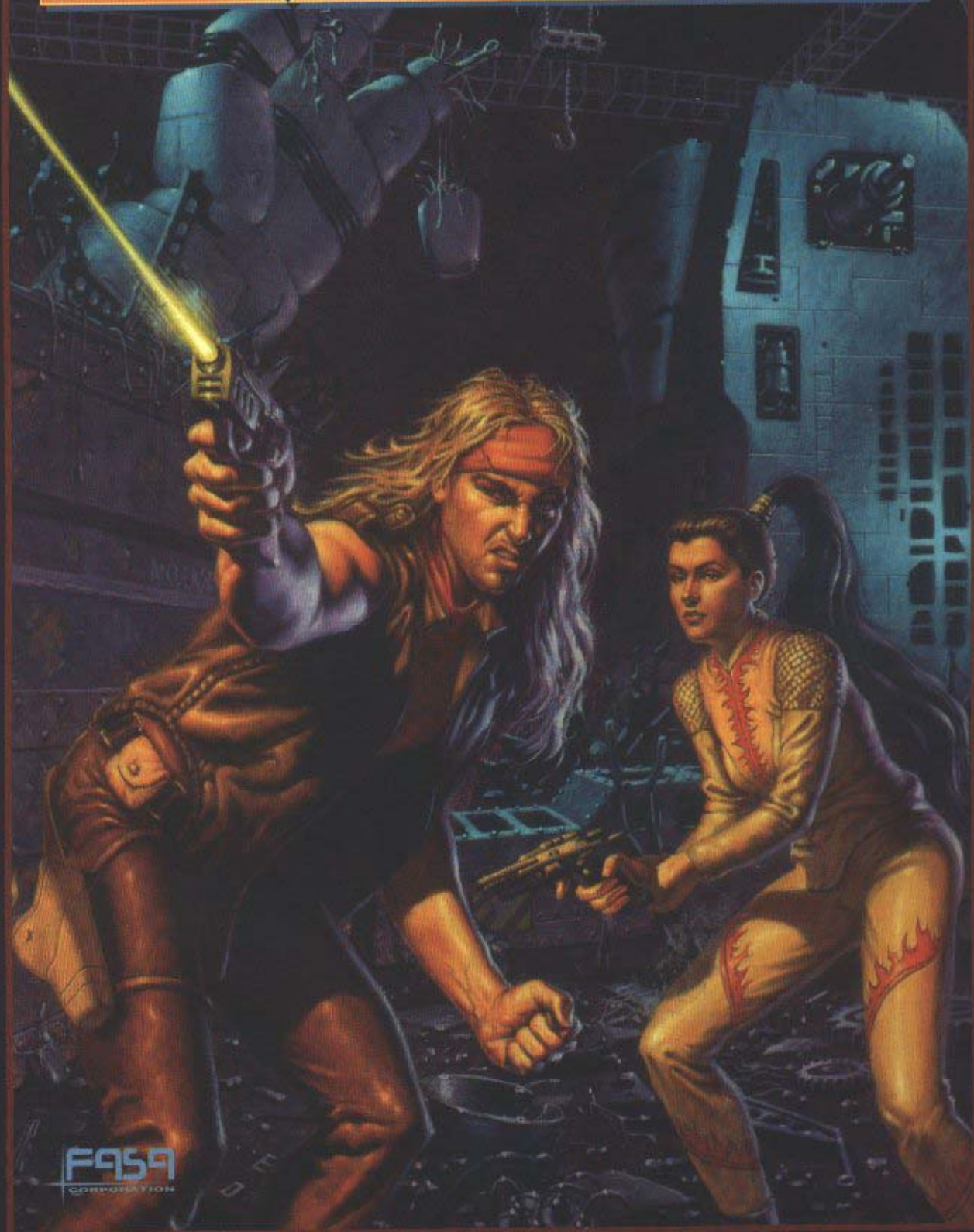


ROYALTY AND ROGUES™



FASA
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CHRISTOPHER HUSSEY

MECHWARRIOR® 1676

Royalty And Rogues

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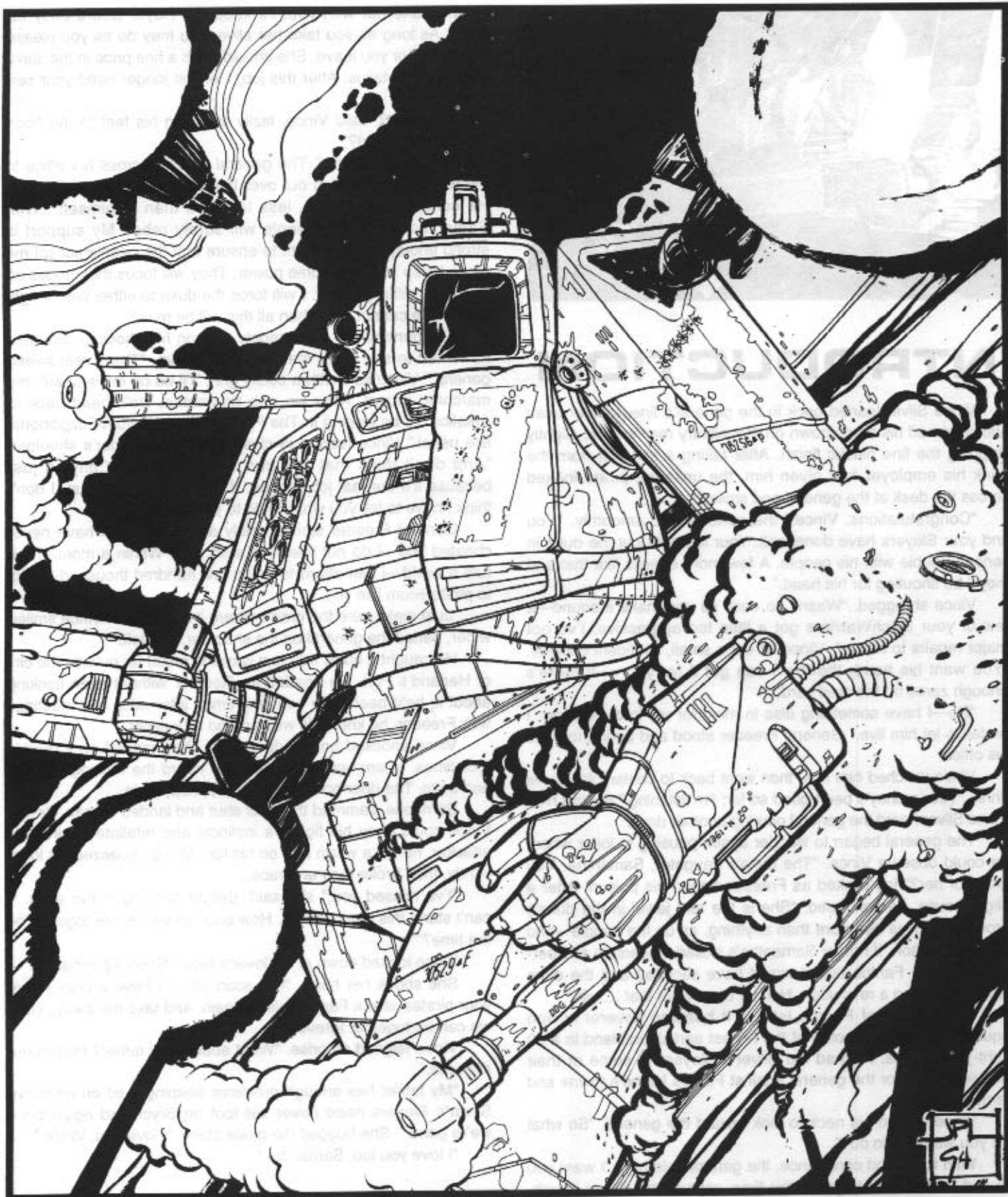
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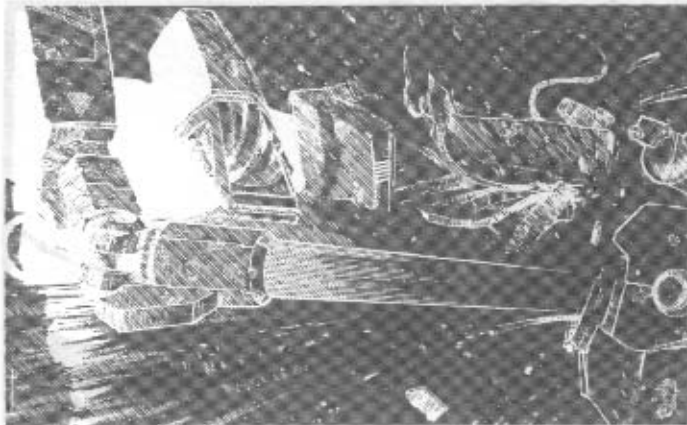
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Royalty And Rogues





Introduction



INTRODUCTION

Vince Silver leaned back in the general's fine, leather chair and slammed his boots down on the military man's desk, slightly chipping the fine plastic finish. After taking a stiff belt from the drink his employer had given him, the unkempt pirate looked across the desk at the general and smiled.

"Congratulations, Vince!" the general said smoothly. "You and your Slayers have done well. Your last raid put the duke in serious trouble with his people. A few more attacks like that and they'll be shouting for his head."

Vince shrugged. "Wasn't so easy as you make it sound—a few of your MechWarriors got a little too aggressive. I've got major repairs to make." Vince let out a small, confident chuckle. "You want his head, though, I can get it for you ... if there's enough zeros on the cred card."

"No—I have something else in mind for my lord. For now, I prefer to let him live." General Freeder stood and began to pace his office.

Vince watched him rise, then went back to contemplating his drink. "Your money's been good so far; I'm listening." Behind him, Vince Silver heard the general pouring another drink.

The general began to wander again, pausing to loiter where he could observe Vince. "The duke's daughter, Samantha. You know of her?" Ice clinked as Freeder sipped his poison. After a slight pause, he continued. "She is the real jewel in the duke's crown. He loves her more than anything, as do the people—and for good reason. If not for Samantha's skilled leadership and personal charm, Fantos Island would have seceded and the duke would be facing a revolution. Neither of us want that ... yet."

Vince knew of Fantos Island. It boasted several million square kilometers of some of the richest agricultural land in a 60 light-year radius. He had led Silver's Slayers in some of their heaviest raids for the general against Fantos Island's towns and farmsteads.

Vince craned his neck to look toward the general. "So what do you want me to do?"

With force and confidence, the general told him. "I want you to raid Fantos Island again—this time, capture the duke's daughter and take her with you. I'll keep the Royal Guard busy far away. As long as you take her alive, you may do as you please with her after you leave. She should fetch a fine price in the slave market on Antallos. After this job, I will no longer need your services."

"That's it?" said Vince, lazily swinging his feet to the floor. "Just kidnap a girl?"

"That's all I need." The general walked across his office to the window and looked out over the panoramic view of the city. He continued speaking, less to Vince than to himself. "With Samantha gone, the people will surely rebel. My support is strong enough among them to ensure that the people accept me when I step in and assume power. They will focus their hopes on me, their military savior. I will force the duke to either flee or fight a battle he cannot win. Then all this will be mine!"

The general felt a comradely slap on his shoulder. Startled, he turned to see Vince standing next to him. "That's real sweet, general," Vince said with a cocky grin. "I'll be on my way with my marching orders. After we nab Samantha, we'll head back to Antallos. I'll be waiting in The Port for the cred from Fitzgibbons, like usual." Vince leaned in close, gripping Freeder's shoulder. "And don't think that you can slide by without paying just because it's our last job for you. If Fitz doesn't show up, I don't think I have to tell you what I'll do to you."

General Freeder smiled coldly at the pirate. "I have never cheated you—I do not intend to start now. Within a month I will rule a world—I can afford to pay a few hundred thousand C-bills to pirate scum like you."

"Just make sure the cred's where it should be." Vince smiled wider, patted the general on the shoulder, and left.

He caught a quick ride to a wayside motel far outside the city of Harland's Port. He headed for Room 7 without even thinking about it; he'd been here so many times after raids and meetings with Freeder, he knew his way around by instinct.

Vince knocked on the door once, then rapped on it quickly four times. In answer to his code, he heard the clicking of locks and bolts. The door opened and Vince stepped in.

Someone slammed the door shut and landed on him. Before Vince could obey his fighter's instincts and retaliate against his attacker, he felt a warm kiss on his lips. Vince squeezed his lover tightly, then broke their embrace.

"I've missed you," she said, delight dancing in her eyes. "I can't stand this much longer. How soon till we can be together all the time?"

Vince looked down at his lover's face. "Soon. I promise."

She shook her head. "Not soon. Now. I have a plan—have your pirates attack Fantos Island again, and take me away. Then we can be together forever."

Vince feigned surprise. "What about your father? He'll come after me."

"My father has enough problems keeping a lid on rebellion. Silver's Slayers need never set foot on Bryceland again once we're gone." She hugged the pirate close. "I love you, Vince."

"I love you too, Samantha."

Introduction

HOW TO USE THIS BOOK

Except for the sections clearly marked as passages to be read aloud to the players, all the information is for the gamemaster only. Before beginning the adventure, the gamemaster should read through it to become familiar with the story line and various plot elements. The gamemaster and players should also have a working knowledge of the rules in **MechWarrior, Second Edition** and the second or third edition of **BattleTech**. The gamemaster will need **BattleTech Map Sets #2** and **#3** to run the adventure; a working knowledge of the dueling rules from the **Solaris VII** boxed set may also be helpful, though not necessary. Gamemaster and players may also find **Technical Readouts 3025, 3026, 2750, 3050** and **3055** useful.

The adventure is presented in five parts called **Episodes**, each of which represents a major plot element. In most cases, each Episode contains enough material for one gaming session.

Each Episode is made up of one or more **Events**, plot developments that move the story forward. Each Event section describes what is happening and why, and how to deal in game terms with the decisions the player characters make in each situation. For example, the characters may need information from a major character who hangs out every night at a particular bar. The Event gets the player characters to the bar, then helps the gamemaster determine what happens when they walk in. Some Episodes do not follow the Event structure, but simply contain a number of encounters. Most often, these encounters may occur in any order; in dealing with these Episodes, the gamemaster should follow the special instructions given. Several events also contain one or more **Complications**, optional subplots that the gamemaster may use to make things a bit more interesting—and usually more difficult—for the player characters.

Following the Episodes is the **End Game** section, which wraps up the adventure and offers suggestions for awarding Adventure Points. This section also lists possibilities for ongoing plot lines based on this adventure.

Research contains information the player characters may uncover through investigations during the course of the adventure. **Cast of Characters** provides vital information for major non-player characters. The **Sourcebook** section contains detailed background information that gamemasters may find helpful in adding color to the adventure, including background on Antallos and Port Krin. If he wishes, the gamemaster may use this information to establish Antallos as a setting for continued **MechWarrior** campaigns. Throughout this book, special instructions to the gamemaster appear in **boldface** type.

MARGIN-OF-SUCCESS TABLES

At times, the gamemaster will use margin-of-success tables to determine how much information the players receive when questioning contacts or other non-player characters, or physically investigating an area. Each table lists different information for different margins of success. Unless otherwise noted, players should receive the information for all margins of success up to and including the margin of success rolled. For example, a char-

acter who rolls a Margin of Success of 4 receives the information for that level, plus all the information for Margins of Success of 1, 2, and 3.

SKILL TARGET NUMBERS

With regard to skills, **MechWarrior** uses two values: the skill level and the skill target. The skill level represents how good a character is at that particular skill; the skill target represents the number that the character must match or surpass on a roll of 2D6 to succeed in a skill attempt. In this adventure, all skill targets are represented by a number in parentheses. Unless otherwise noted, all skill targets are unmodified.

THE STORY SO FAR

The planet Bryceland has belonged to the Federated Suns, and later the Federated Commonwealth, for centuries. A border world all too near the Draconis Combine, Bryceland suffered its share of woes during the seemingly endless Succession Wars. In the years since the Fourth Succession War, however, Bryceland has begun to recover its staggering losses.

Duke Morris Davion-Harland, an energetic and compassionate noble, has ruled Bryceland for almost two decades and is solely responsible for its returning prosperity. In the past couple of years, however, misfortune has landed the duke in political hot water. In 3054, Fuchida's Fusiliers raided Bryceland after razing the Precision Weapons factory on nearby Tancredi IV. The unit virtually destroyed several important electronics factories and caused major damage to Fantos Island, the center of Bryceland's agriculture. The losses from this raid triggered a planetary depression, overcome only by hard work and the duke's inspired leadership.

Though the planet's economy had begun to recover by the end of 3056, more than a few of Bryceland's struggling people came to resent their duke's constant exhortations to work.

Bryceland suffered new raids in 3056, this time by a band of pirates known as Silver's Slayers. These bandits struck intermittently over a period of several months, concentrating on crippling Fantos Island. Bryceland's Royal Guard tried several times to stop the pirates, but the bandits always hit so hard and fast that the Guard could only engage them in brief skirmishes. Things





Introduction



came to a head in early 3057 when the Slayers raided Fanto Island one last time and escaped with a special prize: the duke's daughter, Samantha.

Samantha Davion-Harland ruled Fantos Island, and its people loved her. When the Slayers' raids began, the citizens of Fantos were among the first to demand the duke's abdication; but Samantha's staunch support of her father helped to quell the rising sentiment against him. Samantha's abrupt disappearance has cost Duke Morris the little support he retained. His military commander, General Freeder, claims he can do little to stop the raiders; he is far too busy keeping the planet's people from open revolt. In truth, the general is responsible for all of Bryceland's troubles. Ambitious to rule Bryceland himself, General Freeder used his connections in the AFFC to have the Bryceland DMM conveniently rotated to the Clan front, leaving the defense of the planet in the hands of the less experienced Royal Guard. With Bryceland's best troops out of the way, Freeder secretly hired Silver's Slayers to raid the world, striking particularly hard at Fantos Island in the hope of ruining the planet's economy. Freeder believes that the kidnapping of Samantha will spark open rebellion against the duke and allow the general to take power.

The duke has only one hope. A small group of mercenaries has just landed on Bryceland in search of work. If Duke Morris is lucky, maybe he can hire them to find his missing daughter ...

PLOT SYNOPSIS

The characters have recently arrived on Bryceland in search of work, having heard about the pirate raids. They have hardly been on the planet for more than a day or so when Duke Morris Davion-Harland summons them to a personal audience. The duke tells the mercenaries about the kidnapping of his daughter in the most recent raid and confides to them his fears for his daughter's life and his own political future. Desperate for help and running out of friends, Duke Morris hires the player characters to find and rescue Samantha.

After investigating the bandits' trail in the city of Harland's Port on Bryceland, the player characters learn that the pirates operate from the planet Antallos in the Periphery. They set out for that world, but must cope with an immediate hitch; the duke could only arrange for a JumpShip to take them as far as the planet Bad News in the Draconis Combine. From there they must find their own transportation.

Upon reaching Bad News Station, a huge orbital habitat and recharge station at the system's zenith jump point, the player characters search for passage on the next leg of their trip. While exploring the station, they meet a merchant who has recently dealt with the Slayers. The merchant reveals that Vince and his pirates stopped at the station about a month ago en route back to their base on Antallos. The player characters eventually meet a grizzled JumpShip captain who agrees to take them to Antallos in exchange for assisting her in a mysterious trade on an uninhabited world.

After finally reaching Antallos and docking in its largest city of Port Krin, the player characters begin their search for Silver's Slayers. Antallos is a dangerous place, the home of thieves and criminals from all over the Inner Sphere and Periphery. The player characters' investigations eventually lead them to the home of Ferris Dumont, one of Port Krin's slave traders. The money-grubbing slaver tells the characters what little he knows at the highest price he can gouge; the characters also discover that someone is looking for them.

The player characters next encounter Lobit, one of the many information brokers residing within Port Krin's walls. Lobit also functions as a stablemaster in the local dueling circuit, and offers to help the player characters if one of them agrees to fight in an upcoming duel for Lobit. The player character wins the duel and Lobit tells the mercs where to find Silver's Slayers. The characters also learn that the person seeking them is named Fitzgibbons, and they go to look for him. A trip to Fitzgibbons' place reveals incriminating evidence that General Freeder is the mastermind behind the raids and riots on Bryceland.

The player characters head for the Slayers base, located deep in Antallos' desert. After a long and dangerous trek, the characters attack the Slayers' HQ. In a fierce fight, the pirates overpower the player characters and take them prisoner. A few

Introduction

of the pirates herd their captives into the central chamber of the Slayers' base, where the shocked player characters discover that Vince Silver and Samantha Davion-Harland are together and in love. The characters inform Samantha that Vince aided General Freeder in his plot to overthrow the duke. Shocked by this news, Samantha throws the characters in the brig until she and Vince can work out this small problem.

