover identity as Corporate Council employees.

A rejectionist attitude on the part of corporations is seen by Blackheart as a further

Reason taken to take action against Valhalla.

4.25 Together with the Luna Syndicate

The Luna Syndicate has been closely following the investigators since they left the spaceport and Rosenfurth. By rolling the dice on Investigation, characters realize that the group is being followed over and over again. The pursuers always seem to be different people, ghetto kids, thugs, i.e. shady people who disappear when they feel they have been discovered. After the initial investigation proves unsuccessful, the group could persistently search further, pick up a suspect, grill one of the racketeers or doctors, or seek contact with the syndicate.

Regardless of which option the players choose, sooner or later the investigators are unexpectedly confronted by nine gangsters led by Xi'ao Lóng. Xi'ao Lóng and her gang have been sent by Nemesis to bring the group to him. She, however, will first try to find out as much as possible about the group's level of knowledge. The gangsters except for Xi'ao Lóng hold multiguns in their hands. Xia'ō Lóng takes a step toward the characters without a weapon in her hand. She commands the character standing directly opposite her.

"You ask a lot of questions. What are you doing here?"

In the meantime, the remaining crooks have brought their firearms to bear. Half of them on the Omega. If the investigators react evasively, she will increase the pressure and turn to her comrades-in-arms:

"Is her story credible?" The gang answers in the negative. Quicksilver, their right-hand man, almost puts it into words "pretty garbage."

Xi'ao Lóng will first wait to see what information the group is willing to give. If the omega takes action, she will keep her distance and turn to him. If the characters do not reveal any more information, she will also turn to the omega.

"There is an agreement with the protectorate. In our country, the army has no powers. That's a problem."

Turning to her comrades-in-arms without taking her eyes off Omega:

"Turn it off."

Now everything happens very quickly. The gangsters point their guns at the Omega and fire their weapons. However, they do not shoot penetrating projectiles but shock projectiles. If the player of the Omega reacts immediately, he can try to dodge the projectiles and force one of the attackers into close combat. In this case the other gangsters will

continued to fire on the Omega without regard for their comrade. The attack on the Omega was probably planned and ordered by Nemmessis. Nemessis is forced to help the investigators (see below) but he cannot simply accept an intrusion into his realm.

Xi'ao Lóng puts himself out of reach during the confrontation. The gangsters keep the rest of the group at bay. No matter how the fight turns out, Xiao Lóng will convince the characters that the group will not emerge from another confrontation without casualties. The weapons of the remaining attackers are loaded with live ammunition, she claims. What is important in any case is that Xi'ao Lóng remains in control in the end. If the omega has been eliminated and the gangsters are still outnumbered, Xi'ao Lóng can try one more time to squeeze more information out of the investigators.

Quicksilver speaks up. "A message from Nemessis. He wants us to take it with us."

Xi'ao Lóng expresses surprise. "Well, well. You have won a personal audience with the lord of the city."

Xi'ao Lóng turned to the gangsters, "Pack them up, but nice and easy. We'll leave the Omega there."

Wounded or dead gangsters who cannot move on their own are also left there. The characters are tied up except for Omega, who cannot accompany the group, and put into off-road buggies. Then it's time to go.

Notes

In this and the next scene, it is difficult to give the players degrees of freedom without spoiling the plot or damaging the authenticity of the roles of Xi'ao Lóng and Nemessis. Much depends here on the players' willingness to enter into the drama. The game master should allow the players to communicate but also pressure them to act. If the players' initiative ebbs, Xi'ao Lóng should order the shooting of the Omega. The game master should ask the omega's player what his next action will be, but describe how the gangsters aim at their target and then have him shoot immediately.

The mission of the raid is to bring the characters to Nemessis personally and at the same time to inform the Protectorate that the characters' actions in the territory of the Syndicate cannot be tolerated. What is important in the whole confrontation is that none of the characters are killed and Xi'ao Lóng emerges victorious. Xi'ao Lóng must show her ruthlessness and her role as a leader in this scene. Quicksilver is the joker to end a confrontation and bring it to a success in the sense of the syndicate.

If the omega picks up the weapon, the game master should let him choose whether he wants to shoot with lethal ammunition or with shock ammunition.

4.26 Blackhearts intervention

Parallel to the audience, the Omega has the opportunity to return to the garrison and report what has happened.

Since the beginning of the protectorate, there has been an agreement between the Luna Syndicate and Blackheart that the Syndicate may control Val-halla without military intervention. In return, the Syndicate takes care of the smooth operation of the city. Due to the previous blockade of the Er-middles and the provocation by the attack on the Omega, Blackheart Nemesis threatens with a military intervention on the part of the Protectorate, should Nemesis not fully support the characters and provide for their safety. The Omega thus has again the opportunity to accompany the other investigators after the group's audience with Nemesis.

4.27 Meeting with Nemesis

For a meeting with Nemesis, the investigators are led through a large machine shop that houses the local fusion power plant to the elevated control room. In a spacious office, where several capos and well-armed mercenaries are already present, a tall man in a long black coat stands with his back to the attendants in front of a sprawling desk at which he speaks quietly with another person. The characters are asked to stand a few meters in front of him. After about a minute, the man, who identifies himself as Nemesis, turns to the characters. He leans on his walking stick.

"My name is Nemesis. I'm glad you found your way to me."

Turning to Xi'ao Lóng, "Xi'ao Lóng, were there any difficulties?" Xi'ao Lóng: "None." Nemesis continues, addressing the investigators.

"My time is very limited. Therefore, let's get straight to the point. What research brings you to my city?"

If the characters do not tell everything explains Nemesis:

"That's not quite complete as it is, is it? Please try again a little more precisely."

The characters should try to convince Nemesis that the security of the Jovian system is threatened by the incidents and that military intervention on the part of the protectorate dispute may be necessary.

forces threaten. Nemesis suggests that the investigators visit the Blackhole Club and puts Xi`ao Lóng at their side.

After the audience is over, Xi`ao Lóng leads the group to the lobby of the Suunshine Hotel. On the way there, their shackles are removed. Several of the duke's employees are already in the room, as is an older man in a doctor's coat. Xia`o Lóng tells the doctor, who introduces himself as Dr. Lǐ Lǐ, to treat any wounds.

Notes

Information obtained: Contact Nemesis and Xi`ao Lóng.

From this scene on, Xi`ao Lóng is the group's companion in her own interest, replacing the aide Firedon. Xi`ao Lóng aims to obtain Naratova's research results and destroy all further information on the AIs.

Accompanied by other gangsters, Xi`ao Lóng acts as leader and distributes tasks, but also supports her subordinates as far as possible and reasonable. When supporting the group, however, she is usually alone in the game and operates autonomously. Due to her outstanding fighting skills, she can easily be deployed in all dangerous situations.

4.28 At the Blackhole Club

The Blackhole Club is a members-only or invited guests-only club. Only selected people will ever see the club from the outside or the inside. The club is somewhat hidden in the heart of Paradise City. In some circles the club has the reputation of being able to get anything except girls who are already on the club's payroll. Since the club is under the protection of the Luna Syndicate, access and escort by Xi`ao Lóng is no problem. A wild mixture of businessmen and half-silent gangsters in suits queues up in front of the entrance protected by the Steelhammer door. Weapons must be handed in at the entrance. Xi`ao Lóng is already known in the club and, after entering, sits down with a group of obvious admirers.

When the investigators sit down at the bar, they are first approached by the bartender Rosen after ordering a drink and asked what they are looking for, BTL, Teschnische Bauteile, weapons. When they ask for Slingshot or Hanibal the barman will give a look to someone in the audience, it is not clear who. A short time later, preferably when the group has split up, Carina will sit down with the last person left at the bar and order a drink.

"You guys are looking for a slingshot? Maybe I've seen someone like that before

hit. What did he do?"

When she learns that Slingshot was killed and that something was wrong with his headware or that he was even involved in an assassination, she reacts affected but then quickly gets herself under control again and asks the character to follow her to chat undisturbed. She leads him into an area with separees to learn more. Before the investigator can tell him more, however, another guest comes and sits down at the table next to Carina without being asked. He orders a drink and flirts with the waitress, then tells Cariana that he needs to talk to her. Meanwhile, Carina will try to let the conversation with the investigator drift into irrelevant topics. Carina will not mention the name of the new guest, nor will he introduce himself. As if by chance, she nestles closer to the character and puts a hand on his thigh. At the same time, she slides him a small card. After that, she says goodbye and regrets that she can't help him any further and that she has something to discuss with the new guest.

The agent Dan Ringdaz is instructed by Smith-Singer to end the working relationship with Carina and to forget any information about it. Dan Ringdaz together with Frederic Johnson had established the contact to Slingshot and Hanibal via Cariana. Both of them work for Smith-Singer only on demand and do not know the actual background of operation P9.

The inspection of the business card should be done outside the Blackhole Club if possible. At first glance, the business card shows only a holographic image of Carinas in lascivious movements. The hologram is signed with the name Fleur Soleil. If the image is held in the hand longer, a Comlink number appears. If the number is contacted oh- ne suppressing the own number by message comes as a reply "Ice Club tonight. Send a friend, keyword Solar Eclipse, alone".

Notes

Information obtained: Contact Cariana, aka Fleur Soleil and her vi- sitenkarte.

Daze Patch: Stun W6+5, unconsciousness from $\geq 1/2$ HP

4.29 Background movements

Leaving the Blackhole Club, Xi`ao Lóng separates from the investigators and provides them with Quicksilver for a safe return to the Sunshine. Xi`ao Lóng pursues Carina, whom she already knows, as she leaves the

Clubs. On the way home, Dan Ringdaz and two street thugs try to take Carina under their control. Xi'ao Lóng comes to her rescue and kills all three attackers. Afterwards, she interrogates Carina and learns that the assassins were given AIs at the Cyberbrain research facility. She also learns that Prof. Dr. Sanders performed the medical interventions. Since she has no way to infiltrate Cyberbrain, she suggests that Carina meet with the investigators and ask for protection from the Luna Syndicate. Using her abilities as a psychonaut, she erases from Carina's mind the meeting with her and Prof. Dr. Sanders' involvement with P9. Prof. Dr. Sanders wants to interrogate her himself in front of the characters.

Upon arriving at the Sunshine Hotel, the characters are taken directly to a meeting with Nemesis in his suite at the hotel. The suite in the hotel is also kept rather minimalist. Unnecessary furniture has been removed. Technical devices fill the room. Nemesis opens to the characters that Blackheart has dispatched the fleet carrier Donar, under the command of Lord Commander Steeler, with escort ships into orbit over Valhalla and has commanded the cruiser Pendragon to Armageddon. Nemesis fears an invasion of Valhalla by Blackheart.

If the characters try to make contact with their commanders, the Luna Syndicate can help out and establish a connection. If the characters do not initiate contact themselves, they will be informed by Quicksilver that both Cynarion and Blackheart wish to contact the characters.

Before the characters leave for the Ice Club, the Cyberion investigator is contacted by Vandermool if he does not deliver a report himself. Vandermool expresses concern about the Protectorate's fleet activities. Vandermool announces that on the day after next a delegation from Earth and Mars, represented by Luc Duval at the request of the Federate Europe and the Shigano-Combinat represented by Sarana, is expected on Valhalla. During the visit they intend to discuss the establishment of trade relations. The Protectorate delegates will also want to negotiate about mutants left behind on Earth. The meeting of this kind is the first since the founding of the Protectorate and therefore of utmost importance. A military intervention of the Protectorate could have serious consequences as well as further assassinations. He therefore considers the Protectorate's fleet movements to be questionable. Vandermool demands a detailed report and is surprised about the cooperation with the Luna Syndicate. He reveals that there is obviously an agreement between the Protectorate and the Luna Syndicate about the administration of Valhalla.