After recalling the player characters to the central chamber, Samantha tells them that she plans to stay with Vince. Because she also loves her father and does not want to see him crushed by Freeder, she informs the characters that she and the rest of the Slayers will return to Bryceland for just long enough to defeat the general. After that, Samantha intends to leave Bryceland. The characters reluctantly agree to this plan.

Back on Bryceland, the bulk of the Slayers drop down to face off with the Royal Guard under Freeder's command. The player characters, along with Vince and Samantha, drop near the outskirts of Harland's Port and make a run for the Guard's command bunker. After a tough fight with the general's command lance, they make their way through the command complex and confront General Freeder in the presence of the duke. Freeder denies their accusations, but Samantha supports the characters' claims. The general flies into a rage and almost kills Duke Morris, but after a quick firefight the general is taken into custody.

With their commander disgraced and out of action, the Royal Guard quickly stops fighting. Together, Duke Morris and Samantha calm Bryceland's people and the duke reasserts his control over the planet. Having stabilized the world and assured her father's political survival, Samantha leaves Bryceland with the Slayers after bidding her father a tearful good-bye.

GETTING STARTED

This adventure is designed for two to six player characters, members of a mercenary unit. There should be at least two or three MechWarriors in the group, one of whom should own and pilot a medium-weight 'Mech. Characters will find Streetwise and Perception Skills particularly helpful during this mission, as well as the Security Systems Skill that may come into play near the end of the adventure. If the group owns a DropShip, they may use it rather than accepting transportation provided by the duke. Whether arriving on Bryceland in their own DropShip or a hired one, the player characters land on the continent known as Bryce Prime, in the capital city of Harland's Port.

In the unlikely event that the player characters possess a JumpShip, the gamemaster may bypass the episode set on Bad News Station.

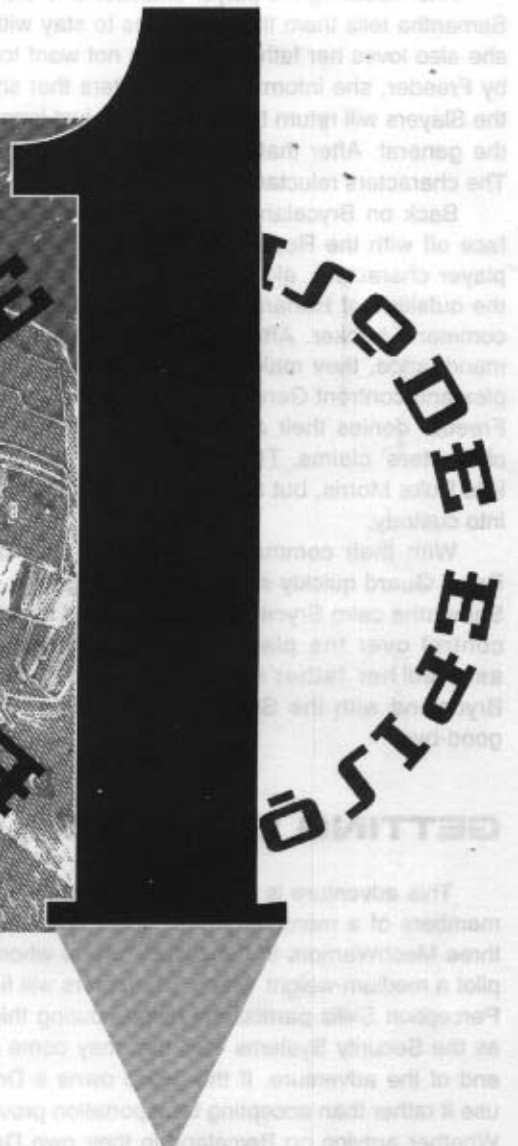
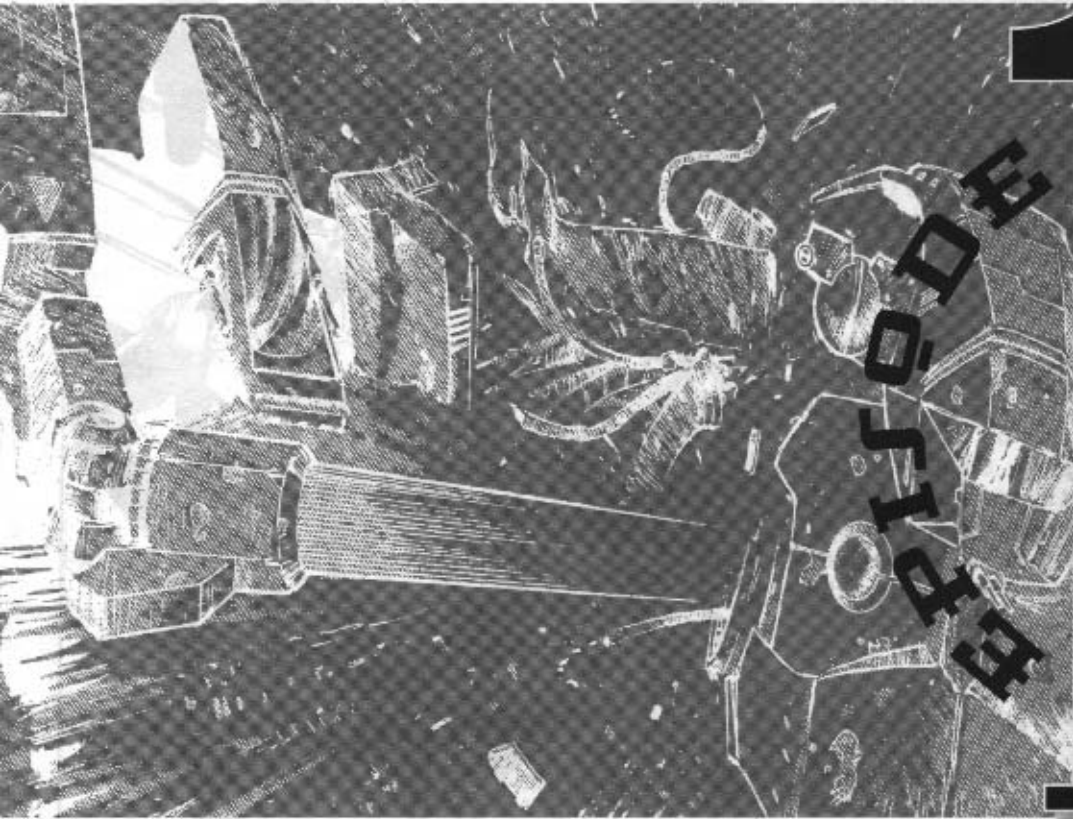


ROYALTY AND ROGUES



to the private void their captives and the central chamber of the
layers' base, where the spotted player character discovers
that Vance Silver and Garmitt's location is not as obvious
and in love. The character from Garmitt's first Vice added
General Garmitt in the plot to overthrow the duke. Shocked by
the news, Garmitt throws the character in the pit with the
and Vance can work out the small problem.

After locating the player character to the central chamber,
Garmitt tells him to stay with Vance because
she also loves her father. The character is not
by Garmitt, she informs the player character that she and the rest of
the players will return to the general. After the
The character's refusal.



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A Noble Quest



THE SITUATION

The characters arrive on Bryceland and almost immediately receive a job offer from the planet's ruler, Duke Morris Davion-Harland. The politically embattled duke hires them to rescue his daughter from a band of Periphery pirates. Once the characters accept the job, they must comb the streets of Bryceland's capital, Harland's Port, to discover some trace of the bandits.



THE SUMMONS

At the beginning of the game, read the following aloud:

You've spent three days on Bryceland so far, and haven't had more than a moment of the rest you thought you'd get before going out to scare up some work. You spent your first day cutting through the red tape tossed at you by the local port authority before they'd let you leave the DropShip and secure storage for your 'Mechs. Then a few of the 'Mechs developed glitches during transport. Thank Blake they were an easy fix; the port authority gouged you so deeply for docking and storage fees that you couldn't possibly have afforded any new parts. Adding insult to injury, just last night you lost big at poker against a mercenary infantry unit that arrived a few weeks before you did.

You're just about ready to sit back and relax with a strong cup of coffee when someone knocks on your door.

The person at the door is Jane Sawyer, an aide to Duke Morris. She greets the characters pleasantly and informs them that Duke Morris Davion-Harland wishes an audience with them as soon as possible, definitely within the next two days. After determining the time of the audience, Jane informs the characters that a royal car will pick them up and take them to the palace.

Before their meeting with the duke, the players may want to look for information about him. For details, see **Research**, p. 46.

When the characters are ready to meet with the duke, read the following aloud:

The ride over was pleasant enough. You can't remember the last time you went someplace in a stretch hover limo complete with a wet bar. Too bad you have to keep a sober head for the upcoming business. Maybe they'll let you use the same limo on the way back ...

The duke's palace looks impressive, far more so than anything you'd expect to see on a border world with a history of rough economic times. The palace

seems to symbolize the miraculous recovery Bryceland has made since the last of the Succession Wars ended. Polite, attentive palace guards in immaculate uniforms escort you through the palace corridors and usher you into a vast hall, its walls adorned with bright silk banners. In the center of the chamber, a large holographic motion-painting plays out a climactic 'Mech battle.

Gazing through the image, you see a man. He stands slightly hunched, as if a tremendous weight rested upon his shoulders. At the sound of your entrance he turns and walks toward you. He steps through the holo-painting and attempts a smile, but nothing can disguise the weariness and anxiety in his face. With a faint sigh, he addresses you.

"Good afternoon. I am Duke Morris Davion-Harland."

The duke introduces himself to each of the characters in turn and offers them drinks. His manner is pleasant, but he seems deeply troubled about something. After a little light conversation, the duke invites the player characters to sit down.

The holo-painting recreates one of the duke's past battles on the world of Thestria, in which the duke held off a Kurita company single-handedly in order to buy time for his comrades to withdraw. The banners adorning the walls include heraldic flags of the Federated Suns and the Federated Commonwealth, the flag of Bryceland, and the Davion-Harland coat of arms: a stylized "H" over the Davion fox, with a sword through the top half of the H.

Once the characters sit, the duke tells them the following:

"Affairs on Bryceland have taken a turn for the worse, I'm afraid. Your coming here in search of work testifies to that. Pirate raids by Silver's Slayers have almost crippled the economy my people and I worked so hard to rebuild. The Royal Guard has battled the raiders several times, but has done them little damage. My trusted commander, General Freeder, has put forth noble efforts, but the pirates are too quick. They strike hard, then disappear before more than a lance or two can engage them.

"Most recently, the bandits raided Fantos Island, which my daughter Samantha holds in fief. They attacked her palace and took her captive, then fled. I dare not mount an attempt to save her myself; only my presence and that of the Royal Guard can calm the people's fears.

"My hope and Bryceland's rest with you. I beg you, find my daughter and return her to me. Her safe return can help end the misfortune that has befallen Bryceland. I offer generous pay, as well as the use of my technical facilities should you need them."



If the characters take the mission, the duke offers them 300,000 F-C bills. He pays out 100,000 immediately, with the rest payable upon completion of the mission. The duke also offers to arrange for any immediate repairs to the unit's 'Mechs, and will even sell them 'Mech weapons and equipment at Bryceland's prices. Costs on Bryceland run slightly higher than the standard; multiply the prices listed on pp. 128-129 of the **BattleTech Compendium** by 1.5.

The duke knows very little about the pirates who stole his daughter. He can only tell the characters that the bandits were reported heading into the Outworlds Alliance, and that rumor has it they sometimes stop over at Bad News Station in the Draconis Combine. He can arrange DropShip and/or JumpShip transport for them to Bad News if they wish. Because Bad News Station is a hub of commercial activity, the player characters should have no trouble getting from the station to any destination necessary. Duke Morris asks his new employees to leave within three days and to report on their progress whenever possible during the mission. After finalizing payment arrangements, Duke Morris sends the characters on their way, promising to personally see them off in three days' time.

The characters can negotiate for a better fee, at which point they must deal with the duke's accountant. The accountant has Negotiation Skill (3+), but she has orders from the duke to be generous. The team may increase the fee by 15,000 F-C bills for every success by which the negotiating character exceeds the accountant's result in an opposed Negotiation/Willpower Test. The team will receive any additional monies gained in this way upon completion of the mission.



HITTING THE STREETS

The characters have three days to prepare for the mission and dig up information. For guidelines on acquiring information on specific individuals or locations, see **Research**, p. 45.

If any characters wander around town, read them the following aloud:

As you make your way down the streets of Harland's Port, you sense tension so thick you could cut it with a vibroblade. No one seems happy. After a few minutes' observation, you can see why. Harland's Port must have been a beautiful city once; now it bears a thousand scars of battle. Piles of rubble loom everywhere you look, and armed guards patrol every street. Oddly enough, the armed guards seem to be keeping a closer eye on the locals than on you.

While exploring Harland's Port, any character who makes a successful Perception Test notices that passersby give the player characters suspicious glances. Before the characters leave Bryceland, the duke meets with them once more and urges them to hurry: "Time is very short, and my daughter is almost all I have left. I fear greatly for her safety."

A Noble Quest

COMPLICATION: GENERAL PROBLEMS

If the characters spend enough time poking around for information, they attract the attention of General Freeder. The general has learned of the duke's scheme to rescue Samantha and has hired a group of thugs to kill the mercenaries. These thugs attack the characters the night before they leave Bryceland.

On the night before the characters' departure, read the following aloud:

You walk out of the restaurant, sated by an excellent meal. You'd love to check out the local nightlife one more time, but you need your sleep before tomorrow's departure. As you stroll along in search of a cab, the street falls strangely silent. You sense danger; before you can react, several large figures emerge from nearby alleyways.

One of the group steps into the glow from a street lamp. A big bruiser, he looks as if someone broke his nose a few too many times. He favors you with an ugly smile. "Evenin'. Nice night for a walk. Too bad they're gonna have to wheel you the rest of the way home!" With a yell the whole gang charges you, drawing daggers and pistols.

The number of thugs equals the number of player characters. Use the following statistics for each thug.

THUGS (# equal to the player characters)

Attributes: BLD 4 (8+), REF 5 (7+), INT 4 (8+), LRN 3 (9+), CHA 3 (9+)

Characteristics: Athletic 9+, Physical 9+, Mental 11+, Social 11+

Skills: Small Arms 3 (6+), Unarmed Combat 3 (6+)

Equipment: Pistol (Range 1-2/3-4/5-8; Damage 2D6 + 3; Ammo 6; 1 extra clip), Dagger (Damage 1D6 - 1)

If more than half of the thugs are killed or knocked unconscious, the rest attempt to retreat. If captured and questioned, the thugs gladly talk, but can only tell the player characters where and when they were hired. They can only identify the person who hired them as "someone in a long black coat."

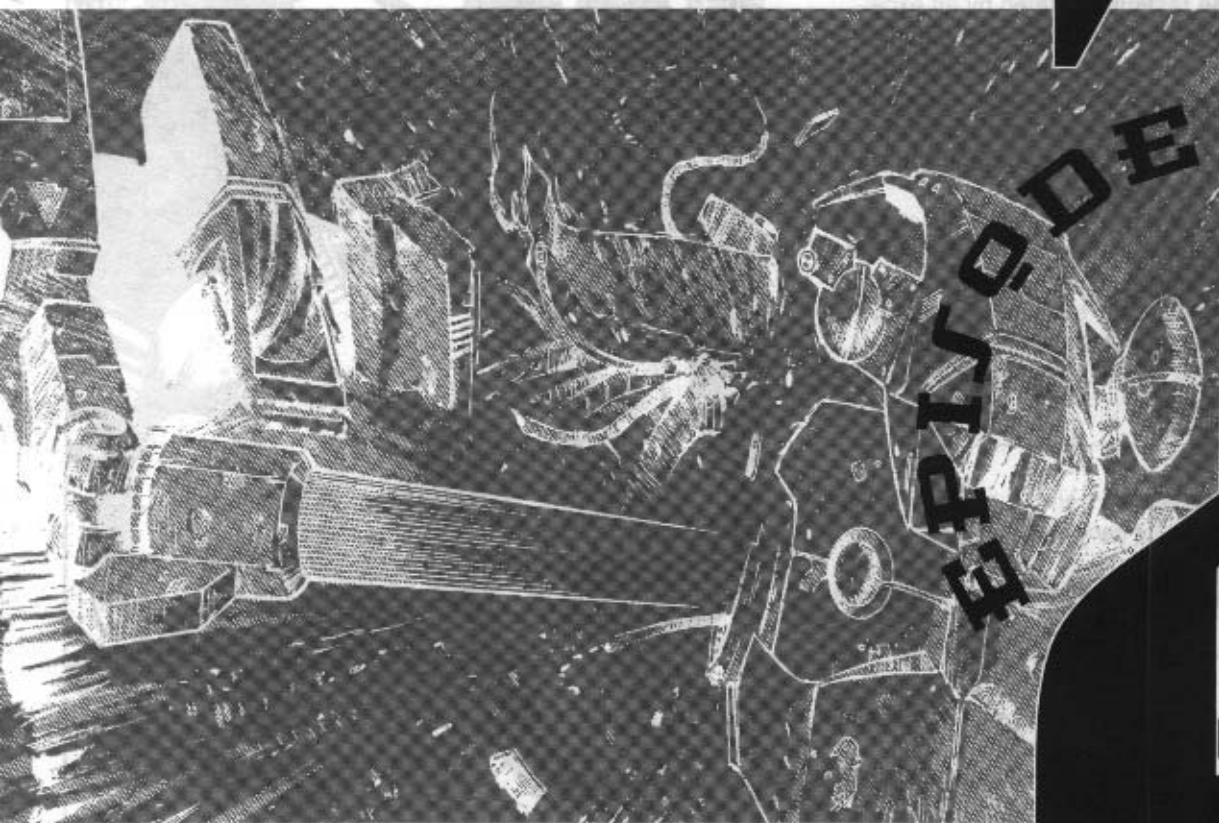


ROYALTY AND ROGUES



COMPLICATION: GENERAL PROBLEMS
If the character spends enough time looking around for intel, they attract the attention of General T'Pol. The general has learned of the ship's actions to rescue Gemaris and has hired a group of thugs to kill the messengers. These thugs attack the character the night before they leave B'Poland.

On the night of the attack, the character's departure is delayed.



EPISODE 2

Good News/Bad News

EPISODE 2 EPISODE

THE SITUATION

The characters arrive at Bad News Station, seeking transport to Antallos for a showdown with the Slayers. They eventually find a JumpShip pilot who can take them to Antallos, but the price may be higher than they bargained for.



ARRIVAL

After six-and-a-half weeks of uneventful JumpShip travel, the characters arrive in the Bad News system. A backwater Combine world, Bad News has survived as a minor-league trading world that handles traffic from Tabayama Prefecture, the Outworlds Alliance, and various unaffiliated Periphery worlds visited only by the most daring traders. In this system floats Bad News Station, a large docking facility that hangs in orbit at the system's zenith jump point. Once the characters arrive in-system, their DropShip docks at one of the station's many collars. The constant bustle of trading vessels puts parking at a premium; if the player characters travel to Bad News in their own DropShip, they must pay 2,500 C-bills or the equivalent per day to keep their craft docked.

Once the characters have docked and are leaving their ship, read the following aloud:

After so much time in a DropShip, you're thrilled to set your feet on solid ground—or something like it, anyway. Impatiently, you wait for the last airlock door to open and let you out to someplace different than the DropShip mess hall. With the blinking of a green light and a slight hiss, the door slides open and you step out. Before you walk more than a few meters out of the docking area, a smartly dressed Asian woman and her three armed escorts accost you.

"Welcome to Bad News Station," she begins. "We hope your stay here will be pleasant. Feel free to walk around this facility's designated decks. The recreation area is located on Deck 12; the merchant plaza and trading centers are on Deck 8." She hands each of you a plastic passcard. "These passcards grant access to those decks. As you are carrying no salable cargo, your ship will not be inspected. However, we must ask that you keep all personal weapons on your ship, in accordance with our peace laws."

Smiling broadly, she awaits your compliance.

The characters cannot get past this area without removing all personal weapons, including melee weapons. The characters may store them on their DropShip or give them to the station guard for safekeeping.