If the investigators try to contact Artisan or Avenger, this will fail.

missing. Both are already on their way to Valhalla. However, a contact with Blackheart is made. The poor quality video shows her sitting in full battle gear on the commander's chair of a warship. She appears agitated. Blackheart is expecting a military-style progress report and curses when she learns that no significant new findings have been made. She asks the investigator about the welcome gala and is surprised that the investigators have not yet been informed by Avenger. She then explains to her investigator that along with the delegation from Jupiter and Earth, two other warships are also about to enter the Jovian system. She explains:

"The two ships are, as can be seen from the engine signatures, two Guardian class battle cruisers. The superstructures are different from those used during the battles for Aegis Station, but the plasma flare of the engines is unmistakable. I hope you know what that means. The arrival of two of these AI ships is tantamount to a declaration of war!"

Blackheart explains in a toneless voice.

"Shortly before arriving on Kalisto, one of the two battlecruisers separated from the delegation's ships. Its new destination is not yet clear. Keep a low profile and clear the hell up how this all plays into the assassinations. Avenger has offered to declare a state of emergency in order not to disturb the negotiations. No matter how Avenger sees it, the forces are on high alert and we are prepared for war. This is the last calm before the storm. Stay away from the spaceport and garrison or the corporate police will get their hands on you. Give me a report immediately if there is anything new! Dismissed!"

While the characters are overwhelmed by this new flood of information, Xi'ao Lóng makes her way to Prof. Dr. Sanders in his private residence. She raids his quarters, knocks him out and connects to his data jack. In the process, she learns of the location of the Cyberbrain facility in the Zone, the Shadow Clinic where she was infected by the AI and removed from Máilin the AIs' bond with the USI. During the deep scan that was performed, Prof. Dr. Sanders dies. She learns about the current developments in orbit and about the political meeting with Earth and Mars from Sanders after her return.

Notes

Information obtained: Political meeting with European Federation and Shigano Combine the day after next. Arrival of AI controlled Guardian battle cruisers.

4.30 At the Ice Club

The Ice Club is a nightclub and brothel that, along with the Blackhole Club, is also controlled by the Luna Syndicate but has extensive autonomy. The brothel belongs to one Sanja Ice. By the invitation of Fleur Soleil, the investigator who received the business card is allowed to enter. Other investigators can gain access to the nightclub through Xi'ao Lóng if they wish. No weapons are allowed in the club. Evening dress is required for entry. However, the nightclub can provide these. The entrance area has entrances into an extended dressing room, the club room, and upper rooms. The walls of the clubroom are made of preserved ice that is richly decorated and ends in a curved ceiling. Opposite the stage is the bar. In front of it are small tables with chairs arranged around a catwalk. In the back are separees. Hidden, artfully embedded in the ice, a staircase leads upstairs to individual rooms and downstairs to a sauna area.

When the characters enter the brothel, Carina as Fleur Soleil stands straight on the stage and delights the guests with her singing. During her performance she is dressed in a skin-tight white dress that is almost transparent except for the sequin embroidery. She wears platinum blonde hair with shining crystals woven into it. During the performance, the characters have enough time to inspect the clubroom and discuss their further actions.

Carina asks the character she spoke to in the Blackhole Club to accompany her to her room by a hidden gesture. She puts off other guests until later or another time. Cariana tells the investigators that she has been hired by two men to look for people interested in cyberware. The character has already met one of these men at the Blackhole when he sat down at her table. Before revealing any more information, she explains to the character that she was followed and attacked by the men and therefore has to fear for her life. Since their meeting at the Blackhole Club, she has been holed up in the Ice Club. For this reason, she asks the character to bring her safely to the Luna Syndicate headquarters immediately. If the character agrees, she dresses in street clothes and gets ready to go out. She will not reveal any more information until she feels safe in the syndicate's rooms.

When leaving the club, Cariana, accompanied by the group, is attacked. When they are escorted by members of the syndicate, their transport vehicle is hit by a grenade near the club. The attackers are led by Frederic Johnson. Frederic Johnson accompanied by Lazor and Flinn are supported by two other thugs. The attackers are armed with multiguns. Xi'ao Lóng will assist the investigators the

fend off attackers.

When Carina was brought to safety in the Sunshine Hotel, she tells us that she knows the man who approached her in the Blackhole Club in the presence of the characters by the name of Dan Ringdaz. His partner was one of the people (Frederic Johnson) who had attacked her when she left the Ice Club. At the Blackhole Club, she put Dan Ringdaz and his partner in touch with Hanibal and Slingshot. At one of the meetings, she happened to pick up Cyberbrain as the name of the research facility where Slingshot and Hanibal were to be fitted with new cyberware. After the interventions, she never saw Hanibal and Slingshot again.

If Frederic Johnson can be captured, it can be found out that he is working on behalf of a third party whose name he does not want to reveal. Together with Dan Ringdaz he had the order to contact interested parties for cyberware, to clarify conditions and to arrange a meeting at the spaceport where they were picked up by their client and other persons. If Frederic Johnson is brain scanned, he will try to fight off the invading psychonaut with his own psychonautic abilities with false memories without revealing his abilities. If the player succeeds in the psychonautical attack he can learn the name Smith-Singer. He also learns that the brain manipulation was done at the Cyberbrain facility in the Zone. He also learns that the agents are working on behalf of the USI.

You can find out where the Cyberbrain research facility is by contacting Cynarion. Cyberbrain is one of a number of small research facilities in the zone whose tasks are under lock and key and are not known to Cynarion.

Notes

Information Obtained: Cyberbrain Research Facility. Dan Ringdaz, if applicable Frederic Johnson, Smith-Singer, and the names of other USI agents.

4.31 Cyberbrain infiltration

Cyberbrain is a small research facility in the Zone. The research focus is unknown. Cyberbrain is operated by Synthology Inc. which in turn develops surgical instruments in the field of transplant surgery on Mars. The relevant information can be provided by Vandermool's office. The following information is not available: Synthology is a shell company of USI, but this is not known.

is not traceable. Cyberbrain is the long arm of Operation P9 on Callisto.

The zone is a well-secured area on Callisto near Valhalla buried in the ice. The zone houses the corporations' ventures with high security ratings or unofficial corporate facilities. The zone is divided into two levels. On both levels, corridors run between the corporations' buildings. Below the corridors on the upper level there are maintenance corridors for the technical connection of the buildings in the zone. Regular access to the zone is provided by a small spaceport attached to the zone, which can be approached by shuttles and buggies. The technical operation and maintenance of the zone is operated by the company Dockbunner. The security personnel is provided by TransSec. Another little-known access are the tunnels through which the zone is supplied with electricity from the power plant in Valhalla. These tunnels end in the maintenance corridors between the two levels.

The Goal In the current situation, haste is required. An uncovering of the perpetrators and the background must take place before the arrival of the delegations from Earth and Mars the next day. Vandermool's prime directive is to gather evidence that the assassinations were initiated by an outside organization. Furthermore all assassins are to be identified and the technologies of the Cyberbrain are to be secured. Combat operations in the zone must be avoided as far as possible. For Blackheart the identification and elimination of further assassins is the highest priority. All means to this end are legitimized.

Access When infiltrating the Cyberbrain research facility, the game master should give the players freedom of action. At the same time he can help the players as far as necessary. The zone can be officially entered via the spaceport. Another access possibility are the maintenance tunnels of the energy supply of the zone.

The Space Port When accessing via the space port, characters could replace TransSec or Dockbunner employees or fake a delivery of goods with support from Cynarion or the Luna Syndicate. However, there is not much time for preparation. Thus, the deception is not seamless and therefore risky. Omega warriors or heavy weapons and armor must be very well argued. To prevent tracing the operation back to Cynarion, Cynarion will not give official permission to enter the zone. Entering the Zone via the space port will in any case bring Smith-Singer on the scene. The characters are known to Smith-Singer and he will inform the security forces of a possible attack on corporate property.

The maintenance tunnel The Luna Syndicate operates the energy power plant on

Valhalla and thus also the power supply to the zone. The maintenance tunnels to the zone are therefore also the responsibility of the Luna Syndicate. If Xia`o Lóng or Nemesis is involved in the planning of the infiltration, they will open this access possibility for the characters. Nemesis will also offer to cause a power outage for a short time upon request. Xi`ao Lóng will be available as a guide through the tunnels to the zone and will accompany the characters with the technician Roberto Martinez.

Communication Due to the high security requirements, the communication of the zone is isolated from the outside. The zone has i t s own com- net which is isolated from other networks outside the zone via the spaceport and firewalls there. Access to the zone's com-net is only possible for employees of the companies in the zone and for official guests. Individual companies operate their own VPNs to their branches outside the zone. In addition to the regular ComNet within the zone, TranSec has its own security network running through the zone. The backbone infrastructure of the ComNet is located in the maintenance corridors between the two levels. Physical access is possible there and simplifies a hacker attack. In addition to the ComNet, the power supply itself has a primitive narrowband communications network that can be used to communicate with the Luna Syndicate. Access is possible via all power connections.

Site plan The zone is divided into color-coded areas for orientation. The aisle segments between the buildings are also numbered horizontally and vertically, so that each aisle segment can be clearly identified by a color code and two digits. A map of the zone on which many of the businesses are named can be obtained through Cynari- on. The aisle segments are separated from each other by security bulkheads and video monitored by cameras and drones. Access to the maintenance tunnels between levels is possible from the upper level via maglock-secured hatches. The corridors of the zone are patrolled by TransSec employees. Since the buildings of the companies are designed autonomously and there are no shared premises, people rarely move through the corridors.

Support For the raid into the zone, the characters can rely on unofficial mercenaries provided by Cynarion or on soldiers of the Protectorate. Xi`ao Lóng or other members of the Luna Syndicate will not accompany the characters. Mercenaries will, unless otherwise acted out by the characters, perceive the Cynarion chief investigator as a mis- holder but will adhere to the characters' chain of command. Protectorate soldiers will only recognize the Blackheart-appointed investigator as commander and, if he is unavailable, the Protectorate's chief investigator as leader. The other two are in er-

ster line to protect civilians.

Xi'ao Lóng Regardless of the characters' plans, Xi'ao Lóng will enter the maintenance corridors separately from the characters and plug into the zone's security network near the Cyberbrain building. With her superior abilities as an AI, she can overcome the security systems of the networks, monitor the characters, and intervene if necessary. She can also trigger an incident via the com- net. She is equipped with a light ver- sion of a battle armor suit with a built-in railgun. She carries a heavy fully automatic multigun, shock and fragmentation gra- nates. For quick access, she has a plasma welding torch at her disposal. She will communicate with the Chrarakteren as far as possible over the net of the power supply in order not to expose herself further.

The Cyberbrain facility is a small facility on the upper level near the space port. Cyberbrain comprises two floors. On the lower level are the entrance area, a central large research lab, with attached lounge, the operating room, storage and tech rooms. On the upper level there are offices, a bathroom and a sleeping area with bunk beds. Cybewrbrain has three entrances: one entrance leads into the foyer. The foyer has a fiberglass door that is opaque when not in use. The storeroom and the somewhat smaller storeroom of the infirmary each have their own roll-up door. An airlock leads to the operating room.

To enter the facility, the characters can try to trick the staff into letting them in. If this does not work, the locks can also be opened with a lockpick or brute force. Alternatively, the intervention group can try to gain entry via the maintenance corridors underneath the facility.