If any character attempts to smuggle a weapon into the station, he or she must get past the weapons scanners hidden in the lift, which is located just off the docking area. These scanners are not perfect, and cannot always detect a weapon. To determine if a weapon escapes the scanners' notice, have the smuggling character roll 2D6. On a result of 10 or better, the scanner fails to detect his concealed weapon. If the smuggler uses an ECM device to hide the weapon, apply a -2 modifier to the Target Number of 10 for each tech level above 2 the device possesses.

The passcards issued to each character allow them access only to the merchant and recreation decks, respectively; all other decks are off limits. Armed station guards will counter any attempt to enter another deck. These guards travel in squads of three; if they engage the player characters in a firefight, reinforcements arrive in 3D6 rounds.



STATION GUARDS (3)

Attributes: BLD 5 (7+), REF 4 (8+), INT 4 (8+), LRN 3 (9+), CHA 3 (9+)

Characteristics: Athletic 9+, Physical 10+, Mental 11+, Social 11+

Skills: Blade 3 (6+), Perception 2 (9+), Small Arms 3 (7+), Unarmed Combat 3 (6+)

Equipment: Sonic Stunner (Range 1-2/3-5/6-8; Damage: Special, 2 extra power packs), Stunstick (Damage 1D6 - 2 + special), Flak Vest

The guards usually attack with the stunsticks first, hoping to incapacitate their attackers. If any fight begins to turn ugly, the guards will not hesitate to use lethal force. Any characters captured are thrown in the brig and detained for at least a week, possibly longer (at the gamemaster's discretion).

MERCHANT DECK

Deck 8 of Bad News Station is home to bustling merchant activity. Stores and shops owned by independent and corporate traders stand side-by-side selling their wares. Almost every item is for sale in this plaza, with the exception of weapons. Taking advantage of a loophole in the Combine's restrictive weapons laws, however, some merchants sell ammunition. Prices vary widely from merchant to merchant, with plenty of room for bargaining; characters with Negotiation Skill should find more than a few good deals. Perceptive characters notice that traders from the Outworlds Alliance and even the Federated Commonwealth operate in the Merchant Plaza along with Combine sellers.

One of the hottest commodities in the Merchant Plaza is information. Inquisitive characters can easily discover plenty, both true and false, about current events in the Draconis Combine and on the Clan front. They may also hear general buzz about Clan merchants and other new traders operating in the Periphery, but no one knows anything specific. General news, such as the Federated Commonwealth's growing problems, ComStar/Word of Blake conflicts, the latest Solaris VII fights and other major events, also make the rounds. Many of the merchants have heard of Silver's Slayers or seen them on the station; any questions the characters ask about the pirates eventually lead them to Home Pier Imports.

Note that the encounter in Home Pier Imports (described below) and the **Need a Lift?** encounter (in **Recreation Deck**, following) may occur at any time, depending on what area of the station the player characters explore first.

Home Pier Imports

Home Pier Imports is a small, independent store owned and operated by Bill Manatara, a middle-aged Combine merchant.

When the characters enter Home Pier Imports, read the following aloud:

You step through the door into Home Pier Imports. People have told you that the owner, Bill Manatara, has dealt with the Slayers before. Maybe he can give you some solid information about the pirates and their activities.

As you move further into the shop, a haze of burning incense wreaths everything you see. The taste and smell of strawberry fills your nose and mouth. The floor feels soft; you look down and see your feet sinking into fine Persian rugs. All manner of exotic items from throughout the Inner Sphere adorn the walls. Without a doubt, the most eye-catching item is a life-sized statue of Stefan Amaris, usurper of the Star League.

The store is empty, save for one man off to your left. He is facing the wall and seems to be working at a computer terminal. With a few clicks of his keyboard, the lighting in the room slowly turns from a dim white to a deep red that soon changes to orange. After finishing his work on the keyboard, the man turns and notices you. With a pleasant smile, he comes forward. "Yes?"

The man, Bill Manatara, stands approximately five feet tall and has long, jet-black hair. He wears a long sweater that hangs down below his knees. A pleasant fellow given to smiling, Bill frequently paces through his store and points out unique items while talking. Though normally leery of revealing his dealings with customers, if the characters seem interested in his store and its contents Bill will admit to dealing with the Slayers. He refuses to reveal what sort of business he conducted with them.

During the course of the conversation, Bill tries to learn as much about the player characters as possible: where they came from, who they have worked for, what they have done, and so on. Bill also attempts to sell the characters several of the items in his store. He carries a wide array of exotic and luxury items with outrageous price tags. The characters can only squeeze additional information out of Bill by purchasing something or offering him money. Threats may also serve to loosen Bill's tongue, but if coerced he will throw in several pieces of false information along with the true.

Bill admits that the Slayers visited his shop about a month ago, and that the group had a new member: a woman. From the way she behaved, Bill thought she was in command instead of Vince Silver. He can recall enough of the woman's appearance to convince the characters that he saw Samantha. Bill also confirms that the Slayers were heading for their base on Antallos. If pressed, Bill admits that he usually purchases a number of the Slayers' acquisitions, including so-called "personnel assets." Bill's records show a number of Draconis Combine, Outworlds Alliance and Federated Commonwealth citizens sold to minor nobles throughout the Combine and the Federated Suns half of the Commonwealth.

Roleplaying is critical in this encounter. Bill will respect the characters once he knows more about them; the best way for the player characters to get the information they need is to respect Bill and what he does (or at least pretend to). Trying to strongarm Bill into talking will only send the characters up several blind alleys.

Complication: Sleeper Revenge

If the characters act rude or mistreat Bill in any way, he may seek revenge. Bill has yakuza contacts in the Combine and has a respectable reputation among many of the yakuza in the Bad News sector of space. Bill will complain to these powerful friends about his disrespectful treatment at the hands of the player characters. The yakuza will take no immediate action against them, but may well do so much later.

If the characters undertake any subsequent missions in this region of Draconis space or any system near the planet Galedon V, the yakuza on these worlds may exact revenge on Bill Manatara's behalf. Depending on the severity of the treatment Bill received, retaliation may range from disabling or destroying equipment to assassination.

RECREATION DECK

Deck 12 of the station is reserved for recreation. Numerous bars and eating establishments are located here, as well as hotels that charge a wide range of fees for their rooms. Deck 12's holo-arcades contain some of the best simulators in the Combine. A small gym with a wide variety of exercise equipment is also located on this deck.

The Rec Deck teems with people, from station workers taking a break after their shifts to passing military units engaging in some much-needed R&R. The deck's four noisy bars are always packed to capacity. After some checking, the player characters discover a congenial watering hole called "The Outer Sphere,"

which caters to most of the merchants and mercenaries in the station. This bar's regulars present their best chance to find transport to Antallos (see **Need A Lift?**, below).

Need a Lift?

While on Bad News Station, the player characters must find transport to Antallos in order to complete their mission and rescue Samantha Davion-Harland. By the end of the first day in the station, the group should have begun to put out feelers. If not, the gamemaster should prod them along. Most of the JumpShip captains the characters encounter are either leery of traveling to Antallos or charge more than the characters can afford because of the danger. The latter group of pilots only agree to stop at Antallos after finishing their normal trade route, sometimes requiring as much as a three-month detour.

Once the characters arrive in the Outer Sphere after several unsuccessful encounters with JumpShip captains, read the following aloud:

You've done plenty of asking around for transport and have little to show for it. Three pilots offered prices so high, you might as well have bought a JumpShip. Two others turned you down outright and called you crazy for going to Antallos. You can't blame them; from all you hear, Antallos is a dangerous place.

As you sip your beer and look around the bar, an old woman with long, wild hair stops at your table and looks you over. With a sneer and a disgusted snort, she says, "You the ones looking to head out into the Periphery?"

The woman is Trini Bezz, an aged JumpShip captain with a checkered past. She has spent the past two months at Bad News Station looking for a small mercenary band, and she hopes the characters will fill the bill. Trini offers the characters free transport to Antallos and even agrees to return them to Bad News Station if needed, on one condition: they must act as her protection for a secret deal on an abandoned world near Antallos.

Trini explains that she doesn't quite trust those involved on the other end and wants backup in case the deal goes sour. After the deal is done, Trini will transport the characters directly to Antallos, where she intends to stay for about two weeks. If the characters agree to the condition, Trini tells them she wishes to leave the next day because the deal is going down soon. Trini does not know what kind of opposition to expect, but is fairly certain she'll face 'Mechs. Trini's JumpShip, the *Late Day*, hangs in orbit not far from the station. After closing the deal, Trini leaves the bar to prepare her ship, promising to rendezvous with the characters in the Outer Sphere the next day.

Complication: Mistaken Identity

After Trini Bezz departs, a motley group of men approaches the player characters. This group numbers one less than the player characters' team. The gang is a freelance crew looking for work with one of the many DropShips docked at Bad News Station; their leader, Pat Carty, believes that one of the male player characters is an enemy from his past. This person took Pat for everything he owned and also stole Pat's lover. Pat is slightly drunk and utterly convinced of the player character's identity. He and his friends are looking forward to violent revenge against Pat's nemesis.

No bar patrons interfere with the fight, preferring to mind their own business. If the characters win, they should leave quickly before the station guards arrive. The guards dislike troublemakers and will see the victorious characters as such. If the player characters decide to run, the station guards catch them after a brief chase and throw them in the brig. Any character with Negotiation or Streetwise Skill may bribe the team's way out for about 450 C-bills or its equivalent.

If the characters lose the brawl, Pat and his friends rob them blind. When the characters regain consciousness, they find themselves in the brig. No charges are pressed against them, and so the guard will allow them to leave. At the gamemaster's discretion, the player characters may be able to track down Pat's gang before leaving the station and take a little revenge of their own.



PAT CARTY

Attributes: BLD 5 (7+), REF 4 (8+), INT 4 (8+), LRN 3 (9+), CHA 4 (8+)
Characteristics: Athletic 9+, Physical 10+, Mental 11+, Social 10+
Skills: Blade 3 (6+), Leadership 2 (8+), Piloting/Spacecraft 3 (7+), Unarmed Combat 4 (5+)

FRIENDS

Attributes: BLD 4 (8+), REF 4 (8+), INT 4 (8+), LRN 3 (9+), CHA 3 (9+)

Characteristics: Athletic 10+, Physical 10+, Mental 11+, Social 11+

Skills: Blade 3 (7+), Piloting/Spacecraft 1 (9+), Technician/Spacecraft 2 (9+), Unarmed Combat 3 (7+)

Equipment: One of Pat's more industrious friends has smuggled a doctored stun stick onto the station. This weapon causes 1D6 - 2 points of damage and delivers a stronger shock than a standard stun stick. In order to remain conscious, a character struck by the stick must make a Saving Roll of 2D6 - 4 against his Build Attribute.



TRINI'S MEET

After a few weeks aboard the *Late Day*, the player characters finally arrive at the site of the JumpShip captain's mysterious meet. Trini responds to any attempts by the characters to discover anything about her deal with polite refusals. If the characters protest, Trini reminds them that she is giving them free transport and tells them she would not have taken them on if she didn't think they could handle it. These reassurances are lies, of course; Trini took the player characters because she could find no one else. Trini set up this deal through at least four middlemen; she does not know who her trading partners are, or even if they will show up. In spite of the uncertainties, Trini has been dying for a deal like this one since the Clan invasion and intends to go through with it.

When the JumpShip reaches the site of the meet, read the following aloud:

You don't like having to take a little side trip to complete your real mission, but you do what you have to. That's the only way to stay ahead in this game. From what Trini told you, you've arrived in an abandoned star system near Antallos; the people Trini's supposed to meet appear to be waiting on the second planet from the sun.

The journey in-system seems to take forever. You wish you knew what Trini is trading and with whom, but you can't do much about it now. As your ship punches atmosphere, you realize that this system is not quite abandoned after all. Your ships land near a small settlement, all of its buildings showing signs of heavy blast damage. Once upon a time people lived here, but no longer.

You disembark and move your 'Mechs into a defensive perimeter. Trini steps out of her modified *Leopard DropShip* in a *WorkMech*, towing a large hover platform loaded with unmarked crates and other storage containers.

She heads toward the center of the small town. Within moments, her similarly arrayed counterpart steps out from behind the nearby hills and also heads toward town. You watch the two 'Mechs and wait ...

Long ago, the abandoned planet belonged to the Outworlds Alliance. Repeated attacks by Federated Suns forces during the First Succession War devastated the world beyond salvation. Those that could, escaped; the rest perished, leaving behind only the wreckage of the settlements in which they had once lived. The planet now serves as a convenient clandestine meeting place for those conducting secret trade.

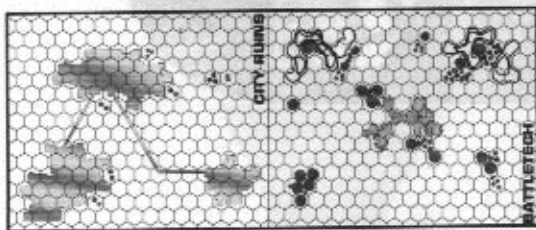
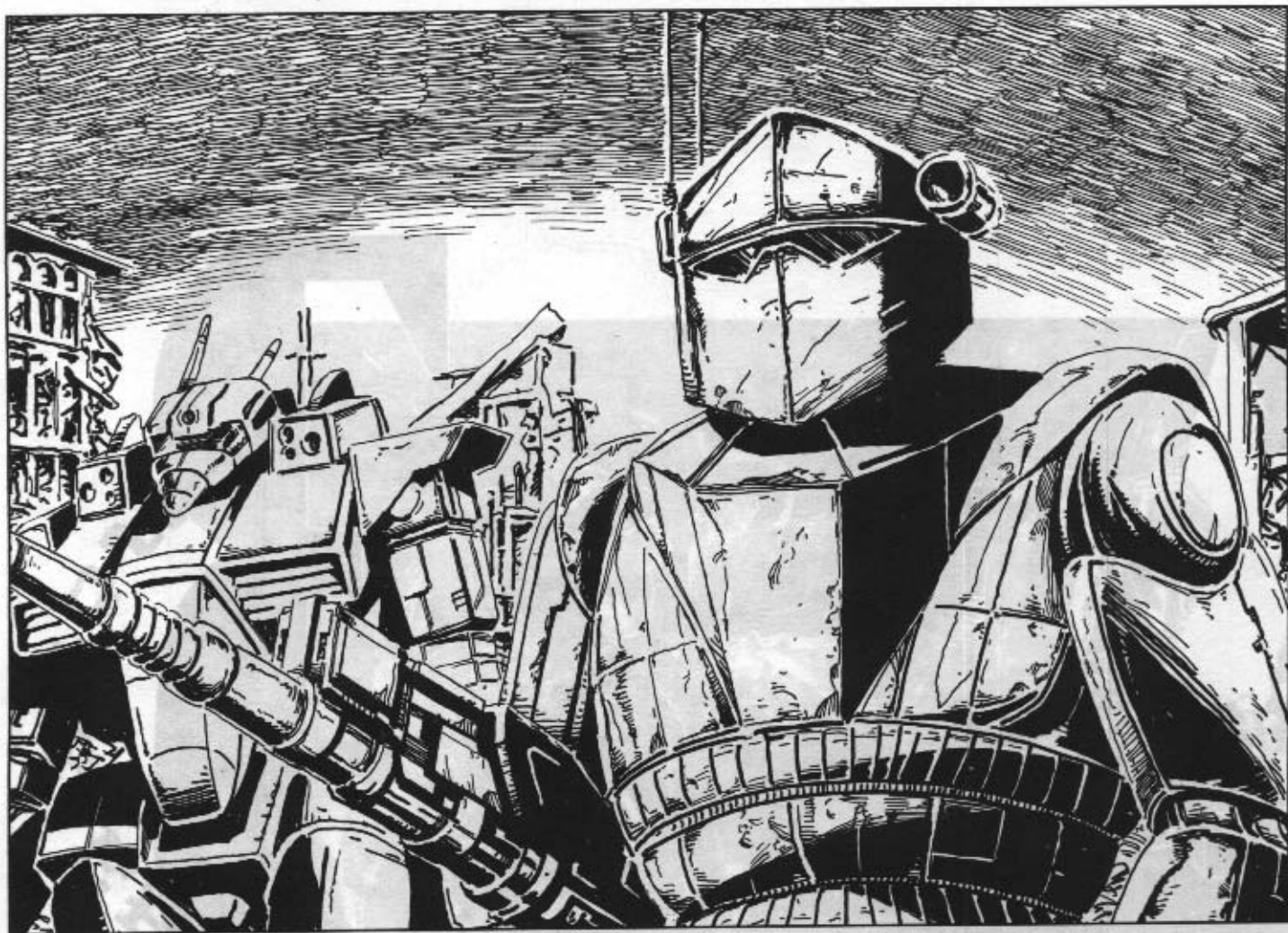
Trini is trading away several tons of gold and other precious metals in exchange for blueprints and samples of advanced Clan military and medical equipment. The gamemaster may decide the identity of Trini's trading partners; they may be anything from members of the Clan bandit caste to Combine merchants, depending on the direction in which the gamemaster wishes to take his campaign. Whatever choice the gamemaster makes, he or she should surround the trade with mystery and accompanying paranoia. The characters know next to nothing about what is going down, who Trini is meeting, or who Trini really is. The sky above them is dark, the landscape lit only by the dim glow of two small moons. The player characters are positioned in a small valley surrounded by low hills and jutting rock formations. Initially at least, they can only watch the deal and wait for what seems to them like hours. In such an atmosphere, their imaginations can easily get the better of them. The characters may see strange shadows or other things moving nearby. Their 'Mechs' systems may experience minor glitches, or they may detect sensor echoes that make them think an enemy is approaching. Play up this paranoia as much as possible.

COMPLICATION: WORST FEARS

If the player characters' curiosity gets the better of them and they go exploring, Trini's trading partners may attack them. These mysterious people definitely have *BattleMech* support, and will use it if the characters stray too far from the landing zone or if the deal goes bad. The characters will face the force listed below; all the 'Mechs listed are in excellent condition, and all design modifications are noted. Almost all of them combine elements of 3025, 3050 and *OmniMech* technology. The *Vixen* in the group is a second-line *OmniMech* heretofore only seen among Clan Jade Falcon fighter. If the player characters do not realize this, the gamemaster may want to point it out.

Game Set-Up

Lay out the *BattleTech* mapsheets as shown. Use the City Ruins map from **Map Set #2** and a standard *BattleTech* mapsheet. Line up Hex 0917 from the City Ruins map with Hex 0901 from the standard *BattleTech* map. Place any number of Light buildings on the paved hexes (not road hexes) of the City Ruins map. The deal goes down at Hex 1108 on the City Ruins map.



Attacker

The unknown assailants enter from the western edge of the City Ruins map during the Movement Phase of Turn 1.