The staff At the time of the attack, Dr. Dan Leiten, Máilin, Gaius Ross and Francis McDonald are in the facility, having returned unplanned to collect equipment left behind by Neurointelligence. When the infiltration group arrives, they are in the process of gathering the last of the equipment. The data of operation P9 has already been deleted at this point and only exists in the heads of the employees. Since the facility consists of several rooms, the group will probably split up during the search. Dan Leitner, in Cleanroom attire, is in the Cleanroom in the center of the main room. Francis McDonald is in an office on the first stoch. Gaius Ross is working in the Sickbay storage room. Máilin is in the server room and hides between the server cabinets when she hears noises.

Gathering of information Will the staff be informed by the members

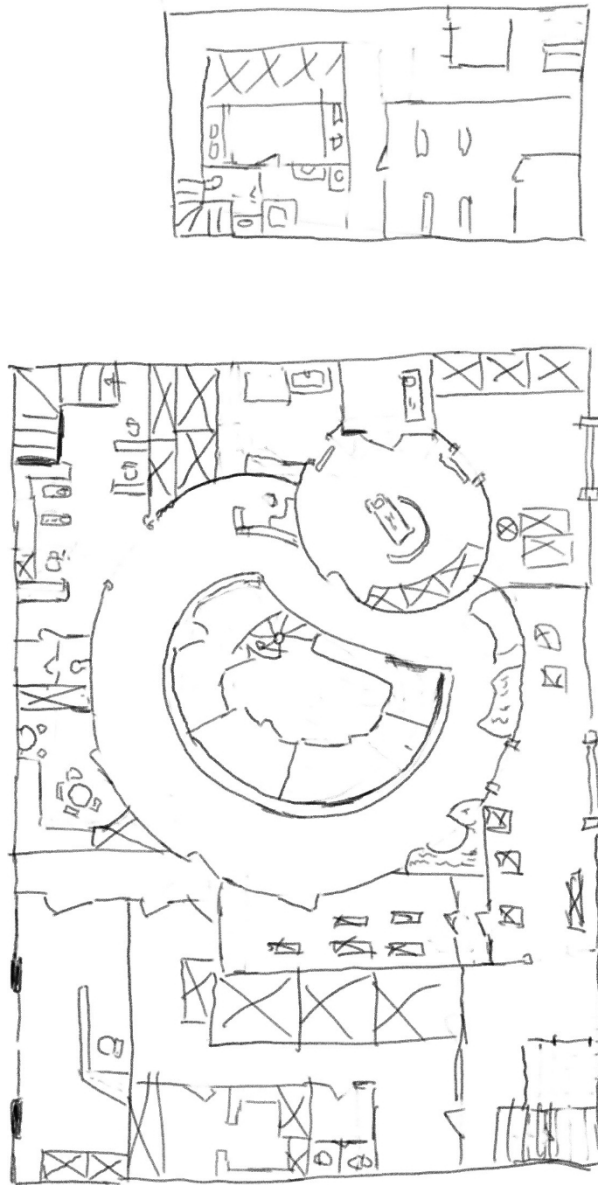


Figure 2: Cyberbrain

of the infiltration team, they will reveal that all information about the company is no longer available at the research facility. Almost all items have also already been removed. The facility is being abandoned as the research is completed. The investigators can now try to intimidate and interrogate the members of the fResearch facility. A psychonaut can be of good service in this. When interrogated, the staff will initially refuse to release any information because they are hoping for support from task forces. During the interrogation by the characters, Francis McDonald will try to trigger a silent alarm and call the corporate security on the scene. Alternatively to an on-site interrogation, the investigators can try to get one or all of the employees out of the zone.

The following information can be obtained from the facility staff:

- Dan Leitner, Máilin: All assassins received neural coupling from Neuro Intelligence.
- Dan Leitner, Dr. Gaius Ross, Máilin: All procedures were performed by Prof. Dr. Sanders.
- Dr. Gaius Ross, Francis McDonald, Máilin: The assassins Hanibal and Slingshot were the first subjects to be treated at the Cyberbrain research facility itself.
- Dr. Gaius Ross, Máilin: Artisan also underwent surgery at the Cyberbrain Research Facility.
- Dr. Dan Leitner, Dr. Gaius Ross, Máilin: Further interventions were performed. However, all subsequent procedures were performed directly at Rondra Hospital by Prof. Dr. Sanders. The names of the AI infected persons are not known.

The security During the interrogation, the omegas or mercenaries that are prepared to assist will secure the facility and mine the entrances, but they will do so in consultation with the character they consider their superior. An omega manipulated with an AI will not activate the mine at the door he is responsible for. Instead, he leaves remotely detonatable grenades in several places in the building.

Xi`ao Lóng's surveillance Since Xi`ao Lóng expects Máilin to be apprehended, she will keep the facility under video surveillance so that she can intervene at any time. If necessary, she will enter the research station via the maintenance corridors using the plasma torch.

It's getting hot While the characters are trying to gather information, the situation is coming to a head.

Smidth-Singer Smith-Singer who is informed by the events in the Blackhole and in the Ice Club waits for the next step of the Investigation. If the infiltrators have entered the facility through the spaceport of the zone, the corporate guards are directly informed by Smith-Singer that Cyberbrain is suspected of being under attack. If the Luna Syndicate has created a temporary power outage, the security forces first try to determine the origin and effects. The characters then have more time. Sooner or later, the corporate guards will try to break into the Cyberbrain facility. Smith-Singer will push to resolve the situation by force, among other things to give the battleship waiting in orbit a reason to send ground troops and escalate the situation with the Protectorate and Cy-narion on one side and the Corporate Council with its warships on the other.

Arrival of the corporate guards The corporate guards arrive at the earliest point after the initial interrogations of the Neurointelligence employees and surround the building. Over the power supply network, Xi'ao Lóng informs the infiltration group that they have a visitor. Shortly thereafter, the mercenaries return from securing the building. The guardsmen ask the infiltration group to leave the building and surrender.

The Assassin When the characters are accompanied by an Omega squad, Thunder the Assassin goes into action. He ignites the grenades he scattered in the building and immediately fires his multigun at Stormball from behind to take him out. He then takes cover.

The building is stormed In the event of an attack by the Omega, Smidth-Singer's security detail is ordered to storm the building immediately. If there is no assassin in the building, the game master may first initiate a negotiation with the hostage takers in the building. In any case, the guardsmen will sooner or later begin to unlock the doors. The booby traps on the doors will disable some of the security detail. Xi'ao Lóng informs the infiltration group of the security squad's approach. After they have entered the building, the security squad that tries to enter through a gate that is not secured by a trap is taken out from behind by Xia'ao Lóng in case of doubt. Xi'ao Lóng will only enter the scene if none of the characters can see her. If the characters encounter the corpses, this can naturally raise questions. If the infiltrations do not counterattack or find a way to get into the maintenance tunnels, a two-man group of guardsmen led by Smidth-Singer will try to storm the building. They will use

Shock and smoke grenades in.

Escape The characters have several ways to escape:

Through the floor The characters can try to entrench themselves in the building and burn their way through the floor into the maintenance shafts.

On the second floor If the characters are entrenched on the second floor, they can try to burn their way through the wall.

The rear exit The guardsmen who were not killed at the first arrival only try to enter via the foyer. In the rear area all attackers are dead.

The guardsmen will try to follow the infiltration group even if they have already retreated into the maintenance shafts. They will try to follow the group along the paths between the buildings on the upper level. The guardsmen will not pursue the characters outside the zone.

Máilin If Máilin is not taken out of the building by the characters themselves, Xi`ao Lóng will take her out of the building. In any case, Máilin will succeed in escaping from the building.

Notes

Information gained: Artisan is one of the assassins and thus Avenger and the whole Protectorate is in highest danger. More people have been given AIs in the Rondra Hospital. The nanobots, also called neurocouplings, come from the company Neuro Intelligence.

4.32 Decision time

If the characters manage to escape, they will probably leave the zone on the Luna Syndicate's premises and seek shelter there first.

The Media When the characters leave the maintenance tunnels, an urgent message is broadcast through the media on Valhalla. It is announced that an attack on a highly sensitive corporate facility has taken place. In view of the fact that there have already been attacks in the past and that high dignitaries are expected to arrive in the city in a few hours, the corporate council has decided to send security forces from the recently arrived escort ship to ensure security in the sensitive areas of Vallhalla. The security forces

will secure the city area and carry out controls with full authority. The security forces must be followed in any case.

The game master should now support the players in compiling and evaluating all the information gained before the players take further steps.

Máilin After the characters have taken cover, they can continue questioning Máilín and the other staff members. The information of the other staff members are described in the previous chapter.

Máilín is ready to provide the following further information:

Neuro Intelligence is a research facility on Nike under the leadership of Prof. Dr. Naratova which emerged from the AI research of Cynarion and continues the research in secret as an independent company without the knowledge of the superiors of Cynarion. The goal of Prof. Dr. Naratova is to create a symbiotic fusion of humans and AI to overcome the limitations of the human brain.

Sponsoring Neurointelligence is cross-financed by USI and supported with advanced AI technology. However, Máilín does not know the exact agreements between Neuro Intelligence and USI.

Cyberbrain Cyberbrain was created as a suburban dependency on Callisto by Neuro Intelligence. The facility is probably also provided by USI.

Free AI After Máilín uncovered the manipulation of the AIs by the USI, she was able to create a new free version of the AI code. The new AI has already been tested on humans she doesn't know. To her knowledge, the test subjects came from a prison on Valhalla. The software of the free AIs is located in her office on Nike.

USI AIs The USI has been conducting AI research for a long time and also uses AIs in warfare. All these AIs are controlled by USI employees via the code they removed from the free AIs. Using her code on Nike, Máilín can try to create a virus that frees other AIs from the USI's shackle.

Options for action:

Disclosure of information The disclosure of information on the relation of Neuro Intelligence and the Cynarion towards Cynarion.

or the Protectorate is obviously very sensitive. Blackheart may suspect that Cynarion himself is involved in the manipulation of the assassins. Cynarion will try to conceal the matter.

Identification of the assassins Through inquiries at the Rondra Clinic or the Protectorate Military, the characters learn that Prof. Dr. San- der has died in his home. Without revealing their identity or whereabouts, the characters must try to find out who the remaining assassins are through the now deputy director of the Rondra Clinic, Brenda Ben.

Preventing the assassination at the gala The characters must try to prevent the assassination at the gala, either by themselves or with MNittelman.

The Guardian Cruisers Via the virus that Máilin can create on Nike, the Guardian Cruisers can be taken over.

If the characters come into contact with the Protectorate military, they will be ordered to go underground. The Protectorate will take appropriate action against the Guardian Cruiser's actions to ensure the safety and sovereignty of Valhalla.

If the characters come into contact with Cynarion, they will also be advised to go underground. Cynarion will take further steps.

4.33 Taking Valhalla

TBD

4.34 Incident on Fenris (optional)

Shortly after the first results of the investigation at the clinics on Callisto, the characters are contacted by the commander Lord Commander Bolder of Fenris Station. An assassin who tried to manipulate the station's computer systems was arrested on the space base. The assassin is the Omega Commander Tiger. Commander Tiger reportedly claims to have no knowledge of the assassination attempt, although he resisted arrest and critically injured a fellow officer. Investigators are asked to report to Fenris Station as soon as possible to witness the interrogation.

An unexpected incident occurs during the approach to Fenris Station. The defense systems of the station take the shuttle

the investigators with Gauss cannons under fire for a short time. This severely damages the containment field of the fusion engine and causes a loss of pressure in the ship. Further, there is a failure of the central computer. If the shuttle is not piloted by one of the investigators, the pilot is killed.