Mystery Force

Black Knight (Piloting 4, Gunnery 4); replace PPC with Clan ER PPC and all Medium Lasers with Clan ER Medium Lasers

Flashman (Piloting 4, Gunnery 4)

Phoenix Hawk (Piloting 4, Gunnery 3); replace Large Laser with Inner Sphere ER Large Laser

Panther (Piloting 4, Gunnery 5)

Vixen (Piloting 4, Gunnery 3)

Deployment

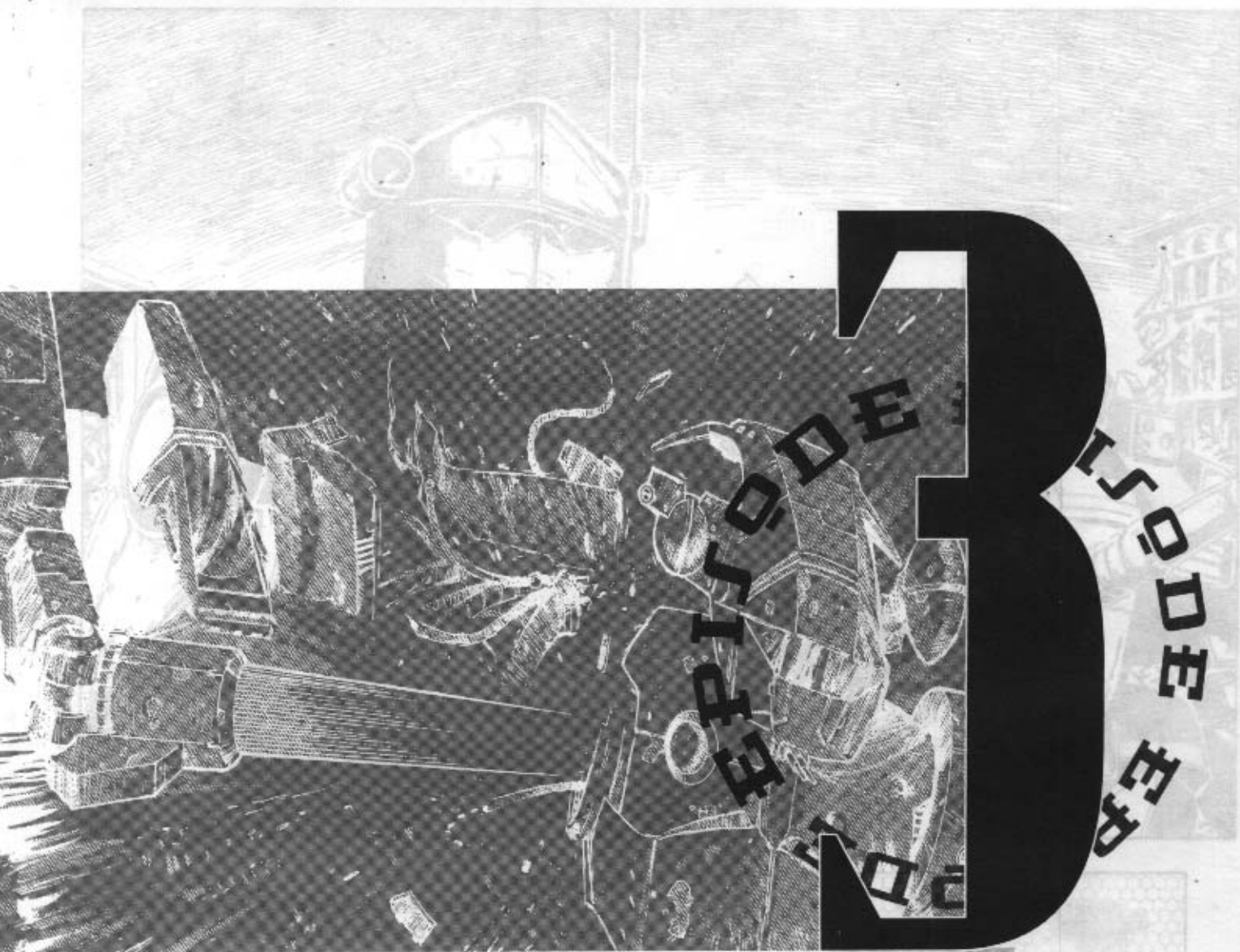
The player characters set up first in the positions of their choice on the standard **BattleTech** mapsheet, and as far west as Hex row XX10 on the City Ruins mapsheet.

After the Battle

Any enemy MechWarriors that the player characters attempt to capture will commit suicide rather than surrender. If the characters try to identify their attackers, they discover that the mystery MechWarriors carry few clues to their allegiance. They wear plain gray clothing instead of uniforms, bear no insignia, and carry no personal items on them or in their cockpits. If the characters try to salvage any of the downed BattleMechs' advanced equipment, Trini hustles them back to the DropShip; she wants to escape before reinforcements arrive. Any radar check confirms that a larger force is approaching, and so a hasty retreat may be a wise move.

Depending on the players' reaction to this encounter, the gamemaster may wish to use the mysterious attackers as a new plotline for his campaign. The search for the location of the attackers' base and the source of their advanced equipment could evolve into a long-term and potentially rewarding adventure.

ROYALTY AND ROGUES



After the Battle of the Boreas, the city of Antallos is in a state of chaos. The city is a maze of streets and alleys, and the people are in a state of panic. The city is a maze of streets and alleys, and the people are in a state of panic. The city is a maze of streets and alleys, and the people are in a state of panic.

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The unknown assailants enter from the western edge of the City Ruins map during the Movement Phase of Turn 1.

Mystery Force
Black Knight (Pilot) & Gunner (Pilot)
Pilot and 2 Medium Lasers with 2x ER Medium Lasers
Pilot (Pilot) & Gunner (Pilot)
Pilot (Pilot) & Gunner (Pilot)
Pilot (Pilot) & Gunner (Pilot)
Pilot (Pilot) & Gunner (Pilot)



THE SITUATION

The player characters arrive on Antallos, where they must discover the location of the Silver Slayers' base before they can proceed. During the course of their investigation, the player characters uncover incriminating evidence regarding General Freeder's secret dealings with the pirates' leader, Vince Silver.



BACK ON THE STREETS

The player characters land in Antallos' capital, the city-state of Port Krin. If the group possesses its own DropShip, the characters may choose to stay inside it and save themselves the cost of finding other housing. If the characters relied on the duke's transportation, they must find storage space for their 'Mechs and living quarters for themselves. Costs for these items, as well as helpful background information about Antallos and Port Krin, appear in the **Sourcebook** section, beginning on p. 59 of this adventure.

After securing these arrangements, the player characters must once again pound the pavement in search of the whereabouts of Silver's Slayers. For guidelines on how much information the player characters receive in their initial inquiries, see **Research**, p. 47.

Once the characters have made arrangements for housing and storage, read the following aloud:

From what you can see, all the rumors you've heard about Port Krin are true. It's a hot, dirty city brimming with excitement and danger. You head down Central Street, trying to keep the dust off your clothes and out of your throat. Rough customers give you the eye everywhere you look, and everyone seems to be packing a weapon. If you want to avoid unwanted attention, you'd better keep your tough face on all the time.

Busy place, Port Krin, in spite of its underlying sense of menace. The sidewalks are clogged with people, and beat-up hovercars share space with horse-drawn wagons on the narrow, winding streets. Sidewalk merchants shout at you, offering the finest wares for C-bills or anything else you'll give. Lazy guard patrols wander the streets, paying little heed to the petty crimes constantly going on around them. You'd like to soak up the atmosphere in a halfway decent tavern, but you've got work to do.

Legwork done around Port Krin should lead the player characters to the following four encounters: **Visiting the Split Axe**, **Dumont Personnel Industries**, **Lobit and Company**, and **Fitz's Place**. Though they may occur in any order, the

adventure flows better if events unfold in the order given below. Note that the **Fitz's Place** encounter can occur only after the **Lobit and Company** encounter.

COMPLICATION: SILVER'S BUDDIES

Vince Silver has many friends in Port Krin, and so the player characters' poking around may attract some unwanted attention. At some point when the characters are resting in a bar or other public place, a group of two men and three women approaches them. This group's leader, Vix, warns the characters to stop sniffing around unless they want to deal with "serious problems." If the player characters respond with taunts, the group attacks the mercs on the spot. The group also attacks the player characters if their investigation attracts too much attention or becomes too successful after this encounter. The statistics for the pirates are listed below.

The gang also has the help of two trained rock gilas, large and agile lizards with a hard chitinous covering all over their bodies. The gilas attack immediately at the thugs' order and fight tenaciously until killed or subdued.



VIX

Attributes: BLD 5 (7+), REF 7 (5+), INT 6 (6+), LRN 4 (8+), CHA 5 (7+)

Characteristics: Athletic 6+, Physical 5+, Mental 8+, Social 7+

Advantages: Exceptional REF

Skills: Blade 1 (5+), Small Arms 3 (2+), Streetwise 4 (3+), Unarmed Combat 2 (4+)

Equipment: Ablative/Flak Vest, Vibrodagger (Damage 2D6), damaged Laser Pistol (Range 1 - 2/3 - 5/6 - 10; Damage 3D6 + 1; 2 extra power packs)

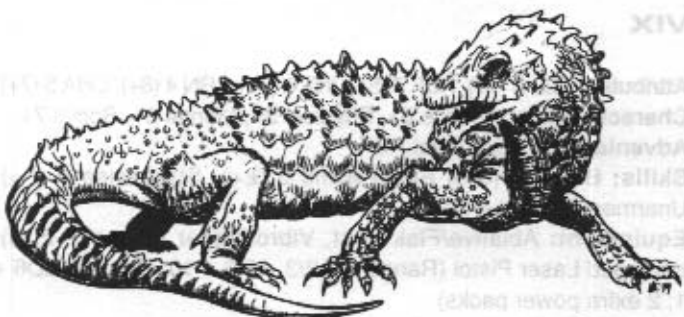
GANG MEMBERS (4)

Attributes: BLD 4 (8+), REF 5 (7+), INT 4 (8+), LRN 3 (9+), CHA 3 (9+)
Characteristics: Athletic: 9+, Physical: 9+, Mental: 11+, Social: 11+
Skills: Blade 2 (7+), Small Arms 2 (7+), Streetwise 3 (8+), Unarmed Combat 3 (6+)
Equipment: Knife (Damage 1D6 - 1), Shotgun (Range 1 - 3/4/5; Damage 3D6 + 2; 10 rounds) or Auto-Pistol (Range 1 - 2/3 - 4/5 - 8; Damage 2D6; 2 extra clips)*
 *Auto-Pistol fires in burst mode.



ROCK GILAS (2)

Attributes: BLD 4 (8+), REF 8 (4+), INT 6 (6+), LRN 1 (11+), CHA 1 (11+)
Characteristics: Athletic 6+, Physical 4+, Mental 11+, Social 16+
Skills: Perception 5 (6+), Running 4 (2+), Survival 4 (7+), Unarmed Combat 4 (2+)*
Attacks: The rock gila may make 2 attacks per round, including any combination of claw and bite attacks. Claw attacks do 1D6 - 2 Damage with a minimum of 1; bite attacks inflict 1D6 points of damage.
Defenses: The gila's chitinous skin absorbs 2 points of ballistic damage every time it is hit. A successful attack always inflicts at least 1 point of damage.
 * A rock gila's normal Unarmed Combat Skill is 2. These particular gilas have been specially trained for combat.



The thugs attempt to retreat if the player characters take out more than half of them, not counting the gilas. If the characters manage to capture any of the gang, they refuse to talk unless a player character makes a successful Interrogation Skill Test against them. Vix talks only if the characters release him and offer him money. The thugs know very little, except for the fact that Silver paid them to keep an eye out for mercenaries snooping around after the Slayers. The gang members promise not to tell Vince about the player characters if the characters release them unharmed.

VISITING THE SPLIT AXE

The rowdy bar known as the Split Axe is a regular hangout for members of Silver's Slayers in Port Krin. Located in the part of town known as the Asylum, the Axe sports a neo-medieval motif and caters to a broad clientele.

When the characters enter the Split Axe, read the following aloud:

Wiping the sweat and dust from your brow, you walk into the nearest bar—a joint called the Split Axe. You've got to find Silver's Slayers, and a bar is probably the best place to start. Looking around the Split Axe, you feel like you've stepped back in time. Shields, crossed swords and other ancient weapons line the walls. Wooden tables and chairs are scattered throughout the bar, most occupied by tough-looking customers enjoying flagons of various unidentifiable beverages. A staircase on the far wall leads to a second floor, maybe higher; two large bouncers stand at the foot of the stairs, allowing only a few people to ascend. The air is thick with the smells of sweat, booze, leather, and laundry screaming for a wash. You can feel every groove and splinter in the worn wood floor beneath your boots. Over in a corner, three inebriated pit fighters are singing a unique version of "Happy Birthday" to a fourth. Under their off-key yelping, you hear the shuffling of cards.

You advance through the smoke-filled tavern, trying to look tough. Eventually you make it to the bar, and cast an eye around for a likely source of info.

The player characters are free to roam the bar questioning patrons about the Slayers. Most will react to them with suspicion, but many are willing to talk. Most tell the player characters things they already know: the Slayers are pirates, they live on Antallos, Vince Silver is their leader, and so on.

Any player character who drinks in the Split Axe must make a Build Saving Roll with a -2 modifier. If successful, the character finishes the drink and keeps it down. If unsuccessful, the character spits out the drink along with most of his last meal. All the drinks in the Axe taste this bad, but the regulars don't seem to mind much.

The player characters eventually run into Sim, a short man

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with long hair who packs dual auto-pistols. Sim knows a member of the Slayers. Though he knows very little detailed information about the pirates, he can tell the player characters that the Slayers have been involved in some kind of business lately that has netted them plenty of cash. Sim also knows that the Slayers do a lot of business with Dumont, a slaver residing in Port Krin. Sim wonders what the characters want with the Slayers, and constantly questions them about it. If the conversation goes on long enough, Sim suggests that the player characters seek out Lobit, a local stablemaster and information broker. If anyone knows a lot about the Slayers, Lobit does.

This encounter is intended to fill any gaps in the player characters' information received through investigations in Port Krin, so that the adventure can move along even if the players failed a few rolls. It is also designed to give the characters a taste of Port Krin, which the gamemaster should emphasize as much as possible. Plenty of tough hombres in this bar would not think twice about putting annoyingly inquisitive strangers in their place.

DUMONT PERSONNEL INDUSTRIES

The slave trade is a thriving industry on Antallos, and many businesses owe their existence to this vile practice. Dumont Personnel Industries is one such enterprise. Among his other business dealings, owner Ferris Dumont operates this slave market in Port Krin and has made quite a name for himself.

As the player characters approach Dumont Personnel Industries, read the following aloud:

You thought you had seen it all since arriving here, but Dumont Personnel Industries proves you haven't. You stand in front of the medium-sized store on Dust Street gazing at the sign above the door, which depicts a man and a woman working to lift the words "Dumont Personnel Industries" over their heads. The front of the store looks clean and streamlined, almost like a respectable business establishment. Swallowing the urge to vomit, you walk in.

A receptionist flanked by two armed guards greets you as you enter the stifling lobby. The receptionist forces a smile as you approach the desk and says, in a falsely sweet voice, "Can I help you?"

Dumont is usually too busy to meet anyone without an appointment (which he rarely grants), but the player characters may be able to talk their way in. Driven by money, Dumont sees even the slightest opportunity to obtain it as important. The player characters may reach Dumont by posing as fellow businessmen with a money-making proposition or may simply buy their way in. If they choose the former method, one player character must make a successful Opposed Bureaucracy Skill Roll against the receptionist's Skill Target of (6+). If they choose the latter method, the gamemaster determines what price they must pay. Getting in this

way should cost the player characters plenty; the receptionist is not in a good mood and will try to soak them for everything she can get. If the characters simply make an appointment, the receptionist offers to pencil them in for "sometime next week, but a donation to DPI tends to speed up the process."

Once the characters have secured an appointment with Dumont, the armed guards escort them down the hall to Dumont's office. Read the following aloud:

Dumont looks just like you thought he would, a bloated slug of a man in a vast, cushioned chair. Two attractive servants, one male and one female, waft the air around him with large feathered fans. Unlike the lobby, Dumont's office is air-conditioned.

Expensive furniture and decorations abound, arranged in a tasteless, haphazard fashion. The most impressive piece is a large painting of Maximillian Liao. Dumont is adorned in fine silks and wears a large ring on each stubby finger. This man has far more wealth than any of you and wants to make sure you know it. In a pleasant tone, Dumont invites each of you to sit down in a cushioned beanbag chair.

Any player character who makes a successful Appraisal Skill Roll notices that the painting of Maximillian Liao is an original. Any player character who makes a successful Scrounge Skill Roll applying a +1 modifier, or a successful Appraisal Skill Roll applying a +3 modifier, recognizes the painting as the work of Ardan, a famous Capellan artist of the early 31st century. Yet another successful Appraisal Skill Roll applying a +1 modifier reveals the painting's value: approximately 3,500,000 C-bills. In addition, any character from Liao space knows that Dumont could not have acquired this painting by legal means. Unknown thieves stole it from Sian more than ten years ago; the Capellan government is still offering a reward for information leading to its return.

Any character who makes a successful Perception Test notices, once seated, that Dumont is lounging on a raised platform and therefore can look down on them. If a player character stands up while speaking with Dumont, the slaver looks uncomfortable but continues the conversation.



Dumont offers the player characters fine food and drink, then asks for a small donation for the food to "help maintain the high standards he represents." Characters who do not donate may still eat and drink, but they annoy Dumont sufficiently to add a +1 modifier to all Negotiation Skill target numbers during this meeting. Dumont is proud of the antiques and "special acquisitions" in his chamber and willingly speaks of them with the characters, but never admits that any are stolen. If challenged, he claims to have bought them in good faith from other parties.

Dumont has dealt with Silver's Slayers many times, purchasing both goods and people the pirates have captured during their raids. If spoken to respectfully and offered at least 2,000 C-bills, Dumont tells the characters that Silver's Slayers are led by Vince Silver, a man who has known nothing but piracy all his life. He also estimates that the Slayers possess more than twelve BattleMechs. For an additional 1,000 C-bills, Dumont tells the characters that he has seen Samantha Davion-Harland in Vince's company. Though he knows only her first name, Dumont believes Samantha is someone special. When she arrived with the Slayers more than two weeks ago, Dumont offered to purchase her, but Vince said she was not for sale. Dumont also noticed that Samantha was not bound like the other people the Slayers had captured in the past.

Dumont further adds that Vince deals with someone from the Inner Sphere who lives in the Inner Sanctum, an exclusive area of Port Krin inhabited by most of the city's movers and shakers (see **Sourcebook**, p. 65). He does not know the person's name. For an additional 200 C-bills, Dumont informs the characters that this person has recently asked about them.

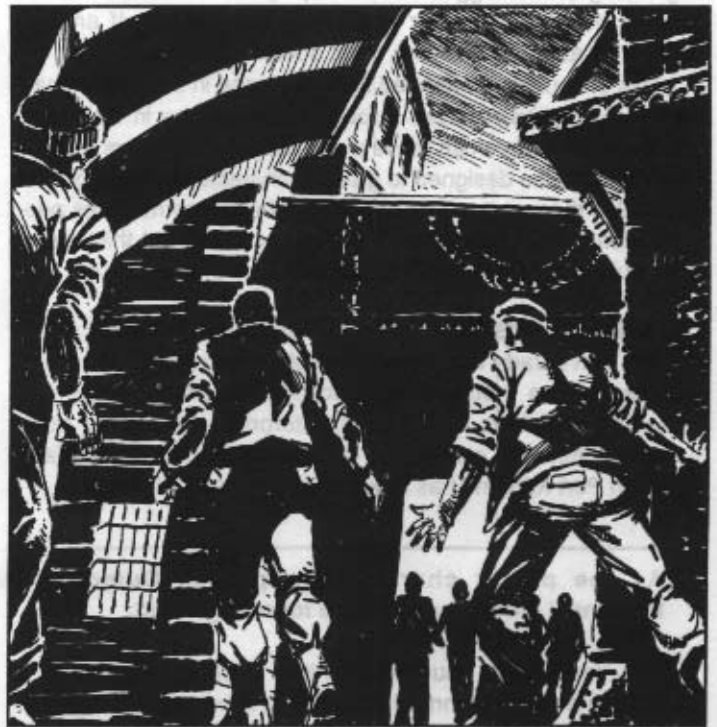
If the player characters behave rudely to Dumont, he charges them more for any information he discloses. The characters may also try to bargain Dumont's price down by making an opposed Negotiation Skill Roll against Dumont's Negotiation Skill. If the player characters threaten Dumont or attack him, six of the slaver's guards jump them (see **Complication: Dumont's Interest**, below). Rather than killing the characters, the guards knock them unconscious, strip them of their equipment, and toss them into the street. If any player character is a good physical specimen, either extremely attractive or with a high BLD Attribute, Dumont may keep the character prisoner and attempt to sell him or her as a slave. If this happens, the rest of the team should want to mount a rescue mission, which the gamemaster must create.

Complication: Dumont's Interest

Even if the encounter with Dumont goes well, the slaver may develop an interest in one or more of the player characters that could lead to the fight described above. Dumont sends six of his guards to ambush the character or characters in the most private setting possible, ordering them to take their quarry alive. The gamemaster should consider carefully before using this complication, as it can swiftly lead the player characters far from the adventure's original goal.

DUMONT'S GUARDS (6)

Attributes: BLD 6 (6+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 3 (9+)
Characteristics: Athletic 7+, Physical 8+, Mental 9+, Social 10+
Skills: Small Arms 3 (5+), Unarmed Combat 4 (3+), Stealth 2 (6+)
Equipment: Club (Damage 1D6 + 2), Sonic Stunner (Range 1 – 2/3 – 5/6 – 8; Damage: Special; 2 power packs) or Tranquilizer Gun (Range 1 – 2/3 – 4/5 – 6; Damage: Special; 1 extra clip)



Complication: Spies for a Slaver

After this encounter, Dumont may become interested in the player characters' mission. The slaver may send three spies after the player characters, with orders to follow them to Samantha and capture her so that Dumont may sell her. Use the Scout Archetype on p. 47 of **MechWarrior, Second Edition** for the spies' statistics. The characters may spot the spies by making successful opposed Perception Tests against the spies' Stealth Skill at the start of **Episode 4**. If spotted, the spies try to run rather than fight the player characters.

If the scouts succeed in trailing the characters, Dumont attempts to capture Samantha before she leaves Antallos. The gamemaster determines the precise circumstances of her capture, keeping in mind that this complication will also lead the characters away from the adventure's main plotline.

LOBIT AND COMPANY

Lobit, a stablemaster and information broker in Port Krin, has lived on Antallos all his life and watched his power and influence grow along with his world's. The middle-aged stablemaster has become a prominent figure in Port Krin's political landscape.

Welcome To Antallos

Lobit maintains a large, well-guarded compound on the outskirts of the city. To gain entrance to it, the characters must use a little cunning. Lobit never makes appointments, preferring to seek out those to whom he wishes to speak. The player characters may, however, bluff their way in. As they approach Lobit's compound, armed guards intercept them and demand to know their business in the area. If the player characters simply state that they want to see Lobit, the guards tell them to go away and not come back if they value their lives. If the characters claim they want to join Lobit's stable or claim to be important personages, the guards escort them inside. The guards are not terribly intelligent and often get drunk on duty and so will most likely believe any convincing story the player characters come up with.

As the guards escort the player characters across Lobit's compound, read the following aloud:

Lobit's armed flunkies herd you into rattletrap jeeps that whine in protest as their drivers spur them past the compound's huge iron gates. As you travel through the stablemaster's establishment, you notice several odd sights. Walls of bent, rusted metal are arranged in various angles facing the main road. Decaying hulks of legless BattleMechs with their torsos firmly planted in the ground seem to watch you as you ride by. You circle past a large pit that seems to be used for 'Mech duels or duelling training. Beyond the pit, you spy several small buildings.

Within moments, the jeeps reach the buildings. The guards help you out and escort you into one of them, which has more guards around it than the other structures. Inside, you pass several closed doors; from behind each one come the sounds of humans in various stages of pain or pleasure, you're not sure which.

You enter a small office; the guards tell you to sit and wait. After five eternal minutes, a well-built balding man emerges from a side door. A large scar stretches across his forehead, and a tattoo runs from his scalp down onto his back. He seats himself and plants his heavy boots on the worn wooden desk facing you.

The bald man is Lobit. He has just finished arranging an upcoming fight with other promoters in an adjacent room. Regardless of whatever lies the player characters made up to gain access to Lobit, he will listen to anything they have to say. A businessman to the core, Lobit does not offer any valuable information unless it will turn him a profit. He continually questions the player characters to assess their strength, both physical and psychological. Lobit strives to find out as much as he can about the characters' true mission and why they want to find Silver's Slayers. Unless they offer him a staggering amount, Lobit will not accept money for any information he gives the characters. Instead, he wants their services or information he might find useful.

If a player character is clearly a MechWarrior, Lobit attempts to strike a deal with him. Lobit recently lost a warrior in a bar fight; if the character agrees to fight a duel for Lobit, the stablemaster agrees to give the group any information they desire about Silver's Slayers, including the location of their headquarters. The dueling player character must fight in his own BattleMech, and Lobit agrees to pay one-fourth of the repair costs after the battle if the character wins. If the character loses the duel, Lobit pays no repair costs but still allows the character to use his facilities for repairs. Replacement parts are expensive on Antallos; Lobit charges three times the price listed on pp. 128–129 of the **BattleTech Compendium** for any item. Regardless of the duel's outcome, Lobit will give the characters the rest of information they need afterward. The duel takes place in two days, in DeathRain Arena.

Lobit knows Silver's Slayers' complete and current strength. He knows nothing about Samantha and Vince, but knows plenty about the deals Vince has been making with an Inner Sphere gentleman named Fitzgibbons. This man has been paying the Slayers for their raids, but Lobit does not know who employs Fitzgibbons. Lobit tells the characters where Fitzgibbons lives as well as the location of the Slayers' base.

Just before the duel begins, read the following aloud to the player characters watching the fight:

So this is the DeathRain Arena. The flat, stone seats are dreadfully uncomfortable, but the avid spectators around you seem not to care. Thousands of them pack the arena, screaming in anticipation of the day's carnage. All around you money changes hands as people place bets for the upcoming battle. As you look around the arena, something odd catches your attention. On the top-most level in random positions, several missile launchers swivel back and forth, their deadly ports aimed at the arena floor. Now you know why Lobit calls this place "DeathRain." You also notice that nothing protects the stadium seats from being struck by stray rounds.

Accompanied by a blare from off-key trumpets, the champion enters the arena. His 'Mech looks like a heavily modified *Crusader*. Huge spikes project from its chest and shoulders, and its hands have been turned into wicked-looking claws. This nightmare 'Mech strides into the center of the arena and raises its arms in triumph toward the stands. The crowd responds to this display with a deafening cheer. His voice crackling through the ancient speakers, the announcer cries out, "Please welcome to DeathRain Arena the defending champion: Crusading Crae!!!"

With another blare from the sour horns, your friend enters the arena. The crowd seems less impressed with his 'Mech, but they cheer him nonetheless. As both combatants head to their corners, the announcer calls the fight.

Read the following aloud to the dueling player character:

You suit up and prep your 'Mech for the fight, then climb into the cockpit. Your headset crackles to life; the gruff voice of one of Lobit's men crackles through the electronic filtering. "Watch out for Crusading Crael. He likes to get in close and mix it up. Keep moving and you should do okay. Oh, yeah—and keep your head up."

Unsure what to make of that last remark, you steady your nerves and head for the arena entrance. Even through the thick shell of your 'Mech's armor, you can feel the thunderous vibrations from the noisy crowd. Across the arena, you see a vicious-looking *Crusader* with spikes mounted on its chest and shoulders. As you size up your opponent, the announcer's voice fills your ears. "Let the battle begin!"

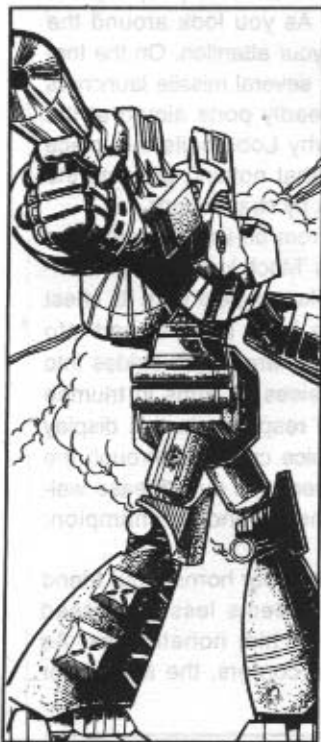
The gamemaster may run this battle using the dueling rules provided in the sourcebooks **Solaris VII** and **Solaris: The Reaches**, or may use standard **BattleTech** rules.

CRUSADING CRAEL

Attributes: BLD 4 (8+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 3 (9+)

Characteristics: Athletic 9+, Physical 8+, Mental 9+, Social 10+

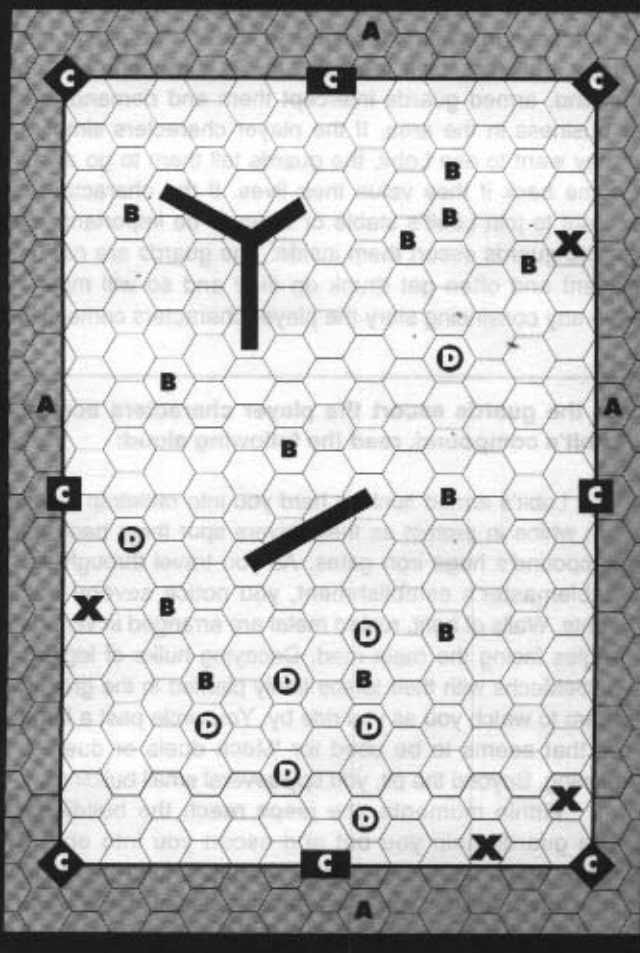
Skills: Gunnery/'Mech 3 (5+), Piloting/'Mech 4 (4+), Tactics/Arena 1 (8+)



Equipment: Crael pilots a modified *Crusader*. A record sheet for his 'Mech can be found at the back of this book. The spikes on the *Crusader's* shoulders conceal two SRM-6 launchers, and will drop off the first time the launchers are fired. The *Crusader's* claws require special rules; the gamemaster should either use the rules given on p. 62 of the **BattleTech Tactical Handbook** or treat the claws as hatchets.

Crael prefers close combat, and will engage in physical attacks whenever possible even if detrimental to him. A brutal fighter, Crael will try to destroy rather than simply disable his opponent's 'Mech. He will not yield under any circumstances, and so must be knocked unconscious or killed to end the duel.

DEATHRAIN ARENA



DEATHRAIN ARENA MAP KEY

Spectators' Seats (A)

These stone benches often become dangerous places to sit; stray autocannon rounds or missiles can easily strike the unprotected crowd.

Spiked Sections (B)

These sections of the arena floor contain sharp spikes that raise or lower before the Movement Phase in each turn. The gamemaster rolls 1D6; on a result of 1 – 3, a given bed of spikes rises or remains up. On a result of 4 – 6, the spikes retract into the floor or remain down. The gamemaster makes a separate roll for each bed of spikes. Moving through a spike hex requires 3 MP and a successful Piloting Skill Roll. If the roll fails, the 'Mech has fallen on the spikes. A fallen 'Mech suffers 1 point of damage for every 5 tons of its weight. A 70-ton *Warhammer*, for example, suffers 14 points of damage from a fall on a spike hex (14 x 5 = 70). Divide this damage into 5-point groups for the purpose of determining hit location according to standard rules (see p. 27, **BattleTech Compendium**).

Welcome To Antallos

Missile Launchers (C)

These LRM pods fire on the duelists in the arena below. All can accommodate launchers as large as an LRM 20, but arena officials set each pod to a different size before a duel begins—two each for an LRM 5, LRM 10, LRM 15, and LRM 20, respectively. The gamemaster determines which pods contain which size missile launcher.

The missiles fire after each combatant has fired; each pod accommodates one ton of ammunition. The gamemaster randomly determines which missile launcher fires at which target. Duelists in the arena may fire back at the launchers. Each pod has 20 points of armor; once that armor is breached, the pod's launcher is disabled.

If using the dueling rules from **Solaris VII**, each pod has a Delay of 3 instead of the usual 2 because the pods are worn and beat-up. Gamemasters using rules from the **Tactical Handbook** or **Solaris: The Reaches** should treat the missiles in the pods as hot-loaded.

Walls and Pillars (D)

The arena's ferrocrete walls and pillars are four levels tall and too narrow for a BattleMech to stand on. Each pillar and hex of wall has a CF of 100 and blocks line of sight through the hex in which it stands.

Combatants' Starting Points (X)

The duellists may begin the battle at any one of these possible starting points. To determine at which spot the player character's 'Mech begins, pick any "X" and roll 1D6. Count a number of Xs clockwise equal to the die roll result, and place the 'Mech on the final hex. Then place Crael on the X farthest away from the player character. If two Xs are equally distant, choose one at random.

FITZ'S PLACE

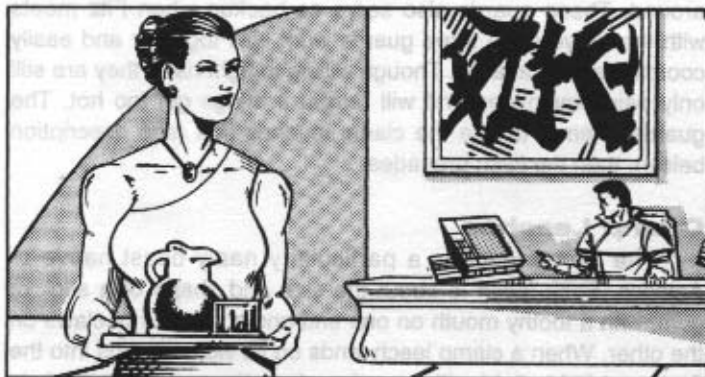
Raymond Fitzgibbons is a freelance scout currently employed by General Freeder as liaison to Silver's Slayers on Antallos. Fitz, as Port Krin's locals call him, dispenses payment to the Slayers and also secretly monitors the pirate band, keeping the general informed of any trouble the pirates may run into. General Freeder has alerted Fitz to watch for the player characters' arrival in Port Krin; since receiving word about them, Fitz has actively searched for them. Though ordered to eliminate the player characters as soon as possible, Fitz is growing tired of working for Freeder and so has been lax in this duty.

The player characters may want to pay Fitz a little visit in the hope of discovering who he is and who hired him. Getting to Fitz may prove difficult; he lives in the Inner Sanctum, an exclusive and well-guarded area of town (see the **Sourcebook** section, p. 65, for details). One way or another, however, the players characters reach Fitz's place. He rents a small house off Recog Street and keeps it minimally staffed, though equipped with a few elaborate security measures in the unlikely case of trouble.

The player characters may attempt to get to Fitz peacefully, but the scout meets any such efforts with continued refusal. More than likely the characters will assault Fitz's house and try to take the scout down. By the time the player characters finish this encounter,

they should know enough to storm the headquarters of Silver's Slayers and implicate General Freeder in Bryceland's troubles.

Fitz's house is currently occupied by the following people.



SERVANTS (2)

Attributes: BLD 3 (9+), REF 3 (9+), INT 3 (9+), LRN 2 (9+), CHA 3 (9+)
Characteristics: Athletic 12+, Physical 12+, Mental 13+, Social 12+
Skills: CS/Servant 3 (10+), Protocol 2 (10+), Stealth 2 (10+), Unarmed Combat 1 (11+)

These servants take care of all the menial household tasks. Both lifelong residents of Port Krin, they view their current jobs as a welcome escape from poverty and run away from any serious gunplay or physical threats. If pressured in any way, the servants sing like birds and beg for their lives.



GUARDS (3)

Attributes: BLD 5 (7+), REF 5 (7+), INT 4 (8+), LRN 4 (8+), CHA 3 (9+)
Characteristics: Athletic 8+, Physical 9+, Mental 10+, Social 11+
Skills: Blade 3 (5+), Perception 2 (8+), Small Arms 4 (5+), Stealth 2 (7+), Unarmed Combat 4 (4+)
Equipment: Brass Knuckles (Damage +3 points to normal punch damage), Clamp Leeches (1 box; Range 1/2; Damage: Special), Flak Vest, 3 Mini Flash Grenades (Range 1/2 - 3/4 - 6; Damage: Special), Rorynex SMG (Range 1 - 3/4 - 6/7 - 9; Damage 3D6 + 3; 2 extra clips), Vibroblade (Damage 2D6, 1 extra power pack)

Even though the Inner Sanctum is a relatively safe place by Port Krin's standards, Fitz likes to have a few security guards around. These guards also serve as backup when Fitz meets with the Slayers. All three guards work well together and easily coordinate their attacks. Though willing to fight hard, they are still only paid employees and will retreat if things get too hot. The guards attempt to use the clamp leeches first (see description below), then the flash grenades.

Clamp Leeches

The clamp leech is a particularly nasty beast native to Antallos. Each leech is about the size and shape of a stick of gum, with a toothy mouth on one end and a tiny pair of claws on the other. When a clamp leech lands on its victim, it digs into the flesh and holds tight with amazing strength, sucking its victim's blood and injecting its own saliva into his or her bloodstream. The saliva of a clamp leech prevents blood clotting and also causes severe pain. If enough leeches feast on a single victim, he loses consciousness and eventually dies. Like other leeches, the clamp leech can be removed by sprinkling it with salt or subjecting it to heat. A leech will also drop off of its own volition once sated. The clamp leech's teeth can slash through normal clothing

instantly, but thicker materials slow it down somewhat.

Certain ruthless individuals on Antallos use the clamp leech as a weapon of terror by placing several dozen in a small paper box and then throwing it like a grenade. The box bursts open upon contact with any surface, spraying leeches in every direction with a small compressed-air charge.

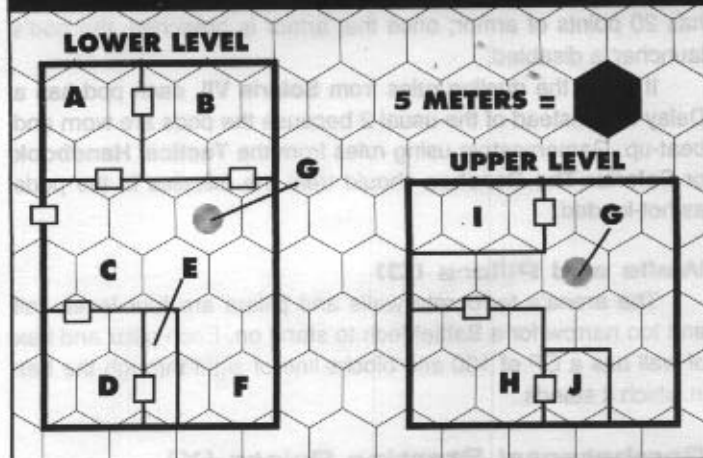
Game Use

A box of clamp leeches works something like a microgrenade. When a box of leeches lands in a hex with a player character, roll 2D6. The result is the number of leeches that stick to the character. For every 3 leeches, roll a separate hit location, ignoring any critical hits. Beginning in the next round, the afflicted character takes 1 point of Lethal Damage per round for each leech stuck to him until all

the leeches are removed. In addition, the player character begins to suffer severe pain on the third round after the leeches first hit. The pain adds a +1 modifier to all target numbers in the first round, increasing by 1 for every 4 rounds thereafter. Clamp leeches take 2 to 3 rounds to burrow through tough materials such as leather, flak vests, and so on. The gamemaster determines the exact time based on the clothing in question.



FITZ'S PLACE



FITZ'S PLACE MAP KEY

Rec Room (A)

This area contains a billiards table and several holo-games.

Kitchen/Dining Room (B)

One of the servants is in this area when the player characters show up.

Main Entrance (C)

The second servant is cleaning this entryway when the player characters show up.

Servants' Quarters (D & E)

In these small and unimpressive rooms, each servant keeps what little he owns in a small chest off to the side of his bed. The servants' quarters also include a laundry room and a bathroom (E).

Living Room (F)

Fitz's living room contains a couch and two chairs, a holo-set, and a half-full bookcase against the far wall. When the player characters arrive, one of the guards is watching a 'Mech duel on the holo-set.

Staircase (G)

This spiral staircase leads up to the second floor.

Welcome To Antallos

Fitz's Bedroom (H)

Fitz is in this room with one of the guards, discussing payment arrangements. On the desk is a laptop computer in which Fitz keeps all his important records, including the information implicating General Freeder. Gaining access to these files requires a successful Computer Skill Roll with a +2 modifier to the target number.

In addition to various clothes, Fitz has locked several items in a booby-trapped footlocker. To open the locker, the player characters must make three separate Security Systems Rolls. The first allows the characters to detect the trap, a small poison gas explosion. If the roll is unsuccessful, the gas goes off. It kills any character within a 5-meter radius unless he or she achieves a 3 or better on a Build Saving Roll. Any character whose roll is unsuccessful will die within 48 hours of breathing the gas unless given the antidote Fitz carries on his person. The second Security Systems Roll disarms the trap; if this roll is unsuccessful, the gas goes off as described above. The third roll, with a +2 modifier to the target number, opens the lock. Inside the chest the player characters find a disguise kit, an electronic camouflage suit, an I/R scanner, rangefinder binoculars, seven power packs, a deluxe field kit and a gem-studded ivory scepter belonging to the royal family on the planet Gurnet in the Federated Commonwealth. Fitz stole this last item long ago. It is worth approximately 14,000 C-bills, possibly more if the player characters return it to Gurnet.