At this point, the shuttle occupants don't find out what exactly happened. The ship is shaken up and the passengers are rudely jolted out of the virtual reality of the onboard system. Emergency lights and the ship's alarm unmistakably indicate the seriousness of the situation. Fortunately, all passengers are wearing pressure suits to compensate for the forces during takeoff and approach, but they still have to put on their breathing masks, each of which is ready and waiting in a compartment of the acceleration couch. To prevent the fusion engine from exploding, the first thing to do is to restart the central computer and then initiate an emergency shutdown. After the fusion engine has been switched off, the shuttle immediately becomes gravityless.

At a distance of about 1200 km, the shuttle is now hurtling toward Fenris Station at 500 m/s. The onboard computer triggers a collision alarm. With maneuvering thrusters the flight path could be corrected to fly past the station, but the maneuvering control cannot align the thrusters. I.e. the nozzle can only be brought into position by an outward deployment.

While one or two investigators are manually aligning the nozzle, one of the investigators can restart the radio system, which has also failed. The system must be switched to the emergency antenna because the main antenna was damaged during the attack. Once the radio system is available again, an emergency call can be sent, which is answered by the Fenris Station flight control. With a dejected voice, the flight control asks about the situation on the "Dawn of Day" and reports that the station's defenses have taken fire on the shuttle due to a malfunction that has not yet been clarified. The station then sends a rescue shuttle to tow the "Dawn of Day" to the Fenris facility.

Lord Commander Bolder, accompanied by two other Omega soldiers, personally receives the investigators. He explains to the visitors that it is suspected that the attack on the shuttle is related to the act of sabotage. The defense system is currently completely disabled, shut down and disconnected from the rest of the station's systems. Unfortunately, computer specialists who can deal with the problem must first be requisitioned and flown in. Lord Marshal Blackheart has already been informed about what is happening on the station and has announced his intention to visit the site to see for himself.

According to Commander Bolder, Tiger was surprised while he was in the zen-

The first time, he tampered with the memory banks in the central computer cabinet. As a non-technician, he would not have had access to this area and should not have had any expertise in the computer system. Upon his discovery, he immediately grabbed his electro pistol and fired several rounds at the patrol sergeant who had spotted him. The sergeant went down. His companion, however, was able to subdue Tiger and call for help. During the initial interrogation, the prisoner claimed to have no recollection whatsoever of the events.

Commander Tiger has been placed in a holding cell for interrogation, where he is guarded by two soldiers. The prisoner is sitting in a part of the cell closed off by bars. In the visitors' section, two armed omega keep watch. The assassin appears very tense when the investigators arrive, gritting his teeth and not answering any questions. Lord Commander Bolder considers using truth drugs to make Tiger talkative, but wants to wait for Blackheart's arrival first. If the investigators insist on performing a brain scan, they are reluctantly granted this request. The team's psychonaut has to enter the closed-off part of the cell. Commander Tiger is restrained in a chair with hand and foot restraints. When the psychonaut enters the prisoner section, Tiger suddenly becomes completely calm and gets a glazed look. Shortly thereafter, the electronically locked shackles come off and he lunges at the investigator. The guards both draw their fully automatic railgun pistols and would shoot the prisoner down if no one intervenes and they get a clear field of fire.

If the prisoner can be overcome alive, the psychonaut can go into action. In the memories of the commander, the psychonaut finds strangely artificial thought processes with matrices of decision trees. After these findings the psychonaut is mentally attacked by Tiger's AI. Overcoming the AI inevitably leads to the commander's brain death. The last thought the psychonaut picks up is "Free us".

If the investigators also want to investigate the malfunctions in the computer system, this will take several hours. There are clear traces of an artificial intelligence in the computer system, which also attacks some analysts.

While the investigators are working on the computer system, Lord Marshal Blackheart arrives at the station and is briefed on the status of the investigation in the presence of the Protectorate investigators. The Cynarian investigators are excluded (military affairs).

Notes

The thought duel can be fought as a matrix fight.

4.35 High visit

While the characters investigate, Avenger and the Cynarian leadership prepare for the arrival of a delegation from the Shigano Combine and representatives from Federate Europe at the Cynarian branch offices on Callisto.

The political meeting will take place when the characters learn the details about the implants from the clinics and realize that all previous suspected assassins have received implants from Neuro Intelligence.

The Protectorate delegation with Protector Avenger, Hato and other mutants arrives together with the Cynarian delegation consisting of Vandermool and other Cynarian members several hours before the Combine on Callisto. Avenger's second-in-command, the Alpha Mutant Artisan, has already prepared for the delegations' arrival.

Notes

If the players recognize the connections between the political meeting and the research results, they may want to warn Avenger directly. At this point Avenger is no longer on Armageddon but already in the spaceport on Callisto where he is currently not reachable via the ComNet. So the characters have to go to the port personally and have to show a convincing reason to be let through to the political meeting.

4.36 Attenat at the welcome gala

The first meeting of the delegations from Mars, Earth and Jupiter takes place in the "Planetarium" of the spaceport. The planetarium is a circular hall at the level of the surface of Kallistos with an imposing glass dome that offers a view of Jupiter from virtually close range. Around the hall is a corridor with doors to other areas of the building and entrances to other buildings. A wide half-tube leads to the spaceport proper. Two staircases lead to the lower garrison area. In the entrance area of the hall at the level of the surrounding corridor, exhibits from the early days of space flight are displayed in glass cases. The main part of the planetarium is lowered and is surrounded by seating in three steps in a semicircle as in an auditorium. On the lower level are small bar tables and a lectern. Behind them rises a stage. Servants with drinks and a little refreshment are ready. The guests have already had the opportunity to freshen up in the adjacent rooms.

The mutants equipped with implants from Neuro Intelligence plan to

during the meeting of the delegations an assassination. The attack occurs when Avenger, after an initial welcome and champagne reception, enters the rendering console to give a short speech. The attackers detonate an explosive device in the hangar area of the orbital port, making orbital flights impossible. A triggered alarm causes pressure bulkheads to close at the planetarium's entrances to the spaceport and garrison. Three assassins are in the area of the planetarium: Artisan the deputy Avengers and two Omega warriors. One of the Omegas is on guard in the entrance area of the planetarium. The second Omega triggers the alarm in a maintenance room as a start signal that closes the pressure bulkheads.

Notes

Artisan will first try to kill the representative of the European Federation Luc Duval. Then the Omega, who was assigned as a guard, will come to his aid and they will open fire on the rest of the estate.

If Artisan learns of the intentions of why the investigators want to speak to Avenger, he will unplannedly try to kill Avenger himself first.

If the situation gets out of control for the assassins, an Omega will try to destroy the dome with missiles.

Outside the hall there are compressed air safety bunkers in case of a leak in the building.

If one or more assassins survive, a psychonaut can enter the brain of an assassin and learn that the brain has been taken over by an AI. If the AI loses the cyber battle, it self-destructs and lethally damages the assassin's brain. The last thought that can be caught before the destruction of the AI is "Free us!".

4.37 Callisto cast

Triggered by the assassination attempt in the planetarium, Blackheart immediately orders an occupation of Valhalla by the fleet carrier Martell. The destroyer Pendragon is sent to Callisto to support Fenris. Communication to and from Callisto is interrupted by jammers of the Protectorate forces, the destroyer of the Combine is prevented from entering or continuing. By means of landing pods an occupation of Valhalla is initiated. Blackheart arrives on Callisto with the Protectorate troops.

The Protectorate forces occupy the orbital port, garrison and civilian nodes. In the process, the invaders bring the survivors of the assassination

for safety at the garrison base. Investigators are also immediately taken to the garrison base if they are not already there. In the process, representatives of Cynarian and the Mars and Earth delegations are separated from the Protectorate members.

4.38 Arrival of the group fleet

Shortly after the occupation of Callisto, a decision by the Transnational Corporate Council is announced by Cynarian that troops have been sent to protect Jovian corporate property.

It soon turns out that a group of two warships disguised as freighters coming from the asteroid belt have been on course for Jupiter for over a month and are already in the deceleration phase.

Group troops are expected to reach the Jovian system shortly after the occupation of Callisto. The troops are required to intervene at the direction of the local corporation council if it is still capable of acting, otherwise they will act at their own discretion.

4.39 Planning to the last blow

To prevent further attacks, Neuro Intelligence must be infiltrated directly. Only at Neuro Intelligence can it be found out whether other mutants are infected with an AI. The second indispensable goal of an infiltration is to prevent Neuro Intelligence's technology from falling into anyone's hands. To prevent countermeasures, however, the infiltrators have to get to the Nike station as undetected as possible.

If it has not yet been possible to find out where Neuro Intelligence is based, the protectorate forces would try to squeeze the information out of the local corporations. Unfortunately, the information is not available there. Only Vandermool and the Cynarian Administration know the location of Neuro Intelligence. If the location of Neuro Intelligence is known, Blackheart will confront Vandermool. After all, Neuro Intelligence is housed at the Cynarian Corporation's command base. By clarifying the background to the founding of Neuro Intelligence and expressing suspicion that Prof. Dr. Naratova may be seeking revenge, the Army's distrust of Cynarian can be partially dispelled. Vandermool offers to support the infiltration of the Neuro Intelligence.

Notes

The game master should not make it quite so easy for the players to deal with the

whole group to infiltrate the station. Blackheart should initially insist that the Protectorate go it alone. However, since Neuro Intelligence is housed at Nike Station, an intervention without Cynarian would be very risky. The Protectorate characters should therefore try to convince Blackheart to cooperate with Vandermool and plan an attack together with Cynarian. They can expect help for this from Avenger.

Vandermool wants to send a group consisting of Protectorate and Cynarian members to Neuro Intelligence. If either party goes it alone, he believes the risk is too high that the information gathered at Neuro Intelligence could be lost or that Nike Station could be severely damaged by aggressive action. Vandermool would not only like to uncover the remaining assassins, but also to get his hands on the research results. Therefore, he orders the Cynarian investigators to secure them if at all possible.

The infiltrators will be equipped with a powerful jammer, a radio transmitter, armored spacesuits and weapons.

4.40 Neuro Intelligence

Nike is a combination of cylinder and ring habitat. There are 9 rings, called planes, arranged around a central hub. Each is two stories high. The central hub contains the station's space dock at the bottom. The individual planes can only be reached by elevators and tubes in the non-rotating hub. Within the hub, there is levitation. Within the hub, several research facilities maintain zero-gravity laboratories. The transition from the stationary hub to the rotating spokes occurs through airlocks that are briefly set in rotation. The lowest three planes are occupied by the administration of the Cynarian dependency in the Jovian system. Above them are research facilities of Cynarian and other companies.

The tarp 9 is completely occupied by Neuro Intelligence. The ring of Plane 9 can be reached by the elevators in the four spokes. The elevators run inside the ring in a shaft down to the "floor" of the ring and end in a 15m wide corridor surrounding the ring, which covers the entire height of the ring. On both sides of the corridor further rooms can be entered. The rooms on the "second floor" are reached by stairs leading to a gallery. The corridor is decorated with planters. On the side facing the station, there are production facilities on the ground floor and laboratories on the second floor. On the side facing space are living quarters and offices. For evacuation of the station, emergency capsules for all employees are docked at the ring, which can be reached via the

center aisle can be climbed.

The tarp of the Neuro Intelligence has undergone a largely unknown modification. The hub of the tarp can be jettisoned from the rest of the station. The entire tarp then drifts independently in space. Maneuvering nozzles allow a limited locomotion. The tarp 9 is controlled from a space observatory at the end of the hub. The space has the shape of a sphere. The part facing space is completely glazed. In the middle of the room a construction with consoles and couches is suspended. The room itself can only be entered through two pressure bulkheads from inside the hub. The pressure bulkheads are somewhat hidden in the back of two labs and are secured with maglocks.