For Fitz's complete game statistics, see **Cast of Characters**, p. 57. When the player characters arrive at Fitz's house, he is carrying the following equipment:

Pulse Laser Pistol (Range 1 - 2/3 - 4/5 - 8; Damage 3D6; Power Use: 2; 2 extra power packs)

2 poison gas grenades (Range 1/2 - 3/4 - 6; Damage: See gas trap, above)

5 doses poison gas antidote

Armored Clothing (absorbs 4 points of ballistic damage per round and 2 energy points per round, can absorb 20 total damage points, covers every area except the head)

Fitz will fight the characters in hopes of making good his escape. If things go badly for Fitz, he may try to strike a deal; he agrees to give the antidote to any characters affected by the poison gas if they let him go. If he has no other options, Fitz will leap out of one of the many windows on the upper floor.

Guards' Quarters (I)

In these rooms each guard keeps a footlocker which contains several ammo clips and some local currency. One of the guards is relaxing here when the player characters show up.

Bathroom (J)

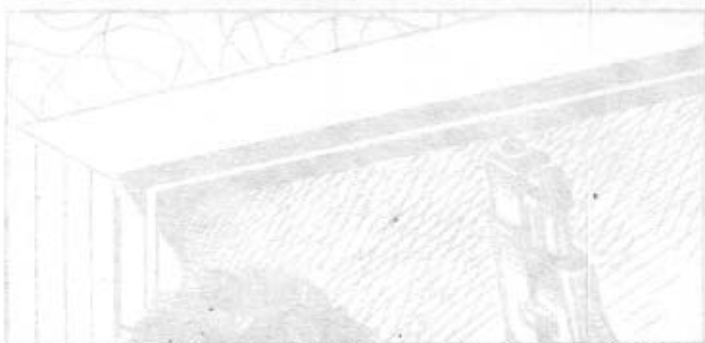
This is Fitz's private bathroom.

Note: Locations given in the key for NPCs will change once fighting or any other commotion breaks out. The guards converge on the disturbance; the servants flee via the nearest exit. Fitz either barricades himself in his room or goes to join the fight;



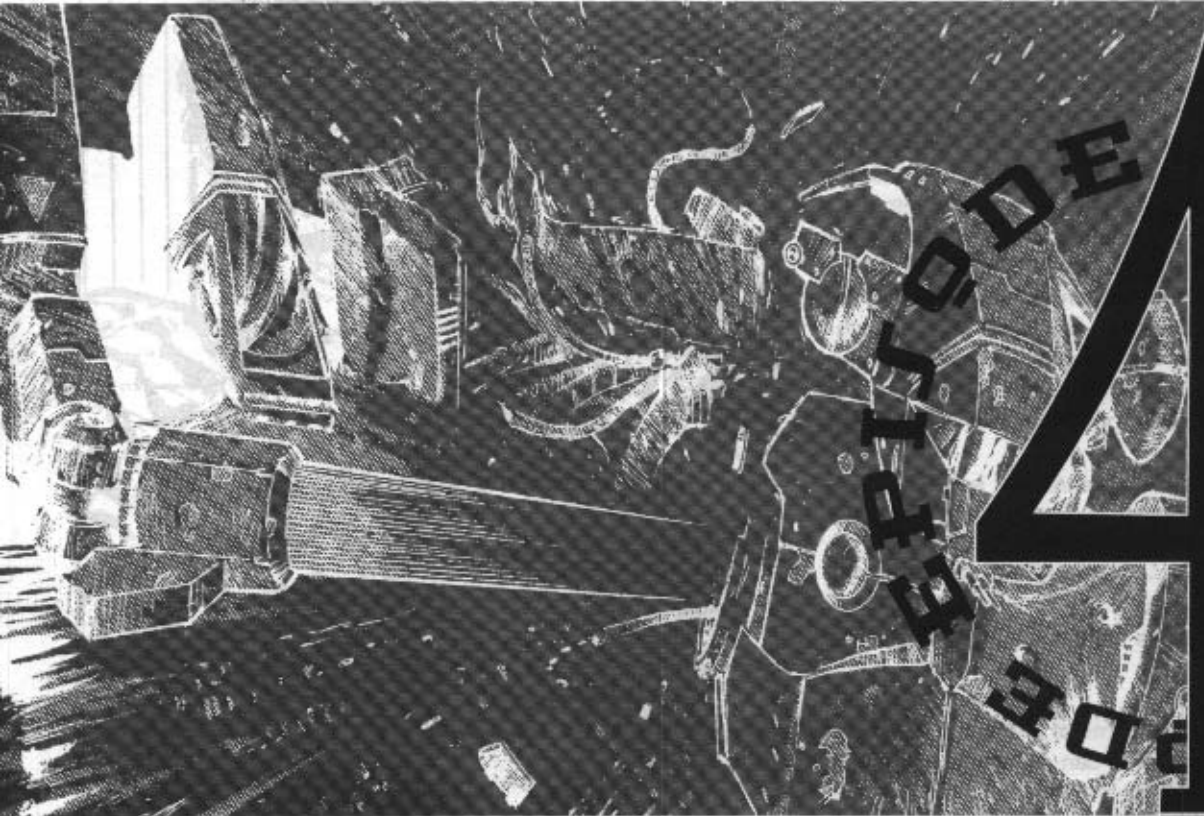
the gamemaster decides Fitz's reaction depending on how the battle is going. If it gets really noisy with lots of gunfire and explosions, Fitz might escape out a window with his computer. Unless the player characters can sneak up to Fitz's room without making too much noise, they stand to lose key evidence.

ROYALTY AND ROGUES



Fitz is in this room with one of the guards, discussing system arrangements. On the desk is a laptop computer in which Fitz needs all his important records, including the information implicating General Frawley. Gaining access to these files requires a successful Computer S/T. But with a +5 modifier to the target number...

In addition, Fitz has located several items in a nearby room. To open the locker, the player character must use the Security Systems Hall. The first attempt to defeat the task, a small explosion...



...you can try to enter a desk to escape. If this fails, any characters affected by the gas will have no other choice. Fitz will help out of one of the windows on the upper floor.

Guard's Quarters (E)

In these rooms each guard keeps a footlocker which contains several items and some local currency. One of the guards is leaving this when the player character shows up.

Bedroom (L)

This is Fitz's private bedroom.

Rockin' in the Free Zone

The game master decides Fitz's reaction depending on how the battle is going. If it gets really noisy with lots of gunfire and explosions, Fitz might escape out a window with his computer. If not, the player character can sneak up to Fitz's room without making too much noise. They stand to lose any evidence...

Note: Locations for the key for NPCs will change once lighting or smoke conditions break out. The guards converge on the events via the nearest exit. Fitz either leaves the room or goes to join the fight.



THE SITUATION

In this episode the player characters must travel through one of Antallos' dangerous Free Zones in order to reach the Silver's Slayers compound. Once there, they must penetrate its defenses and battle the Slayers to rescue the duke's daughter.



THE TREK

Having gained the information they need about Silver's Slayers, the player characters are ready to storm the pirates' base in an attempt to rescue Samantha Davion-Harland.

Because most of Antallos' city-states do not allow pirate bands to function within their borders, the Slayers have been forced to carve out their camp in one of the planet's many Free Zones. Devoid of law and order, Free Zones are dangerous places where security often depends on the size of one's gun.

The Slayers' hideout lies approximately 750 kilometers northeast of Port Krin in the Sea of Despair. The Free Zone between Port Krin and the Slayers' fort begins roughly 15 kilometers outside the city limits. For such a long and dangerous journey, the player characters should ride in their BattleMechs. They may make the trip in ground vehicles if they wish, but this option carries many more risks.

If the gamemaster wishes, he may subject the player characters to attack by one or more of the numerous threats that exist within the Free Zones. To randomly determine when such an attack might occur, the gamemaster may use the following procedure. First, determine the player characters' speed by multiplying the Running/Flank MP of their slowest unit by 10.8. The product is the characters' speed in kilometers per hour, which determines how long the journey will take. Next, roll 1D6 and consult the following Free Zone Encounter Table for each two full hours that the characters travel in the zone. Each type of encounter is described below.

Free Zone Encounter Table

Roll	Encounter
1-3	None
4	Dog Pack
5	Zone Gang
6	Dead Mercs

DOG PACKS

Dog packs are bands of nomads who roam the Free Zones on foot, in small vehicles, or both. They often travel with a large contingent of animals, hence their nickname. Though the nomads use some of these animals for transportation or food, most serve as a line of defense. Some dog packs shy away

from other groups, but many actively seek out other individuals and attack them if they look vulnerable. Dog packs range in size from ten individuals to more than 300. They are always armed, often with heavy weapons; however, they never possess 'Mechs or heavy fighting vehicles. Dog packs never stay in one location for very long, knowing that their constant motion helps them stay alive in the brutal wastes of the Free Zones. Encounters with dog packs may prove useful as a way to give the player characters extra information or hints on areas to steer clear of during their journey. The player characters are most likely to get such information if they have something with which they can barter; members of dog packs do not accept cash because they have no use for it.

If the player characters barter with a dog pack for information, they can travel for the next four hours without incident. If the characters are traveling in their BattleMechs and end up fighting a dog pack, treat the pack as 2D6 platoons of SRM-equipped foot infantry. Half of the platoons start the battle hidden, according to the rules on p. 57 of the **BattleTech Compendium**. If the player characters leave their 'Mechs behind, a fight with even a small dog pack will not go well for them ...

ZONE GANGS

Zone gangs are vicious gangs of hunters that roam the Free Zones, preying on anyone unlucky enough to fall between their crosshairs. Zone gangs usually possess several combat vehicles; some even possess BattleMechs. Many of the gangs' vehicles are heavily modified to suit their circumstances. The gangs prefer to strike fast and carry away as much loot as possible. Zone gangs almost always take prisoners and later sell their captives in Antallos' various slave markets. Most zone gangs are small, never numbering more than a battalion of troops. Their marginal combat skills have led them to rely on striking quickly and causing plenty of confusion. Each gang's champions engage in the most serious fighting. Cruel and vicious, zone gangs are almost impossible to negotiate with. The gangs' greatest weapon is the fear their reputations inspire. Like dog packs, zone gangs never stay in one place for too long lest they become prey for a larger gang.

The gamemaster may make an encounter with a zone gang as simple or challenging as he wishes. A gang may consist of any number of 'Mechs, vehicles, and infantry up to a battalion-sized group (36 units). At the largest size possible, only the gangs' utter lack of training and discipline prevents them from completely overwhelming opponents. Zone gang drivers and MechWarriors have Piloting and Gunnery Skill Targets up to (6+), and operate rundown, 3025-era machines. The player characters should encounter no more than half a gang initially, with the rest arriving after 10 turns if at all. The player characters cannot bargain with the gangs, but can certainly chase them away.

DEAD MERCS

Dead merc units, or DMs as they are often called, resemble zone gangs but differ from them in several important respects. DMs usually have more 'Mechs than the gangs, prefer to remain



closer to a city-state rather than constantly roaming the zones and may hail from various worlds throughout the Inner Sphere and Periphery.

Dead mercs get their name from their circumstances. For every mercenary who succeeds in the Inner Sphere, ten others fail to prosper. Some of these mercs turn to other occupations; the many who persist in the losing battle for success send their careers and lives into a downward spiral from which they never recover. Many dying mercenary companies spend their last C-bill to make it to some rock in the Periphery where they can waste away slowly instead of quickly. The dead mercs on Antallos turned to the Free Zones in an attempt to remain alive and solvent. Though DMs raid traders and others who venture into the zones, they cling to the outskirts of Antallos' city-states in the vain hope that some employer will come looking for good mercs. Some DMs eventually give up this faint hope and become extremely dangerous zone gangs.

DMs are often small, usually no larger than a company. Though their 'Mechs are in rough shape, they still pose a credible threat to anyone who gets too close. The player characters can negotiate with dead mercs and may find their help useful. If the gamemaster wishes, he may use the down-and-out merc unit Vinson's Vigilantes (see **Sourcebook** section, p. 68) for the player characters' dead merc encounter.

COMPLICATION: UNEXPECTED HELP

After their experiences in Port Krin or a rocky encounter in the Free Zone, the player characters may not be in shape to meet the challenges ahead. If the gamemaster wants to build them back up, he may use the following encounter.

As the player characters set up camp after surviving a rough encounter, read the following aloud:

Just at the moment, it's tough to be you. That last run-in left most of your team in bad shape, and your 'Mechs aren't faring much better. You knew Antallos was a rough place, but you didn't think things would get this bad. You're starting to wonder why you ever took this rotten job.

In the distance you see a shimmer in the air, almost like heat haze. You blink to clear your vision, wondering if the heat from your small fire could be distorting your eyesight. Suddenly, a small house appears out of thin air! You scramble to your feet, readying your weapons, unsure of what to do next. Then someone walks out of the house and heads toward your camp. As the figure draws closer, you see that it's a man, wearing a suit of body armor and packing weapons you've never seen before. He steps right up to your campfire; with a slight hiss, his face shield rises to reveal a smiling face.

"Evening," he says. "Looks like you could use some help."

This man is David Becker, a former merc who ended up on Antallos many years ago. While wandering in the Free Zones after a zone gang wiped out his small unit, David stumbled on a Star League observation post. He managed to get the small building's systems working again and soon discovered that the post contained several unique features, among them a holographic camouflage generator that can make the building almost impossible to detect. To notice the building in spite of the holographic projection, a player character must make a successful Perception Test with a +7 modifier to the target number.

The building is also well-defended; on its roof sits a dual large pulse laser system mounted on rails, augmented by several short- and long-range missile launchers and machine guns built into the walls. A sophisticated computer runs these weapons systems, but all have manual controls as well. Inside the post is a deluxe communications suite that allows David to monitor Antallos' conventional and HPG communications. He cannot send HPG transmissions because the post's HPG has broken down. He is wearing state-of-the-art Star League body armor and personal weapons, all of which he found in the observation post.

Depending on the circumstances leading up to his appearance, David has either observed the player characters' recent fight or has monitored their recent activities. Discovering that they hail from the Inner Sphere, David takes pity on them and helps them out as best he can. If any player character is wounded,

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David treats him or her with the advanced medical supplies at his disposal; he injects the wounded character with several wound-binding chemicals that heal a number of damage points equal to twice the character's Build Attribute overnight if that character gets complete bed rest. The chemicals continue to heal a number of points equal to half the character's Build Attribute per day for an additional week. David's medical supplies do not heal major or disabling wounds.

If the player characters' 'Mechs are badly damaged, David directs them to an old battlefield approximately 50 kilometers to the west, where they should find most of the parts they need. Unfortunately, David has no tools with which to repair the 'Mechs. David also offers to recharge any empty power packs the player characters possess. He talks freely with them, and wants to know whatever they can tell him about current affairs in the Inner Sphere. A pleasant man, David has no ulterior motive for helping the characters.

If the team attacks David, they get a nasty surprise. Firing on David or his observation post causes the post to disappear under its holo-camouflage and activates its formidable defenses. David will also turn his state-of-the-art weapons against the player characters.

DAVID BECKER

Attributes: BLD 6 (6+), REF 6 (6+), INT 6 (6+), LRN 5 (7+), CHA 5 (7+)

Characteristics: Athletic 6+, Physical 6+, Mental 7+, Social 7+

Skills: Jump Pack 2 (4+), Medtech 2 (5+), Perception 4 (3+), Quickdraw 3 (3+), Running 3 (3+), Small Arms 5 (1+), Stealth 4 (2+), Unarmed Combat 5 (1+)

Equipment: Mauser 960 Assault System* (Pulse Laser, Range 1-7/ -15/16 -30, Damage 3D6 + 3, Power Use 2, 2 extra clips, fires in Burst Mode; Grenade Launchers, Range 1-6/7-15/16-25, Damage 2D6 + 3), Star League Prototype Combat Suit**

*For additional capabilities, see p. 98, **MechWarrior, Second Edition**.

**The Combat Suit has the jump capability of an emergency jetpack (p. 90,



MechWarrior, Second Edition); absorbs 7 points of ballistic and 11 points of energy damage per turn; has an environmental seal and a 3-hour supply of oxygen; increases damage the wearer can inflict in unarmed combat by 5 Damage Points; allows its wearer to use infrared and magnetic scanning to see clearly even in starlight; and packs two shoulder-mounted grenade launchers, which function like standard grenade launchers except that the gamemaster must make a separate Initiative Roll for them. The launchers have an effective Support Weapons Skill Target of (5+).

If attacked, David attempts to disable those player characters nearest him by using his shoulder-mounted grenade launchers and Mauser defense system. He will then order the post's defenses to fire on the characters' 'Mechs as he retreats into the building. The post's weapons systems have an overall Gunnery/'Mech Skill Target of (4+), and the post may fire while camouflaged. If the post is camouflaged, add a +5 modifier to all target numbers for any weapons fire directed at the observation post. Treat the post as a Hardened building with a CF of 150. If the player characters manage to defeat the base's defenses, David escapes in a hovercraft and destroys the post by remote control.



ASSAULT ON THE BASE

Silver's Slayers have set up their stronghold in a fort used as a small scouting outpost in the early days of Antallos' history and subsequently occupied by various warring factions after the fall of the Star League. Surrounded on all sides by reinforced ferrocrete walls, the fort is large enough to hold all the Slayers and their equipment. Since taking over the fort, the pirates have added a few storage areas for loot and built a makeshift landing pad for their DropShip, the *Silent Cut* (currently off-planet). The walls of the fort are two levels high and have a CF of 55.

Silver's Slayers total strength amounts to two companies, or 24 'Mechs. One company is off raiding another world, and one lance of the second company is scouring the Free Zones for food and parts. Therefore, only two lances of the Slayers are present when the player characters attack. Both Vince Silver and Samantha are in the fort. They have gotten married since their arrival, and Vince gave Samantha a 'Mech as a wedding present.

SLAYERS BASE MAP KEY

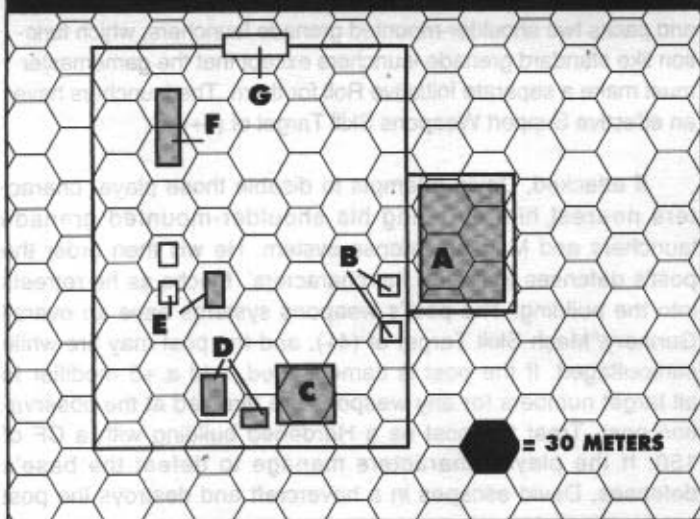
Landing Pad (A)

This large ferrocrete slab serves as the landing pad for the pirates' DropShip, the *Silent Cut*.

Warehouses (B)

These two buildings contain miscellaneous stored items.

SILVER SLAYERS BASE



Main Hall (C)

Vince and the other high-ranking pirates live in this large, three-story building. The pirates also store most of their booty here and gather in the Main Hall to celebrate after raids. The Main Hall is the tallest building in the compound.

Barracks (D)

These two sparsely furnished buildings house the remaining pirates, from the foot troops to the techs.

Jail (E)

In these three buildings the Slayers keep their prisoners, along with important supplies such as food, water, and spare 'Mech parts.

Repair Bay (F)

The Slayers repair their 'Mechs in this large area, using serviceable but not Grade A equipment.

Main Gate (G)

The Slayers keep this main gate closed and guarded.

Courtyard (H)

The Slayers' 'Mechs stand guard in this courtyard.

When the player characters spot the fort, read the following aloud:

You spy a small dot on the horizon and call a halt to the team's advance. It looks like you've found the Slayers' base of operations. Increasing the magnification on your view screen, you can make out plenty of detail. The dot

is a fortress, with several people standing along its walls. Some appear to be relaxing; others stand at attention, as if on active watch. Flat, open plains surround the fort, making a stealthy approach impossible by day. With a lot of luck, you just might manage to sneak up on the place by night; but even that may be a tall order.

SNEAKING IN

If the player characters choose the extremely difficult course of entering the base by stealth, they will face several thorny obstacles. The fort has only one entrance, and the surrounding walls are sheer surfaces 12 meters high. The guards continuously patrolling the fort's walls can see an enemy coming for miles across the featureless plains surrounding the installation. Two guards stand watch on each wall, one looking outside the fort and the other looking in.

GUARDS (2 PER WALL)

Attributes: BLD 4 (8+), REF 4 (8+), INT 4 (8+), LRN 3 (9+), CHA 3 (9+)
Characteristics: Athletic 10+, Physical 10+, Mental 11+, Social 11+
Skills: Perception 2 (9+), Small Arms 3 (7+), Unarmed Combat 3 (7+)
Equipment: Knife (Damage 1D6 - 1), Rifle (Range 1 - 6/7 - 15/16 - 30; Damage 3D6; Ammo 10, 2 extra clips)

If the guards spot the player characters, they fire warning shots to scare the characters away. Only if the player characters keep coming will the guards open fire on them to wound or kill. If the player characters manage to reach the wall, the guards sound an alarm.

Inside the Fort

Inside the walls, up to 14 guards lazily patrol the Slayers' compound. If the player characters successfully sneak past the guards on the wall, the interior guards pay them no attention unless they look out-of-place (wearing clean clothes, carrying high-tech gear, sneaking around, and so on). If the characters act casual, the guards will most likely approach them to shoot the breeze. The player characters must remain on their toes in any such conversation; the slightest slip may tip the guards off. The only person who immediately recognizes the player characters as intruders is the guard captain, who knows everyone in the compound by sight. If the guard captain spots the player characters, he immediately opens fire and sounds an alarm. When the player characters arrive, the guard captain is talking with a couple of guards near Building E (see **Slayers Base Map Key**).

GUARD CAPTAIN

Attributes: BLD 6 (6+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 5 (7+)
Characteristics: Athletic 7+, Physical 8+, Mental 9+, Social 8+
Skills: Leadership 3 (5+), Perception 3 (6+), Small Arms 4 (4+), Unarmed Combat 3 (4+)
Equipment: Ablative/Flak Vest, Pulse Laser Rifle (Damaged, fires in

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Burst Mode; Range 1 – 6/7 – 14/15 – 22; Damage 2D6 + 4; Power Use 5; 2 extra power packs), Sternsnacht Heavy Pistol (Range 1 – 2/3 – 4/5 – 12; Damage 4D6 + 2; Ammo 3, 4 extra clips)

GUARDS (UP TO 13)

Attributes: BLD 4 (8+), REF 4 (8+), INT 4 (8+), LRN 3 (9+), CHA 3 (9+)

Characteristics: Athletic 10+, Physical 10+, Mental 11+, Social 11+

Skills: Perception 2 (9+), Small Arms 3 (7+), Unarmed Combat 3 (7+)

Equipment: All the guards wear flak vests and carry an assortment of the following weapons:

Pistol (5) (Range 1 – 2/3 – 4/5 – 8; Damage 2D6 + 3; Ammo 6, 2 extra clips)

Needler Pistol (3) (Range 1 – 3/NA/NA; Damage 1D6 + 2; Ammo 10, 2 extra clips)

Rifle (2) (Range 1 – 6/7 – 15/16 – 30; Damage 3D6, Ammo 10, 2 extra clips)

SMG (2) (Burst Mode; Range 1 – 3/4 – 7/8 – 10; Damage 3D6; Ammo 50, 3 extra clips)

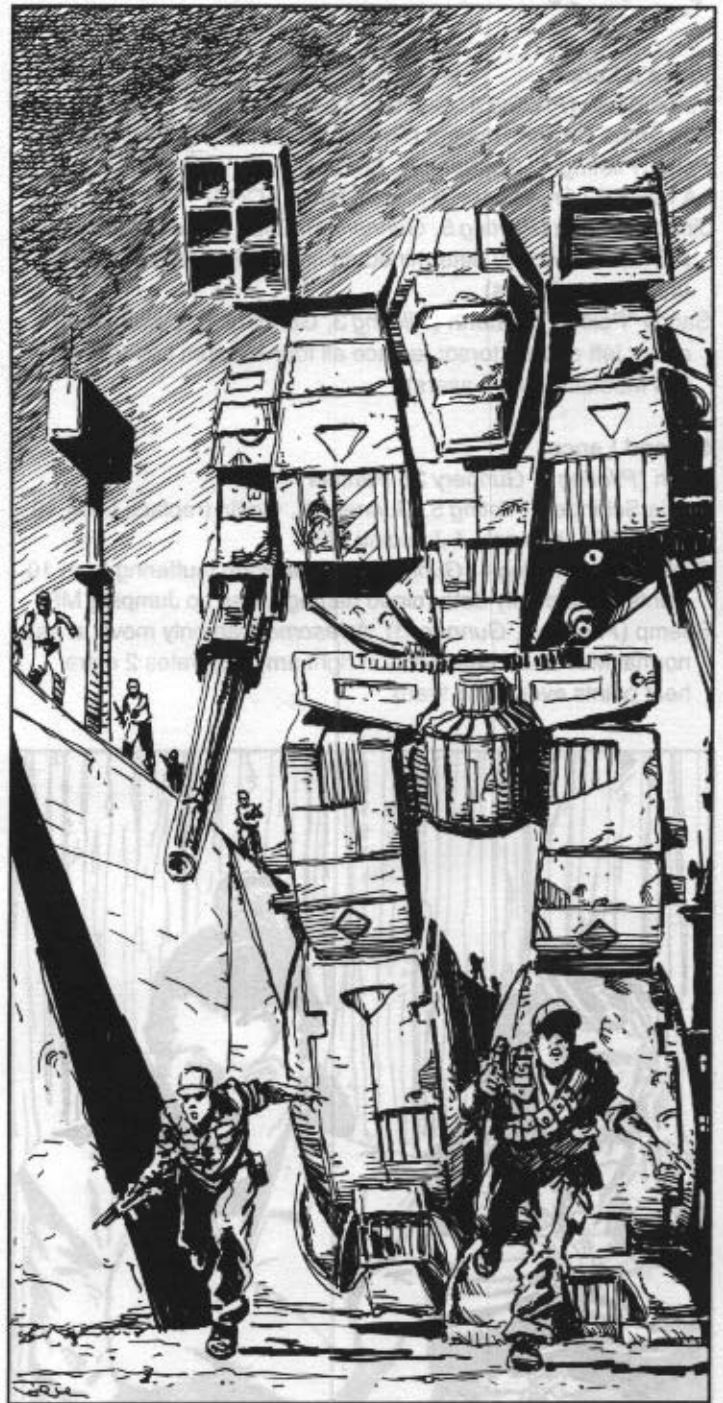
Zeus Heavy Rifle (1) (Range 1 – 7/8 – 18/19 – 28, Damage 6D6; Ammo 5, 2 extra clips)

The guards try to overpower the characters as quickly as possible using as much force as necessary. If the fight gets hairy, the MechWarriors in the fort join the fray. For the MechWarriors' statistics, use the House Regular Archetype on p. 36, **MechWarrior, Second Edition**. Statistics for Samantha Davion-Harland and Vince Silver appear in **Cast of Characters**, beginning on p. 50. In the end, the pirates should defeat and capture the player characters.

If the player characters refuse to surrender, the gamemaster can solve this problem by reminding the players that their characters are resourceful enough to escape once captured. If the player characters appear to be winning the fight, the gamemaster can have the remaining BattleMech lance return from the Free Zones to help turn the tide. The 'Mechs in this lance are a *Warhammer*, a *Crusader*, and two *Jenners* in somewhat battered though still usable condition (see statistics for Vince's lance, p. 34, for guidelines). Alternatively, the gamemaster may have Vince and Samantha escape into Port Krin and wait for the Slayers' second company to return. Vince and Samantha will be furious at the player characters for driving them out of their bolt-hole and will likely plot revenge. This particular option may create problems for the player characters in the future and requires considerable improvisation by the gamemaster.

STORMING THE GATES

In lieu of the stealthy approach, the player characters may choose to storm the fort with guns blazing in hopes of overpowering the pirates and rescuing Samantha. Initially, the pirates will try to drive the player characters away with indirect LRM fire, using the guards on the walls as spotters. Several pirates may also jump on top of the walls and shoot down at the characters. As with the brawl described in **Sneaking In**, the player charac-



ters should eventually lose the fight. If the characters appear to be winning, the gamemaster can use the same solutions to the problem given in **Sneaking In**; the hunting lance can return from the Free Zones to turn the tide of battle, or Vince and Samantha can escape to Port Krin.

The two lances within the base compound will certainly do battle with the player characters; statistics for those lances appear on p. 34, with modifications and/or damage noted.

Vince's Lance

Vince Silver (*Piloting 3, Gunnery 4*), *Warhammer*
Samantha Davion-Harland (*Piloting 3, Gunnery 2*), *Warhammer*
Fang (*Piloting 4, Gunnery 4*), *Enforcer* (RA has 10 armor points,
LA has ER Large Laser; 8 rounds left in AC/10)
Jimmy Simlinn (*Piloting 5, Gunnery 4*), *Zeus* (suffering from 20
points of randomly determined damage; LRM-15 can only fire
once every 2 turns)
Sandy "Poison" Seaterth (*Piloting 3, Gunnery 3*), *Catapult* (no
armor left on rear torso; replace all four Medium Lasers with
two Medium Pulse Lasers)

Second Lance

Mitch (*Piloting 3, Gunnery 2*), *Panther*
Gloria Schinder (*Piloting 5, Gunnery 4*), *Griffin* (replace LRM-10
with LRM5; has only 4 Jumping MP)
Slick White (*Piloting 4, Gunnery 4*), *Whitworth* (suffering from 10
points of randomly determined damage; has no Jumping MP)
Shemp (*Piloting 6, Gunnery 3*), *Awesome* (can only move at half
normal Movement rate; PPC in right arm generates 2 extra
heat points every time fired)



THE JAWS OF DEFEAT

After the player characters have surrendered, read the following aloud:

Your victorious captors shove you toward a three-story building ahead. They herd you into a chamber built like a medieval banquet hall, in which a few pirates are seated around a large table. The room smells of sweat and stale liquor. Gazing at the seated pirates' faces, you gape in surprise; one of them is Samantha Davion-Harland, and she is holding hands with a dark-haired bandit who exudes an air of command in spite of his scruffy appearance. This bandit can only be Vince Silver.

The guards shove you into chairs. You expect Vince to speak, but Samantha does instead. "Who are you and what are you doing here?" she demands, shooting you a freezing glare.

Neither Samantha nor Vince have any idea who the player characters are. They will demand to know who sent them and why they attacked the Slayers' hideout. When Samantha learns that her father sent the player characters to rescue her, she becomes concerned for him; she questions the characters about her father's health and welfare and about current events on Bryceland. Samantha does not know that General Freeder hired Vince and his cronies; if the player characters confront Vince with this information, Samantha flies into a rage and starts screaming at Vince. Before the scene gets too ugly, Vince orders the player characters thrown in the Slayers' dank, insect-infested dungeon.

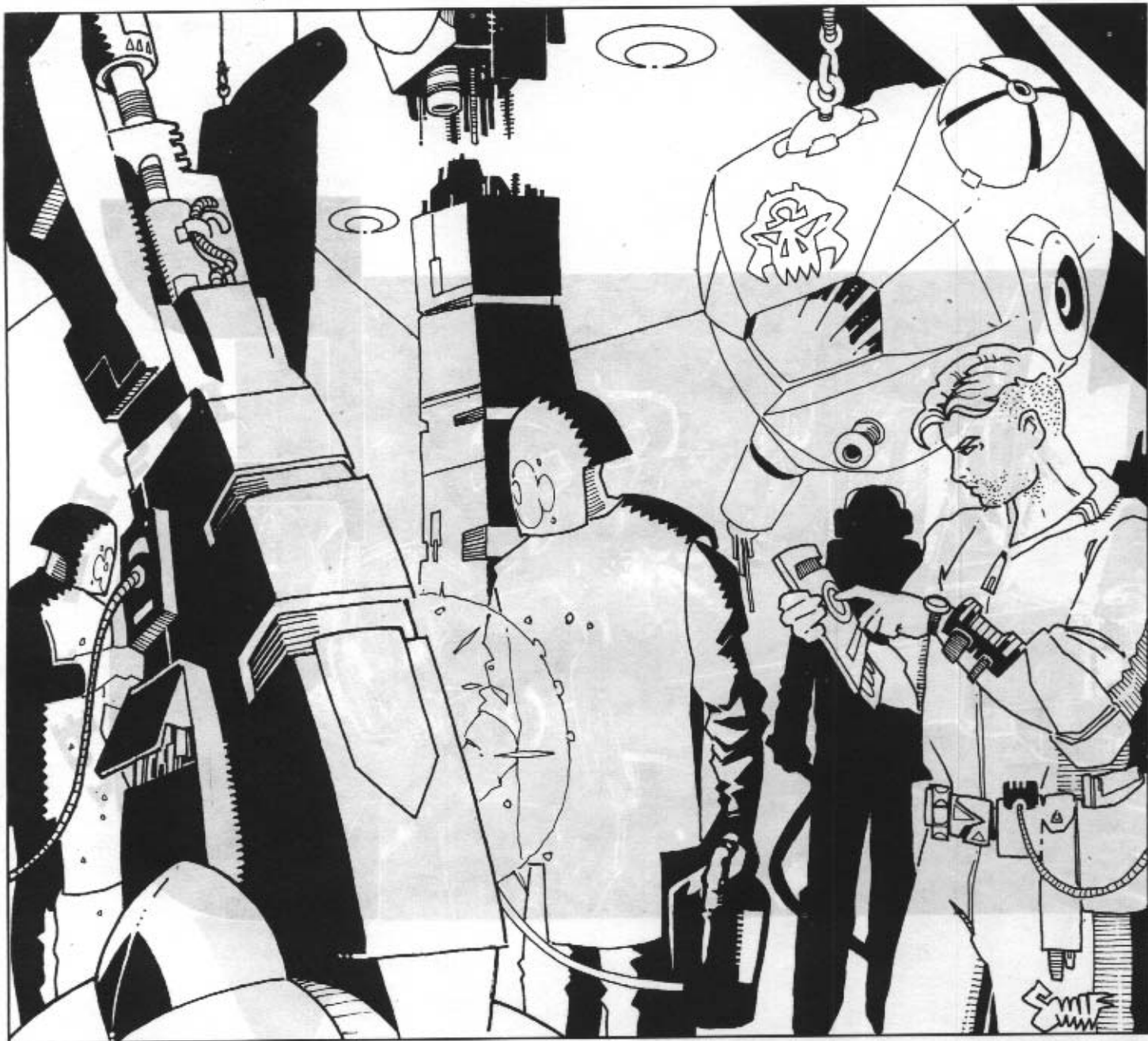
The next morning, the guards take the player characters back to the hall to face Vince and Samantha again.

Read the following aloud:

Vince and Samantha regard you across the table. This morning, the pirate captain wears a blank expression; Samantha looks determined. "I commend your tenacity in tracking me all the way here from Bryceland," she says. "My father is a good judge of character ... most of the time. I'll tell you right now, I have no intention of leaving Vince to rule Fantos Island. I've had enough of playing duchess. But I love my father; I won't leave him to the mercies of a traitor like General Freeder. You and I and the Slayers are heading back to Bryceland to crush General Freeder and give my father his world back."

Without waiting for you to respond, Samantha and Vince stand up. Apparently, your audience is over. "We've got a lot of work to do fixing your 'Mechs," Vince tells you as he beckons you to rise. "Let's get started."

Rockin' in the Free Zone



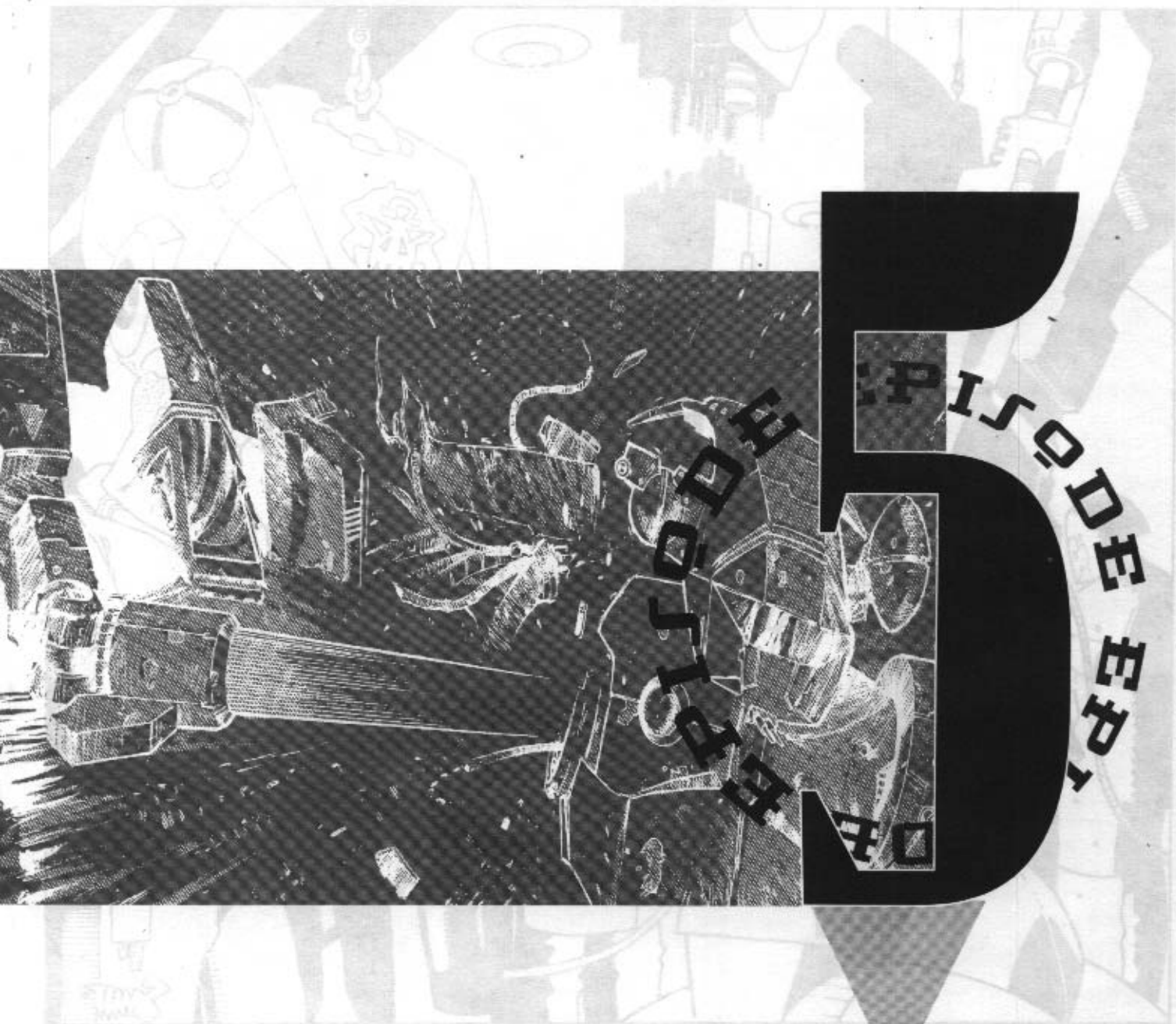
The Slayers' repair facilities and their techs can only do so much to fix the player characters' 'Mechs. After finishing their own repairs, the pirates have enough supplies left to repair 220 points of armor and 170 internal structure points, and enough spare parts to fix seven different weapons systems. The Slayers' techs can reattach 'Mech limbs, but cannot fix any engine shielding or gyro damage. Each of them possesses Technician/'Mech Skill (6+).

The Slayers' second company and their DropShip will return from its raid in two days. Once the DropShip arrives, the pirates hire a second DropShip in Port Krin to accommodate the player characters and the whole force departs for Bryceland.

COMPLICATION: NO DEAL

The player characters may refuse to help Samantha aid her father, as this job was not part of their original mission. In this case, the gamemaster has several options. Samantha may persuade the Slayers to let the player characters go, but minus their 'Mechs. The Slayers will open the gate and boot the characters out into the wilds of the Free Zone. Alternatively, Samantha may promise the player characters extra payment for helping her, either upfront or after completion of the mission at the gamemaster's discretion.