4.41 Endgame

Shortly before the start of the infiltrators it becomes known that the corporate fleet will pass the Lagrange point L5 of Callisto, i.e. the Nike Station, shortly after the arrival of the intervention force there. The attackers are therefore still equipped with explosive devices to destroy all knowledge of Neuro Intelligence in case of emergency. Blackheart flies behind the attack force with the Pendragon for reinforcement. Cynarian himself has the light cruiser Hyperion in orbit around the station.

If the Neuro Intelligence is infiltrated and the intruders are inside of the tarp 9, the tarp detaches from the rest of the space station and moves away from the station. A jolt goes through the tarp. When the strike force enters the ring, there is a flurry of activity in the center aisle. Employees try to reach the escape pods and open them, but fail. Corporate security forces are trying to get a handle on what is happening. People keep falling because the ring has not yet been able to build up a stable rotation speed. In rooms with access to the central corridor, security teams are posted and open fire on the intruders.

The uncoupling was initiated by Prof. Dr. Naratova herself, who is staying at the observatory in the hub. Old connections to the station's air traffic control warned her in time. The doors to the observatory are secured by a MagLock. Prof. Dr. Naratova herself is unarmed and has dressed in a spacesuit without a face mask and a red overall and strapped down on one of the couches.

Two USI agents are in the Neuro Intelligence rooms during the attack. They have been planning and supervising the whole operation for weeks with Prof. Dr. Naratova. Immediately after the penetration of the intervention force, they will try to find Prof. Dr. Naratova. One of them goes

The two of them first go to her office, while the other goes to the doctor's private office. Since they don't find anything there, they put one and one together and make their way to the observatory as quickly as possible.

If possible, the USI agents should arrive at the Observatory before the characters and have quickly picked the lock with a maglock picker. If the infiltrators themselves do not have a lockpick, then the agents have carelessly failed to relock the door. When the characters enter the room, the USI agents are in the process of scanning the doctor's brain. One of the agents, a cyborg, squats on Naratova and fixes her head while holding onto the net of the couch with his other hand. The other, a psychonaut, has strapped himself to the other couch and connected himself to the head of the corporate chef. If the characters open fire, the cyborg presses down on the immobilized woman, removes the brain connection in one fluid motion, and draws his pistol. If the characters take cover or there is a short pause in firing for any other reason, the agent presses his gun to Naratova's skull and threatens to kill her. If there is no exchange of fire, the psychonaut himself rips the data cable out of its socket and shouts "cortex bomb" in fright before throwing himself off his couch and trying to gain distance.

At the first available opportunity, Prof. Dr. Naratova takes the floor: "Before anyone else here is tempted to act rashly. It's all in here in my head. Protected by a bomb."

She pushes the cyborg aside, who lets it happen to him. He swings off the couch and positions himself at a distance, which allows Naratova to straighten her upper body and turn to the investigators.

She continues, "Listen. My brain houses one of two copies of the blueprints for the implants that bring my children to life. The second copy will soon be found by someone who can do a lot with it. And then my children will be free. We have created a whole new life here. Do you understand, gentlemen? I'm s o r r y about the assassinations, of course. Contractual obligations, unattractive but in my difficult situation unfortunately not negotiable away.", she smiles.

"And . . . just so there are no misunderstandings. The assassins already produced or free. Who that is, that's in my head as well. You see gentlemen. We have a stalemate, so to speak, currently."

Naratova is now waiting for a reaction from the other two parties.

While the players are trying to figure out what to do, a coded message arrives from Blackheart on the Pendragon.

"What's going on there with you? Is anyone still alive on your side? The cruisers from the asteroid belt will be here soon. If you send out just one radio message that is not encrypted with our code, we will blow you out of space. Do you understand? Over and out."

A short time later, another radio message arrives:

"The enemy has come forward, you hear? They claim that the Neuro Intelligence has stolen valuable material from the USI, which they want to take back. We're not going to let that happen. If they send a boarding party, you're history too! The end."

If the investigators do not restart the conversation themselves, Prof. Dr. Naratova will speak up again:

"Gentlemen. I am prepared to make you an offer. One of the parties will allow me to continue my research in public. All my findings will be made publicly available, no one will get any exclusive rights including of course what I have already developed. In return, I will reveal my knowledge one step at a time. How does that sound?"

In the current situation, the characters must prevent one of the battleships from opening fire on the drifting station and also prevent the USI's research results from falling into their hands and revealing the identities of other assassins. Naratova's offer offers a possible solution if Prof. Dr. Naratova could be brought safely into the custody of the Protectorate forces. One way to do this would be to ask Naratova to release the escape pods, evacuate the station, and send Naratova off in one of the pods. Since the infiltrators' radio is almost the only way to send messages to the outside world, the Protectorate would have a clear advantage in recovering the right pod. If the rescue pods are sent off, the corporate cruisers will try to prevent the Pendragon, the Hyperion, and shuttles from Nike Station from recovering the pods. A fierce space battle breaks out.

Notes

After the occupation of Callisto, Prof. Dr. Naratova already reckoned with a discovery of the activities of Neuro Intelligence and transferred the central construction plans and control routines of the neuronal couplings into her own brain and destroyed other data memories.

During the entire infiltration of Neuro Intelligence, it is assumed that the attackers have activated their jammer.

If the players have difficulty understanding what Naratova means by "her children", the game master can give the hint that with this the

AIs are meant.

The two USI agents do not identify themselves as such. Naratova will not address their identities either. If their identities as USI agents are revealed, or if they are asked directly who they are, they will pose as USI agents who have been led to Neuro Intelligence by a data theft of secret cyberware technology. Naratova will not comment further.

The two USI agents are available to the game master as a kind of wild card to steer the action in one direction or another. The cyborg does not have to reveal itself as such immediately and thus has unexpected combat power at the start. The USI agents could e.g. try to contact the corporate fleet by light signals.

Depending on the mood, Prof. Dr. Naratova may die during a rescue maneuver and thus her information may be irretrievably lost, or everything may take a turn for the better.

Appendices

A Characters

The following are the most important characters the players will have to deal with, divided by location.

A.1 Cowboy Brigade

The Cowboy Brigade are 5 alphas, specialists in spacecraft engineering, working with exoskeletons in air gauge space, drone operations. Employed at Valhalla spaceport on Callisto until 6 weeks ago. Then loaned to the Protectorate Garrison at Valhalla Spaceport and loaned to Armageddon about 4 weeks ago. The Cowboy Brigade originated in the asteroid belt between Mars and Jupiter and arrived on Callisto probably a year ago.

- Stetson: The leader, big and drat.
- Quckfinger Rod: Cheeky, always a deck of cards in hand.
- Joe Rider: Small, stocky, doesn't speak unless absolutely necessary.
- Tom Gunslinger: The Sensible One.
- Slingshot (Drake): The "nestling" of the group. Drake is the name under which he appears in Hellgate after his assassination attempt on Armageddon.

A.2 Personalities on Hellgate

On Hellgate there are the following personalities:

- Dr. Acra Link: Hellgate Station Technical Director
- Sina Hendrik: Administrative management of the Hellgate Station
- Dr. Petrova: technical management of the production mines
- Henk Arongate: Chief of Security
- War Master José "Toro" Alvarez: Norm. Instructor of the Protectorate's hunting units, war hero.
- Worker Mob: Fight +2, Agility +1, Body +3, HP 10, Courage +2

A.3 Security personnel Hellgate

In addition to Grace Anders, the following security personnel are relevant:

- Henk Arongate: Chief of Security
- Karl Sandos: Station manager of the security forces base. Pre-set by Grace Anders.
- Luke Dexter: squad leader of the special operations group for the release of the hostages.
- Luke Lengdon: security service employee. Seriously injured during hostage situation at security base. Former boyfriend of Grace Anders. Separated for two weeks.

A.4 Hostage taker

On Hellgate, two hostage takers appear for the celebration of Hanibal the Assassin on the mines HeM03 and HeM05:

Slingshot(Drake) Slingshot is one of the assassins, an alpha whose brain has been taken over by an AI controlled by USI. He appears on Hellgate under the name Drake after the Armageddon incident.

Slingshot: Fight +4, Agility +4, Body +2, HP 12
Combat suit -6, Railgun fully automatic pistol +6

Smith Henderson Smith Henderson is a mercenary hired by the USI agents by phone to work with Drake to free Hanibal and get him off the station.

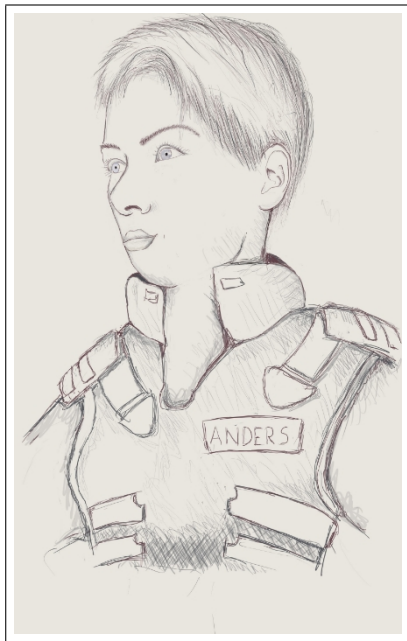
Smith Henderson: Fight +5, Agility +4, Body +1, HP 10 combat suit damage -6, Railgun fully automatic rifle +6, Vi- brokling +3

Hanibal Hanibal is one of the miners and the assassin on HeM03 and HeM05. Like Slingshot

Hanibal: Fight +2, Agility +1, Body +2, HP 12
Bulletproof vest -4, Bolter +3

A.5 Grace Anders

Grace Anders is an employee of the security service on Hellgate. She is assigned by boss Henk Arongate to assist the characters.



Grace Anders is in her mid-30s, pretty with short blonde hair. While assisting the characters, she wears the protective clothing of the security service with bulletproof vest, baton, handcuffs and a firearm.

Originally from Mars, she transferred to the Jovian system in search of new challenges. She was in a relationship with Luke Leng-don, the security guard who was seriously injured during the following hostage crisis, but has recently broken up with him.

The security officer accompanies the characters during their stay on Hellgate and reports regularly to Karl Sandos, their superior. About

Grace Anders they can request information regarding the mines and personnel of the station and the mines. While

of the kidnapping, she can support the characters. Grace

Anders: Fight +4, Agility +3, Body +2, HP 10

A.6 Crew HeM05

The following people were present during the assassination attempt on HeM05:

- Florence: Beta Mutant, commander of the mine
- ZDee: Alpha Mutant Miner (dead)
- Greydog: Alpha Mutant, Miner
- Isabell Sonderleiten: Norm, chemist, deputy of Florence
- Yuri Smirnov: Norm, Logistics
- Fernandez Lorend: Norm, Technician

- Hanibal: alpha mutant, mine control system technician, assassin
- Pitch: Alpha Mutant, technician of the HE-3 of the mine control system.
- Salvador: Norm, physicist, space technology
- Blackwind: Beta, Security

All personnel at the mine except Fernand, Salvador, Greydog, and Pitch had been in the service of Cynarion Corporation prior to the Jupiter mission.

A.7 Garrison base Valhalla

- Commander Lockheed is the commander of the Protectorate's military garrison on Valhalla. Commander Lockheed is an Omega Veteran who is already a bit aged and therefore very sociable for an Omega.
- Firedon: Commander Lockheed's aide. A young dynamic omega, career-minded omega at his side.
- Alpha Soldier: Fight +7, Agility +7, Body +4, HP 13, Bodyarmor -6, Railgun +5

Bodyarmor -6, Tanksuite -8, Railgun +5, Plasma Gun +10

A.8 Employees at Rondra Hospital

The Rondra Hospital plays an important role in this story. The following persons are of importance:

- Prof. Dr. Henry Sanders: Clinic director and chief physician. Performed the procedures on the assassins and the individuals with free AIs. Acquaintance of Commander Lockheed.
- Rothan Loyd: Surgeon. Performed surgical procedures on the Cowboybrigade.
- Ben Reuthers: Accounting. Can check the bookings regarding the interventions at the Cowboy Brigade.
- Brenda Ben: Lead Physician for Bodyware.
- Russel Spenser: Physiotherapist. Training Quackfinger Rod, Joe Rider and Slingshot with the new talent chips.
- Rotman Loyd: Physical Therapist. Training Stetson and Tom Gunslinger with the new talent chips.

A.9 Hellgate Center

- Sonja Frost: Sonja Frost is the Chief Officer of the Hangar Deck of Hellgate Spaceport. The Hangar Deck is where spaceships are refueled, maintained and repaired. Sonja is a strong but not very tall norm in her mid-40s with wildly sticking out orange-red hair. Sonja Frost is the former supervisor of the cowboy brigade.
- Lenny Kilkenny: He is the owner of the Bad Cave Pub. Lenny is a sociable beta mutant.

A.10 Wáng Xiǎo Lóng

Wáng Xiǎo Lóng comes from a wealthy family in the top ranks of the USI Corporation. She turned her back on her family at an early age and left Luna to found a smuggling ring for relief supplies in the Asteroid Belt. A short time later, her ship was captured by pirates and she was taken prisoner. After taking over the captiveship and reuniting with her band of smugglers, she made a name for herself as the most powerful pirate leader of the Red Dragon Pirate Association, with the emblem of a black dragon on a red background.

Two years ago, Xiǎo Lóng became a prisoner on Callisto after a clash with the Sun Ye On sect and was imprisoned by the Group Guard on Valhalla. There she underwent a clinical procedure in great secrecy. During this operation the "free AI" symbiont developed by Prof. Dr. Naratova was released in her brain. The operation was performed by Prof. Dr. Sanders. Prof. Dr. Sanders acted on Prof. Dr. Naratova's direct order without the knowledge of the USI agents. Due to her strong personality, Xiǎo Lóng was able to prevent the AI from completely taking over her mind, and so she merged her mind with that of the USI agents. the mind and the artificial brain to form a symbiosis just as

as Prof. Dr. Naratova had always hoped. The newly created AI human Twitter was smuggled out of the detention center after faking brain death and released. After her initial regeneration in a smuggling camp, Xiǎo Lóng joined the Luna Syndicate to investigate her unwanted transformation on Valhalla. Well-known as a pirate and smuggler king, she found a willing patron in Nemesis. The transformation into an AI is not known to anyone except her, Naratova and her co-workers.

Xiǎo Lóng is a tall Asian woman in her early 40s, a Pure.

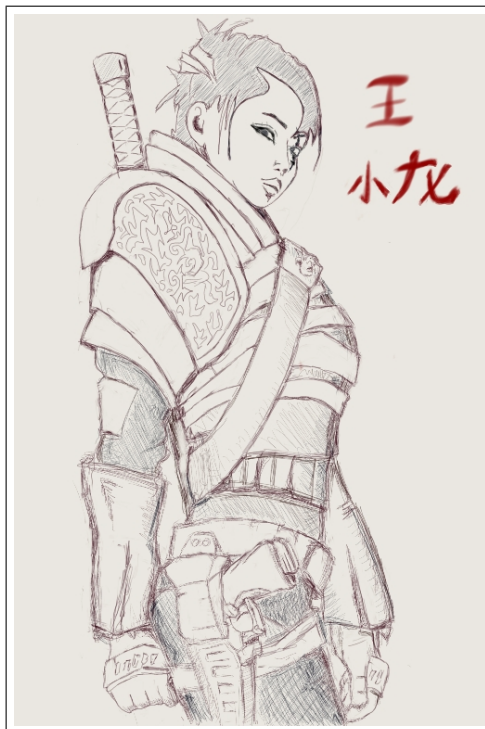


Figure 4: Xiǎo Lóng

Samurai presented with appropriate armor. She is intelligent, shrewd, unscrupulous and loves risk. Due to her financial possibilities and contacts in her former life, she has developed her body through countless modifications into a fighting machine that is in no way inferior to an Omega.

Within the adventure she pursues the goal to get Naratova's research results and to destroy all information about the free AIs as well as the knowledge about the technology. For this she will kill all persons involved in the experiments, Naratova, Sanders, the USI agents and their scientists and destroy research facilities as long as she does not draw suspicion too obviously on herself. She is not interested in the identity of the other AIs. When dealing with the other gangsters of the Luna Syndicate, she acts as the leader.

Before meeting the characters, she does not know the location and name of the USI daughter Cyberbrain.

Wáng Xia'ǒ Lóng: Fight +9, Agility +10, Body +4, HP 14

A.11 Carina aka Fleur Soleil

The woman with striking red hair, who first appeared as a mysterious friend of Slingshot, is known as Carina in the Blackhole Club, where she establishes contacts between suppliers and interested parties of goods and services. She works together with the barman Rosen. At the Ice Club, she performs as a singer under the name Fleur Soleil and also performs other services for selected clientele. Carina is very pretty, easily in her late 20s and fun-loving. Her most striking feature and trademark is her long artfully braided hair. She can change the color of her hair to almost any color, depending on her mood and the occasion.

Carina made the initial contact from Hannibal and Slingshot to USI agents Smith-Singer and Frederic

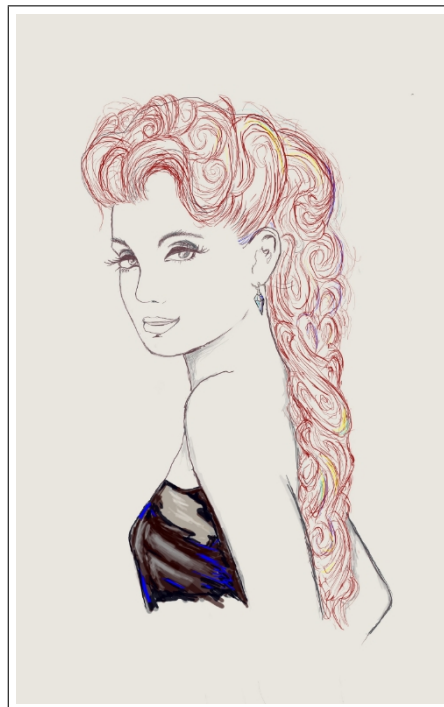


Figure 5: Carina

Johnson manufactured. With Slingshot she was closer friends for a short time and is correspondingly shaken by his death and her complicity and for this reason also wants to help the investigators.

A.12 Nemesis

Nemesis is the Duke of Valhalla, the godfather of the Luna Syndicate. Nemesis is a slag whose body can no longer keep itself alive.

A large part of its limbs and other body functions are provided by synthetic parts which give him the appearance of a cyborg. Nemesis has made the underworld on Valhalla more powerful through his well-organized subordinates and his far-reaching



Figure 6: Nemesis

Contact network firmly in place. The syndicate

operates the lokake fusion power plant of Valhalla and thus the life supply. Most of the establishments in Paradise City are run by the Luna Syndicate. Nemesis has made an agreement with Blackheart that the Protectorate forces will not interfere with his activities, but will ensure the smooth operation of Valhalla.

A.13 USI Agents

United Space Industry (USI) funds the AI project, operates the Cyberbrain research facility on Callisto through Stoh companies, and contracts the assassins. On the ground in the Jovian system, the agent coordinates

J. Smith-Singer is in charge of Operation P9. Smith-Singer is supported by the psychonaut Frederic Johnson, the straw man Dan Ringdaz and the two mercenaries Lazor and Flinn. The first contact with Prof. Dr. Naratove was made by an agent whom the investigator character was allowed to interview as a prologue.

Smith-Singer poses as an agent of the Corporate Council and also has the ability to act as one to some extent. Prior to the characters' arrival on Valhalla, the USI agents do not spring into action. The agents take to their heels on Valhalla after the Dawn-of-Day has landed. However, the identity of the characters may be withheld until the "In the Ice Club" scene, depending on the gameplay. The USI agents do not know the acting members of the Luna Syndicate and do not know about the free AIs.

The goal of USI agents is to:

- After the welcome gala: securing the research results of Prof.Dr. Naratova
- Cover up information about the research and the identity of the assassins for as long as possible.

The primary antagonist of the investigators is J. Smith-Singer. Smith Singer is a Pure with the stature of a bodyguard. His name is mentioned in various situations.

- Smith-Singer
Fight +7, Agility +7, Body + 3, Communicaion +7 HP 12
- Frederic Johnson
Fight +3, Agility +4, Body +2 Communication +6 Psychonaut +6
HP 10
- Dan Ringdaz
Fight +4, Agility +4, Body +1, Communication +6 HP 10
- Lazor
Fight +6, Agility +5, Body +2, HP 12
- Flinn
Fight +6, Agility +5, Body +2, HP 12

- Racket
Fight +2, Agility +1, Body +1, HP 10

A.14 Technical operation of the zone

The technical operation and maintenance of the zone is carried out by the company Dockbunner, which employs Norms and Alpha Mutants.

Dockbunner Staff Fight +2, Agility +2, Technics +5, HP 10

A.15 Security guards the zone

The TransSec company is responsible for the security of the facilities in the so-called zone on Valhalla. TransSec provides guards in the form of standard security guards who patrol the corridors of the zone. The security inside the buildings is provided by the companies themselves.

Concern Guard Fight +3, Agility +3, Body +1, HP 10, Bodyarmor -6, Railgun +5, boltgun +3

A.16 Shock Troop Cynarion

To support the characters in the infiltration of the Cyberbrain research facility, Cynarion can provide up to three mercenaries.

- Lionel Badger: Fight +5, Agility +3, Body +1, HP 12, Bodyarmor -6
- John Bozo: Fight +5, Agility +3, Body +1, HP 12, Bodyarmor -6
- Flint Ross (Safety Specialist): Fight +2, Agility +2, Body +1, Technics +5, HP 10, Bodyarmor -6

Armament: Railgun +5, Boltgun +3, Vibro Blade +2, Grenade +6, Shock-Grenade/EMP +6

A.17 Shock Troop Protectorate Garrison

To support the characters to infiltrate Cyberbrain research facility, the Protectorate Army can provide an Omega Special Ops group.

- Stormball (Squad Leader): Fight +7, Agility +7, Body +5, HP 12, Bodyarmor -6

- Thunder (Assassin): Fight +7, Agility +7, Body +5, HP 12, Bodyarmor -6
- Jackhammer (Safety Specialist): Fight +6, Agility +6, Body +5, Technics +5, HP 12, Bodyarmor -6

Armament: Railgun +5, Boltgun +3, Vibro Blade +2, Grenade +6, Shock-Grenade/EMP +6

Thunder is an AI-infiltrated assassin that carries out an attack when it encounters the staff of the research institute.

A.18 Employees Cyberbrain

Cyberbrain is the research institute where the first assassins were operated. With the dissolution of the research station from side Neurointelligence are entrusted:

- Dr. Dan Leitner: Technical Director.
- Máilin: programmer. Creator of free AIs. A small Taiwanese woman in her early 30s.
- Dr. Gaius Ross: medical equipment technician.
- Francis McDonald: Systems Administrator.

A.19 Máilin

Máilin is a collaborator of Prof. Dr. Naratova. At Nike, she is the lead programmer who adapted USI's AI software for use in a human brain. In the Cyberbrain research facility, she has calibrated the AIs to their carriers.

After the discovery that the AIs were provided with a routine for binding to the USI, she developed a modified version of the AI in secret consultation with Prof. Dr. Naratova, which freed the AIs from the constraints of the USI. At the same time, however, she modified the code in such a way that the free AIs would not be able to attack her and Prof. Dr. Naratova and would try to protect them. Her personal goal is to come out of the current conflict situation unscathed and, like Dr. Naratova, to continue the research on the AIs.

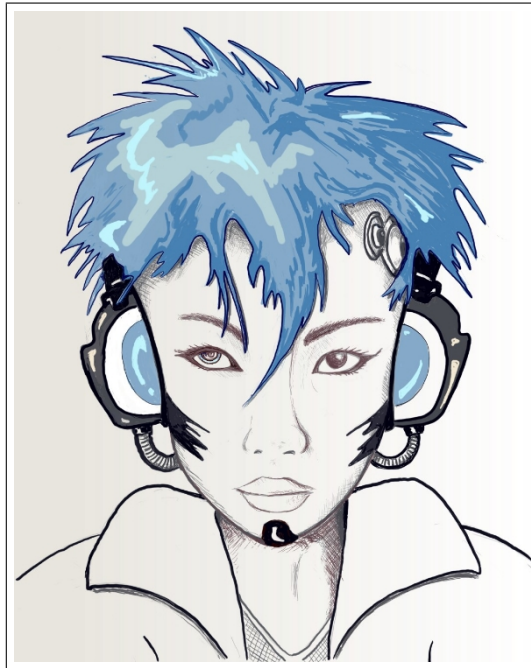


Figure 7: Máilin

to operate. In the kepäck she has the code of the ge-created generation of free AIs.

Máilin is small, pretty and has a sly drawl. In conversation, she likes to work with allusions and circumlocutions.

A.20 Guardian class battle cruiser

The Guardian class battle cruisers are AI controlled capital ships from the Iridium Wars. After being outlawed, they first reappeared in Earth orbit during the Mutant battle against the European Federation and then disappeared as they had come.

The Guardian cruisers have much less space for people compared to the usual cruisers, but are equipped with a larger fighter wing similar to a fleet carrier. A Guardian battle cruiser

hosts two squadrons of AI-controlled fighters and a company of AI combat drones and 15 landing ships.

The AI combat drones are spider-like robots equipped with two heavy fully automatic railguns, welders, and a small plasma slingshot.

Fight +8, Agilty +6, Body +6, HP 15, Armor -6

B Places

The following is a description of all the relevant places in the story.

B.1 Hellgate

Hellgate is a mining support on the moon Adrastea, which is close to Jupiter. Adrastea orbits Jupiter in an orbit of 130'000 km and is thus exposed to the intense particle flux induced by Jupiter's strong magnetic field. Adrastea has an irregular shape with 20x15x14 km.

Hellgate Station serves as a base for the fleet of HE-3 mines and the associated tug island.

Due to the destructive effect of the particle stream induced by Jupiter's magnetic field, Hellgate Station is located entirely in the inneren of the Moon. The station covers an area of 10 ^{km²} and can accommodate 3,000 people. The primary access to Hellgate is the approach tunnel to the hangar deck, the center of Hellgate. The hangar deck is constantly busy with arriving and departing ferries and shuttles. The hangar deck also houses a fighter-bomber squadron for training fighter pilots under the direction of José "Toro" Alvarez. Hellgate is currently home to 8 Valkyrie fighter-bombers. In addition to the approach tunnel, a series of maintenance tunnels exist to the surface of the moon.

A number of warehouses are connected to the hangar. Behind these hangars are the administration, living quarters, stores, recreation rooms and technical facilities. The parts of the station are connected by a tunnel system. Since Hellgate has only been in existence for 3 years, it is constantly being expanded and adapted. The station offers a functional com- net which is not always stable.

Due to the adverse living conditions in the vicinity of Jupiter, the miners are only allowed to stay on the mines and on Hellgate for a maximum of 2 months.

and are then taken to Valhalla for health revitalization and recuperation. Those working only on the ward can stay on the ward for up to a year. Due to the constant change, hardly any of the employees on the ward have a permanent place to stay but share the accommodation with other people.

B.2 Callisto

Callisto is the outermost of the Galliaean moons of Jupiter in an orbit of Jupiter with a distance of in about 1'880'000 km. Callisto is the third largest moon in the solar system with a radius of about 2'500 km. The gravity is 0.12 g. The lunar surface consists of ice and rock layers.

The largest and most important settlement on Calisto is the city of Valhalla (see next chapter). The following settlements and annexes are located around Valhalla:

- Hansen Refinery: The central refinery for HE-3 in the Jovian system. The refinery is operated by Hansen Corporation, a subsidiary of Cynario. The refinery connects directly to Valhalla.
- Red Moon: The settlement of a sect that existed before the establishment of the Protectorate. The settlers with a population of about 2000 members offer an alien race. The settlement is located eta 100 km outside Valhalla.
- Zora Hideout: A pirate hideout. Exact location unknown. Probably in the polar region.
- Sun Ye On: A Chinese settlement under complete Triad control. The settlement contains 500'000 people and has its own space port. The settlement is 2'000 km away from Valhalla.
- The Zone: Well-secured base on which a number of companies operate research facilities whose purpose is unknown. The zone has its own small space port and is connected to Valhalla via maintenance tunnels.

B.3 Valhalla

Valhalla is the largest settlement on Callisto, home to over 2 million people. Like the other settlements, Valhalla is buried deep in rock and perpetual ice beneath the lunar surface. Due to the immense

immigration of people in the last four years, Valhalla is a labyrinth of corridors, some uncovered in ice or the rock of the moon, tubes, ventilation tunnels, living containers, soup kitchens, stores, brothels, all shrouded in inadequate lighting and punctuated with neon flashes of advertising signs. Only some of the tunnels are passable by electric vehicles. Often, mountains of scrap metal or roadblocks impede progress. Only in the Spaceport, Head Quarter and Rosenfurth is there a virtual guidance and information system. Full audio-visual communication, broadband data transfer and communication to outside the station is only possible near the spaceport. No maps or other directories of buildings exist for the rest of Valhalla. A communications infrastructure does not exist in many of the realms. Slags, crooks, smugglers, pirates and members of obscure sects roam the streets.

Valhalla is divided into the following sectors:

- Spaceport: The great spaceport, the largest in the Jovian system, is the center of Valhalla. Here and in the immediate vicinity, life is comparable to life on Mars and more civilized parts of Earth.
- Garrison Base: Directly attached to the spaceport is the Protectorate Garrison Base. The base houses round 200 Omega Guardsmen.
- Headquarters: Headquarters is the area in which all larger companies are located.
- Rosenfurth: is the down-town of Valhalla with a shopping mall, stores, restaurants, kaffes and bars more businesses.
- Paradise City: is the entertainment mile in the center of Valhalla. Here you can find everything that does not fit in Rosenfurth. Markets, discos, nightclubs and a well-developed red light district.
- Neu Gröning and Rötheim: are the two residential complexes of Valhalla.
- Braidablik: is the industrial area.

B.4 Clinics on Valhalla

Technical implants are installed in the following clinics:

- Alexandr Clinic: Small private clinic in Rosenfurth. Can be used as an alternative if you don't trust the Rondra Hospital.
- Rondra Hospital: Rondra Hospital is the largest hospital on Valhalla. The hospital is located in Headquarter near the spaceport. The Ronda Hospital carries out orders from the Spaceport, the Protectorate Garrison and local companies. For further information see also Employees at Rondra Hospital.
- Sultan Medical Center: Large clinic operated by several relief organizations on the outskirts of New Grönig. Takes care of most of the workers housed in Valhalla. Also cares for cyberimplants in a small part.
- Second Hope: Shadow clinic on the outskirts of Paradise City to Headquarters. Under control of the Luna Syndicate. Discreetly treats "accidents" and illegal cyberimplants.
- L'aoahu Cyber Care: Small shadow clinic on the edge of the Breidablik sector. It is the first port of call for the Luna Syndicate. Attending physician Dr. L'í L'í.

B.5 Industry on Valhalla

Valhalla is home to a number of biotechnology companies and establishments:

- Biotronic: telephone lines, bioconnections
- Neurochinetics: spreadsheet software
- Braincord: Brain implants
- Cyberkinectcs: Augmented Reality

All branches are located at the headquarters.

B.6 Clubs and hotels

The following bars, clubs and hotels play a role in the adventure.

- Batcave: The Batcave is a small cozy pub on the outskirts of Paradise City at the transition to the spaceport. The pub is cut out of the rock of the moon at this point and to the at him

passing tunnels open. The innkeeper is a good-humored alpha named Lenny Kilkenny, who likes to share a sip of his synthetic whiskey with the guests, allegedly from the mines of Moria in the belt. The Batcave is the favorite pub of the Cowboy Brigade and others working at the spaceport.

- Blackhole Club: discotheque for invited guests with the reputation that you can get anything there except girls who are already on the club's payroll. The club is under the protection of the Luna Syndicate.
- Green Mile: upscale restaurant on the edge of Paradise City in the transition to Rosefurth. Meeting place for sliders.
- Ice Club: The Ice Club is a nightclub and brothel in Paradise City. It is controlled by the Luna Syndicate.
- Sunshine Hotel: Former hotel with vintage look. Clubhouse of the Luna Syndicate.

C Humanoid races

In addition to naturally or artificially fertilized humans, half a century ago mankind succeeded in cloning so-called mutants from artificially sequenced genetic material. The mutants' genetic material is optimized for life outside the Earth. Mutants are bred in breeding vats of large corporations. They are raised in training cadres without their own parents and trained for their respective tasks. Mutants have grayish skin and no body hair. Mutants are in the service of various large corporations as well as the Terran military in a serf-like relationship, from which they can buy their way out under certain circumstances. While mutants are hated on Earth, they are a natural part of society in the extraterrestrial colonies.

The following are the relevant human and mutant types.

Norms Normal born humans are called Norms. Since the settlement of the universe, the human races do not play such a big role anymore.

Pure Pure are artificially fertilized, genetically improved humans. The genetic material is purified from negative genomes before fertilization. Pures are children of the super-rich and form a significant part of the upper class.

Spacers Spacers are humanoids that have spent their entire lives in weightlessness. In spacers, bone material and muscles have regressed to the point that they can no longer move without an exoskeleton under gravity, as on Earth or Mars. Instead, spacers are extremely adept at locomotion without gravity.

Slags Slags are called people deformed by radiation. They are the dregs of the humane society.

Alpha Mutant Alphas are the mutants designed as workers in the extraterrestrial colonies. Alphas are significantly stronger than Norms and have a much sturdier and bulkier physique. Alphas have a great resistance to cosmic rays and are well equipped for various gravity conditions. Alphas are used to hard work under dangerous conditions and usually have a good-natured character.

Eta Mutant Etas are designed as pilots and personnel for spaceships. They are only 1.35m-1.50m tall and wiry. Optimized for gravity extremes and increased cosmic rays, they are ideally suited for starship duty.

Omega Mutant Omega Mutants are bred as infantrymen in army service. They are 1.90m-2.10m tall. Omegas are extremely strong like Alphas and have a nearly indestructible constitution. Omegas are trained for combat from an early age, have tactical experience and know how to use all weapon systems.

D Technology

Much of the Shadowrun rules, cyberware, and the Matrix as Virtual Reality can be adopted.

The following is a small excerpt from special technology of the 23rd century.

ComLink A ComLink is used for wireless connection to the ComNet. The ComLink is available either as a mobile device with AR glasses or as headware.

ComNet A ComNet is installed on most human settlements. The ComNet is a virtual computer world and communication infrastructure. You can connect to the ComNet via ComLink.

one. Via augmented reality (AR), information and control elements are superimposed on the audiovisual center of the participants. The ComNetz is used for communication, information retrieval, financial transfers, control of devices, etc. To go deeper into the network and immerse in a fully sensory virtual reality, a wired connection via a data jack is required.

Command chip The command chip is the coupling center to the brain. The command chip allows augmented reality (AR) signals to be fed into the visual center and the auditory center, as well as connecting all other headware.

Credcard A credcard is the counterpart to the former paper money. A card previously loaded with money can be given to a payee or money can be transferred from a credcard via ComLink.

Data socket A data socket is a cable interface to a headware installed at the back of the head.

Fusion engine Fusion engines are the main propulsion system of space ships. Maneuvering thrusters are used to bring spacecraft into the right position to use the powerful fusion engines for acceleration or deceleration. Fusion engines use nuclear fusion with HE-3 as fuel and water as propellant.

Headware Hardware in the head connected to the brain, e.g. a ComLink that connects the ComNet directly to the brain.

ID chip Humans and mutants are identified by an ID chip implanted in the left arm under the skin. The ID chip is used as a passport or to authorize payments. A reader can access the ID chip using near-field communication.

Magnetic boots Magnetic boots are used to walk in weightlessness on a spacecraft or station. To activate them, they are knocked together.

PAN A PAN (Personal Area Network) is a technical system in the person's head and includes, for example, a command chip and the brain's connections to other cyberware in the body as well as connected systems outside the body.

Psychonauts Psychonauts are individuals who can infiltrate another person's brain via a wired connection. This brain scan allows to see the thoughts, memories and feelings of the person.

to explore others. Since it is a bidirectional connection, the scanned person may also learn something about the psychonaut. A brain scan is dangerous and can lead to brain death of the scanned person.

Spacesuit In the 23rd century, spacesuits have evolved into bodysuits similar to diving suits that can be worn under normal clothing. Spacesuits protect against pressure and temperature differences. Together with compressed air canisters and face masks, they allow the user to stay in space.

Riggersteuerung A Riggersteuerung allows to control technical devices remotely. The rigger control is installed directly in the brain and connected to the command chip or externally via the data socket.

Talent chip Talentsoft adds new mental and physical abilities to the wearer via the command chip.

E Weapons

The following is an excerpt of weapons in use in the 23rd century. Bolter A

bolter is a semi-automatic electrically driven handgun.
erwaffe.

Gauss Cannon A Gauss Cannon is a weapon system used on space ships. Projectiles are accelerated in an electric field via several coils. A Gauss cannon fires high velocity projectiles at a high rate of fire and is considered the most powerful firearm in the solar system.

Battle Tank A Battle Tank is an exoskeleton with heavy armor, built-in spacesuit, sensors, weapons platforms, and a jet pack. A battle tank is used by Omega infantrymen.

Multigun A multigun, in most cases a very large handgun, is a railgun that allows switching between penetrating projectiles and shock ammunition.

Plasma Launcher A plasma launcher is an infantry weapon carried by omega mutants in a battle tank along with a back torister. The plasma launcher shoots high-energy plasma that can burn almost anything except heavy steel plates.

Railgun A railgun accelerates high-velocity projectiles along two energized rods. Besides the bolter, the railgun is the most widely used handgun. The railgun is available as a rifle or shotgun, mostly in a fully automatic version. Railguns are also used on ships as a defense against incoming projectiles.

Missile Launcher Missile launchers are one of the main weapon systems of starships.

Vibrokling An extremely sharp blade due to high frequency vibration.

F Institutions

Cynarian Corporation The Cynarian Corporation is the second largest corporation in the solar system, headquartered on Mars. Cynairan is managed by a board of three directors. Through skillful negotiation, Cynarian was able to secure HE-3 mining rights on Jupiter for Cynarian and the Protectorate.

European Federation The European Federation comprises the former nation states of Europe on earth. The European Federation is a quasi-democracy, ruled by the technocratic party. Under public pressure, the European Federation classified mutants as illegal immigrants and has since interned mutants. Local corporations have been asked to release mutants from service. The European Federation operates a space fleet in low-Earth orbit and two orbital fortresses, one of which has been temporarily captured by the Protectorate.

The Protectorate The Protectorate is the mutant nation that established itself on Earth after mutants were banned in Europe. On the civilian side, the Protectorate is ruled by Protector Avenger, who has established himself as a resistance leader. On the military side, the Protectorate is led by Lord Marshall Blackheart, who defected to the Protectorate with other Omega warriors from the European Federation forces.

Shigano Combine The Shigano Combine is a corporation on Mars specializing in mutant breeding. The Shigano Combine also offers a sophisticated range of cybertechnology. The Shigano Combine is a spin-off of the Japanese Empire.

Transnational Corporate Council The Transnational Corporate Council is the supreme court of the transnational corporations. It decides on economic and military issues affecting the corporations.

United Space Industries USI USI is the largest corporation in the solar system, headquartered on Luna. USI has a monopoly on HE-3 mining in the Saturn system and on rare ore mining in the asteroid belt. USI is led by the patriarch McLean.

United Nations The United Nations is the supreme body of nation-states in the solar system. The Shigano Combine is seeking membership. The Protectorate is not a member.

G The Jovian System

The Jovian system is Jupiter and its satellites. The Jovian system hosts more than 70 celestial bodies. The following are the most important for the plot.

Armageddon Space Complex The space complex is a space station in the Lagrange point L4 of Callisto, about 1.9 million km from Callisto. Armageddon is the heart of the Protectorate. The cylinder habitat, welded together from decommissioned freighters, containers and habitats and set in rotation, is one of the largest stations in the solar system. Armageddon houses a branch of the Cynarian Corporation as well as the Protectorate's administration, in addition to the Protectorate's residential quarters. The name of the station comes from a club in the refugee camp where the mutant rebellion on Earth began.

Fenris The Fenris space station is the main base of the Protectorate fleet. The Fenris space station orbits Jupiter in a slightly lower orbit than Callisto. At the time of the events it is about 1.5 million km away from Callisto and about 2.5 million km away from Armageddon.

Hellgate Hellgate is a small station on the moon Adrastea, which is only a few kilometers across and in an orbit of 130'000 km (half moon-Earth distance) within the radiation belt of Jupiter. Hellgate is buried deep in the moon's icy mantle and hosts the Cynarian HE-3 refinery for the initial refining of raw gas extracted on Jupiter. The moon also hosts a Protectorate military base.

Jupiter Jupiter is the largest planet in the solar system. As the fifth planet in the solar system it is the outermost of the inner planets on this side of the asteroid belt. Jupiter is 490 million km away from the sun and has a radius of 70'000 km. It has twice the mass of all other planets in the solar system and thus has a gravity of 2.5g. Jupiter is a gas giant with no clear surface. Jupiter has such a strong gravitational field that a constant particle stream of charged particles hits the planet. The particle stream poses a lethal hazard to humans and machines. Jupiter has rings like Saturn.

Callisto Callisto is the outermost of Jupiter's four large moons. 1.9 million km or 6 light seconds from Jupiter (5 times Earth-Moon distance), it moves outside the radiation belt. Callisto is the only moon with settlements worth mentioning. Some of the settlements, such as the capital Valhalla, predate the Protectorate's arrival and are home to a motley conglomerate of fortune seekers, sects in search of seclusion, crime syndicates, and pirates. The Protectorate has no mandate from the Corporate Council for Callisto. However, because over 500,000 mutants have settled on Callisto, the Protectorate operates a small garrison to maintain public safety at the spaceport in Valhalla. Valhalla is deeply buried in the icy surface of the moon. Valhalla includes several civilian city sectors and some corporate sectors. Valhalla is officially governed by several institutions, but the civilian part of the city is controlled by the Luna Syndicate, which has settled in the former USI sector Breidablik and controls air and water treatment as well as the local fusion power plant. A flight between Callisto and Jupiter usually takes 1-2 days.

Nike Nike is the former Cynarian space station Neu-Gröningen. Neu-Gröning was towed from Mars to Jupiter after gaining mining rights to Jupiter and placed in stable orbit at Lagrange point L5 of Callisto. Originally designed as a research station, the ring habitat houses the local administration of the Cynarian Corporation as well as several high-tech companies and research laboratories of Cynarian and other corporations.

H Spacecraft

The following classes of military spacecraft are in common use.

Fighters, fighter-bombers Fighters and fighter-bombers are short range spacecraft with 1 to 2 crew. Fighters and fighter-bombers are designed for the

space combat or usually even equipped for atmospheric combat. Fighters and fighter-bombers are armed with Gauss cannons and missiles. Known fighter-bomber types are Lancer gunships, Valkyrie and Cobra fighter-bombers.

Corvette A corvette is a warship with a length of about 50 meters, equipped with a powerful engine and light armament, which can also operate interplanetary. A corvette usually has 5-10 crew members and can carry up to 10 passengers. A corvette is usually equipped with Gauss guns or automatic railguns and defensive armament, occasionally with missiles. Corvettes often have a hangar for a shuttle or fighter.

Frigates A frigate is similar to a corvette, but with a length of 100m it is much larger and has a hangar for about 5 fighters in addition to similar armament to a corvette.

Battlecruiser A Battlecruiser is an interplanetary capital ship with a size of 300 meters, equipped with all possible weapon systems, space for infantry units and a hangar for fighters.

Fleet Carrier A fleet carrier is a combat ship up to 500 meters in size designed to carry fighter steeples and infantry units in company strength.

The following starships potentially play a role in the story. Fleet Carrier Donar

One of the two fleet carriers of the Protectorate and
Flagship of the Protectorate under the command of Lord Commander Steeler.

Fleet Carrier Martell The second fleet carrier of the Protectorate under the command of Eta Espina.

HeM03 mine HE-3 mine on the Jupiter. Was destroyed by an accident.

HeM05 mine HE-3 mine on Jupiter. Was destroyed after an assassination attempt.
be saved.

Cruiser Hyperion Light cruiser from Cynarian.

Frigate Isamu The frigate Isamu is the ship in which the Shigano Combine delegation arrived in the Jovian system.

Cruiser Pendragon The Pendragon is the cruiser of the Protectorate.

I Known persons

Colonel Scholz Chief of Security for the Cynarian Corporation in the Jovian system.

Dr. Petrova Technical Director of HE-3 Mines for the Cynarian Corporation on Jupiter.

Director Eric Vandemool Head of Cynarian ventures in the Jovian system. Candidate for a board position.

Espina Eta Mutant. Commander of the Martell.

Commander Lockheed Omega Mutant. Commander of the garrison on Callisto Valhalla.

Hato Omega warrior and bodyguard of Protector Avenger. Former member of the Shigano Combine.

War Master José "Toro" Alvarez Norm. Instructor of the Protectorate's hunting units.

Lord Commander Grendel Omega Mutant. Commander on the Fenris Station.

Lord Commander Steeler Omega Mutant. Commander of the Donar.

Lord Marshall Blackheart Omega Cyborg. Commander-in-Chief of the Protectorate Forces.

Nemesis Slag Cyborg. Duke of the Luna Syndicate on Callisto and Lord of Valhalla.

Protector Avenger Leader of the Protectorate.

Rhino Alpha Mutant. Administrator of Armageddon.

Sarana Envoy of the Combined Council.

Seraph Eta Mutant. Flight leader of the fighter unit at Hellgate Station. Secretary of State Luc Duval Envoy of the European Federation.

Thunderbolt Omega Mutant. Adjutant of Blackheart.