ROYALTY AND ROGUES



COMPLICATION: NO DEAL

The player character may refuse to help the other side, as the job was not part of their original contract. In this case, the game master has several options. She could allow the player to let the player character go, but this would mean the player will open the plot and look for themselves. Alternatively, she could allow the player character to go out into the wild of the Free Zone. Alternatively, she could allow the player character to stay in the city, but this would mean either uproot or their completion of the mission at the game master's discretion.

The player's repair facilities and their techs can only do so much to fix the player character's vehicle. After bringing their own repairs, the player has enough supplies left to repair 250 points of armor and 170 when it comes to weapons systems. The player's techs can reattach their limbs, but cannot fix any engine stalling or gyro damage. Each of their possessors

Liberation

The player's second episode of Drogship will return from its aid in two days. The player's second episode will be a second Drogship. The player's second episode will be a second Drogship. The player's second episode will be a second Drogship.

THE SITUATION

The player characters return to Bryceland in the company of Silver's Slayers and Samantha Davion-Harland. Together, they must bring down General Freeder and reestablish Duke Morris' authority as Bryceland's ruler. Samantha must also tell her father that she has no intention of remaining with him on her homeworld.



ASSAULT ON THE COMMAND BUNKER

The player characters and Silver's Slayers return to Bryceland to nip General Freeder's coup attempt against Duke Morris in the bud. The general has not yet struck, preferring to wait until he nets a few more key supporters. Though startled by the return of the Slayers, the general plans to turn their arrival to his advantage by destroying them. Claiming credit for such a bold act will virtually guarantee him the support of Bryceland's people. The general does not know that the player characters and Samantha are accompanying the Slayers.

Read the following aloud:

You jump into the Bryceland system at a pirate point Silver's Slayers gave you, running the plan over in your head. Vince and the bulk of the Slayers will engage the Royal Guard, buying time for Samantha and your team to fight your way into the palace and confront General Freeder. Hopefully, taking out the general will break the Guard's morale before they destroy Vince and his troops. By your book, Vince deserves to live; he's not half bad for a pirate.

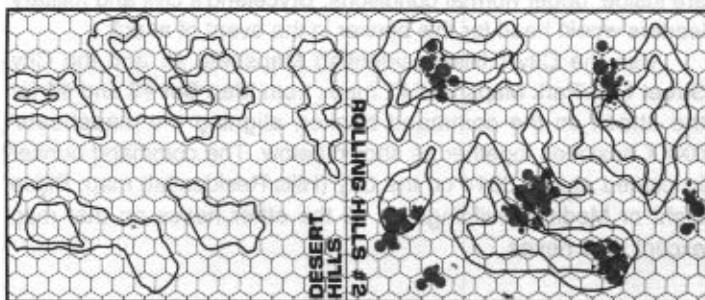
As your DropShips part ways and burn toward the surface, Vince radios you one more time. "Good luck. We won't be able to hold them off for long, so make it quick—and look after my wife."

Before you can fully take in that last word, your DropShip touches down. Time to be on your way.

FIRST STRIKE

The DropShip carrying Samantha and the player characters lands a few kilometers outside Harland's Port. Freeder has deployed most of the Royal Guard to engage the Slayers, and so the player characters face only a skeleton force. As soon as the player characters begin marching toward town, the remnant of the Guard attacks. Use Rolling Hills Map #2 from **Map Set #3** and the Desert Hills Map from **Map Set #2**, set up as shown. Align Hexes 0817 on both maps. The player characters enter from the western edge of the Desert Hills mapsheet and must

exit off the eastern end of the Rolling Hills #2 mapsheet in order to proceed to the next encounter, **Second Strike**.



Armor Lance

Drillson Heavy Hover Tank (*Piloting 4, Gunnery 5*)
 Condor Heavy Hover Tank (*Piloting 4, Gunnery 5*)
 Saladin Assault Hover Tank (*Piloting 4, Gunnery 5*)
 Partisan Heavy Tank (*Piloting 4, Gunnery 5*)

Reinforced Infantry Company

2 Regular Motorized Machinegun Platoons
 1 Regular Motorized SRM Platoon
 1 Veteran Jump Laser Platoon (-1 modifier to all to-hit numbers)

The Royal Guard troops have spotted the player characters' DropShip and are anticipating an attack. These troops may be hidden at any location on either mapsheet. The Guards know they have little chance of stopping the player characters; instead, they intend to slow them down and inflict as much damage as possible, buying time for the general's command lance to show up and defeat the player characters. The gamemaster should keep in mind that the infantry platoons will not foolishly sacrifice themselves during this battle. At the gamemaster's discretion, any surviving Royal Guard units may assist the command lance in the following encounter.

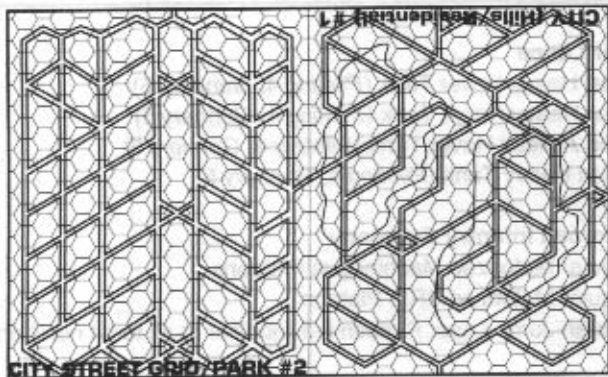
SECOND STRIKE

Once the player characters have defeated the small Royal Guard contingent outside the city, they must run the gauntlet between the city's outskirts and the Royal



Guard's command bunker. Both General Freeder and the duke are inside; under normal conditions, Bryceland's civil and military leaders would head for this bunker in the event of attack.

Use the City (Hills/Residential) Mapsheet #1 and the City Street Grid/Park Mapsheet #2 maps from **Map Set #3** and #4 for the attack on the command bunker, aligning the mapsheets' OXXX hexsides together as shown below. The command bunker is located at Hex 0914 on the City (Hills/Residential) map. Place Light or Medium buildings on all the other hexes on that map except road hexes.



The player characters set up first along the western edge of the City Street Grid/Park #2 mapsheet. Their opponent is the command lance of the Royal Guard, which is fiercely loyal to General Freeder. The gamemaster may place the command lance anywhere on either mapsheet except inside a building. Though it is the soldiers' duty to stop attackers, they attempt not to destroy property. The defenders will fight until utterly destroyed.

Royal Guard Command Lance

Major Alice Robinson (*Piloting 4, Gunnery 3*), *Caesar*
 Captain Frank Thomasson (*Piloting 4, Gunnery 4*), *Crusader*
 Ilse Montrose (*Piloting 5, Gunnery 4*), *Griffin*
 James Kirwan (*Piloting 5, Gunnery 4*), *Marauder*



FINAL CONFRONTATION

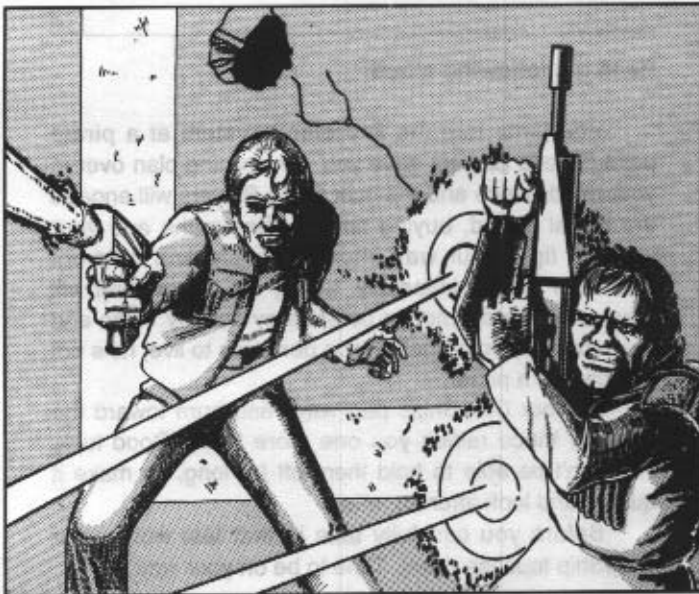
After defeating the Royal Guard command lance, the player characters storm the bunker to confront General Freeder. Despite its status as the nerve center of Bryceland's defenses, the bunker is lightly staffed; most of Bryceland's infantry force that should have been in the bunker have taken their places in anticipation of General Freeder's coup.

When the player characters are ready to break into the bunker, read the following aloud:

You dismount from your Mechs, ready to storm the gates. Suddenly Samantha shouts, "Follow me! I know a secret way in!" She leads you around the side of the bunker, feeling her way along until she finds a fake brick and loosens it. Behind the brick is a small keypad. Samantha punches in a combination. Nothing happens, and she swears softly. "Damn it! He must have changed the codes. We may have to storm the gates after all."

Any player character with Security Systems Skill may attempt to open the secret entrance by making a Security Systems Skill Roll with a +2 modifier to the target number. A successful result cracks the computerized lock and opens the door. The player characters enter the upper level of the complex in a hallway near area H (see **Command Bunker Map Key**, p. 39). Samantha has not been in the bunker for years. Therefore she can give the characters little guidance inside.

Several guards are stationed throughout the bunker. For any encounters involving them, use the statistics below.



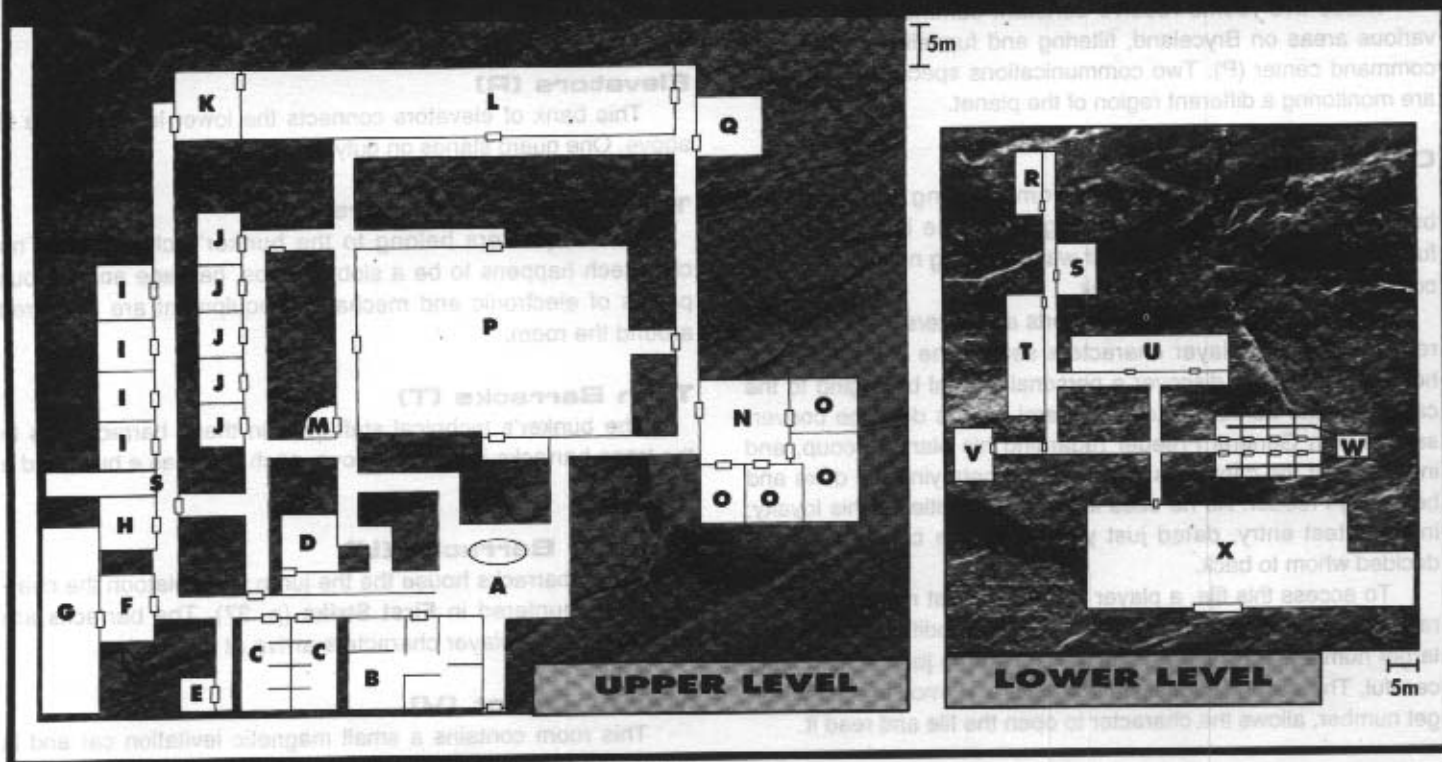
BUNKER GUARDS

Attributes: BLD 5 (7+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 3 (9+)

Characteristics: Athletic 8+, Physical 8+, Mental 9+, Social 10+
Skills: Perception 2 (7+), Small Arms 3 (5+), Stealth 2 (6+), Unarmed Combat 3 (5+)

Equipment: Flak Jacket, Pistol (Range 1 - 2/3 - 4/5 - 8; Damage 2D6 + 3; 1 extra clip), SMG (Range 1 - 3/4 - 7/8 - 10; Damage 3D6; 2 extra clips)

COMMAND BUNKER



COMMAND BUNKER MAP KEY

Reception Area (A)

A large desk sits near the far wall of this area, and two guards are stationed nearby.

Offices (B)

Most of these small rooms are intended for emergency administration and paperwork.

Rest Rooms (C)

The men's room and women's room are the only two rest rooms on the bunker's upper floor.

Employee Lounge (D)

This room contains a refrigerator, microwave, holo-set, several couches and chairs, and a sink and several cupboards filled with cheap dishes.

Janitor's Closet (E)

This room contains various mops and brooms, as well as shelves loaded with bottles of cleaning supplies.

Entrance to Weapons Locker (F)

In this small office, three armed guards keep paper records of the weapons located in the weapons locker.

Weapons Locker (G)

Normally, the weapons locker holds a wide variety of anti-infantry and anti-Mechweapons. When the Slayers and the player characters first landed on Bryceland, however, General Freeder's troops took most of the stored weapons and ammunition. The only weapons and ammo remaining in the locker are seven standard SMGs and ten standard pistols, each with two clips apiece. A player character may bypass the electronic lock on this room's door by making a successful Security Systems Skill Roll with a +1 modifier to the target number.

Elevators (H)

This bank of elevators leads to the bunker's lower level, but the elevators only respond to the correct password. The player characters may bypass the elevators' security measures by making a successful Security Systems Skill Roll with a +4 modifier to the target number; however, the player characters may only attempt this roll twice. If both rolls fail, the elevators shut down and trigger a silent alarm in the command center (P).

Bedrooms (I)

These four bedrooms are used by various staff members who must remain on constant duty at the command bunker. Each room is furnished with a bed, desk, chair and dresser. A small holo-set rests on top of the dresser.

Observation Rooms (J)

These five rooms receive constant communications from various areas on Bryceland, filtering and funneling them to the command center (P). Two communications specialists per room are monitoring a different region of the planet.

Captain's Quarters (K)

This room belongs to the commanding officer of the bunker's standing garrison. Among its sparse but serviceable furnishings is a desk near the far wall, standing next to a door. A computer rests on top of the desk.

The desk contains various reports and letters, but nothing of real value. If the player characters search the computer files, however, they may discover a personal journal belonging to the captain of the bunker's guard. Several entries describe conversations with General Freeder regarding his planned coup, and indicate that the captain is torn between betraying the duke and betraying Freeder. As he sees it, both are entitled to his loyalty; in the latest entry, dated just yesterday, the captain has not decided whom to back.

To access this file, a player character must make two separate Computer Skill Rolls. The first, with a modifier of +1 to the target number, allows the character to find the journal file if successful. The second successful roll, with a +2 modifier to the target number, allows the character to open the file and read it.

Barracks (L)

The bunker guards live in these barracks. Each soldier has a bunk and a large footlocker.

Private Elevator (M)

This private access elevator is to be used only for emergency escape attempts. The elevator leads directly to an underground hangar that houses an escape shuttle. Like the bank of elevators in area H, this elevator responds to a password; the player characters may bypass this elevator's security measures by making a successful Security Systems Skill Roll with a +5 modifier to the target number. If the roll is unsuccessful, an alarm sounds in the command center.

Rec Room (N)

This recreation room, used by the MechWarriors of General Freeder's command lance, has a small kitchen attached.

Soldiers' Quarters (O)

These rooms are the living quarters for the MechWarriors of General Freeder's command lance.

Command Center (P)

In this room are General Freeder, Duke Morris, the captain of the bunker guard, and six guards. The adventure's final confrontation takes place here. To open any of the command center's four doors, the player characters must make a successful Security Systems Skill Roll with a +1 modifier to the target number.

Mess Hall (Q)

This mess hall and accompanying kitchen caters to the entire bunker complex. No one is in the mess hall when Samantha and the player characters arrive.

Elevators (R)

This bank of elevators connects the lower level to Area H above. One guard stands on duty nearby.

Tech Chief's Quarters (S)

These quarters belong to the bunker's chief tech. The chief tech happens to be a slob; clothes, garbage and various pieces of electronic and mechanical equipment are scattered around the room.

Tech Barracks (T)

The bunker's technical staff lives in these barracks. As in the troop barracks in Area L above, each tech has a bunk and a foot locker.

Infantry Barracks (U)

These barracks house the the jump laser platoon the characters encountered in **First Strike** (p. 37). The barracks are empty when the player characters arrive at the bunker.

Maglev Depot (V)

This room contains a small magnetic levitation car and is connected to a tunnel that leads to the ComStar compound in Harland's Port. Early in the Succession Wars, ComStar built the tunnel as part of an agreement between ComStar and the Bryceland government. The car can reach the ComStar facility in less than three minutes. Both doors leading to this area are locked; to unlock them, the player characters must make a successful Security Systems Skill Roll with a +2 modifier to the target number. An armed guard is stationed at the door.

Extra Living Quarters (W)

These rooms are used as emergency quarters during a time of crisis. Currently, all the rooms are empty.

Vehicle and Repair Bay (X)

This immense room houses the vehicles belonging to the Royal Guard command lance as well as several other military vehicles. The alcove to the side of the main chamber contains equipment and spare parts for making repairs. When the player characters show up, only a few jeeps are in the room. A second door leads up a gentle slope to a secret exit in the city.

Liberation

When the player characters arrive at the command center, read the following aloud:

A green light blinks and the door in front of you slowly slides open. Inside, you see Duke Morris leaning over a comm panel, studying troop movements. He turns, sees you and joyfully calls out his daughter's name. He moves toward you, but General Freeder's shout from behind freezes him in his tracks. Freeder has drawn his pistol; you can't tell if he's aiming at the duke or at you.



Samantha waits a few rounds for the player characters to confront the general with their incriminating evidence of his treacherous activities. If they say nothing, she speaks up. The general initially acts as if he is protecting the duke from the player characters and Samantha, claiming they are in league with the pirates. He vociferously denies any charges they make against him. The more the player characters press the general, the more frustrated he gets until he loses control and attempts to kill the duke. At that point, Freeder's guards try to kill the player characters. The player characters must prevent the general from killing the duke while Samantha tries to keep them from killing General Freeder. She wants the general to live so that her father can bring him to justice for his crimes. Once General Freeder is dead or unconscious, Duke Morris or Samantha calls off the Slayers and the Royal Guard.

The guards' statistics appear below. Game statistics for General Freeder and Duke Morris appear in **Cast of Characters**, p. 50. During this encounter, General Freeder has a Laser Pistol (Range 1 – 3/4 – 6/7 – 12; Damage 4D6; 2 extra clips) and wears an Ablative/Flak Body Suit. Duke Morris wears an Ablative/Flak Vest and carries a Sternsnacht Heavy Pistol (Range 1 – 2/3 – 4/5 – 12; Damage 4D6 + 2; 3 extra clips).

FREEDER'S GUARDS (6)

Attributes: BLD 6 (6+), REF 5 (7+), INT 5 (7+), LRN 4 (8+), CHA 3 (9+)

Characteristics: Athletic 7+, Physical 8+, Mental 9+, Social 10+

Skills: Small Arms 3 (5+), Unarmed Combat 3 (4+)

Equipment: Flak Jacket, Pistol (Range 1 – 2/3 – 4/5 – 8; Damage 2D6 + 3; 1 extra clip), SMG (Range 1 – 3/4 – 7/8 – 10; Damage 3D6; 2 extra clips)



GUARD CAPTAIN

Attributes: BLD 6 (6+), REF 5 (7+), INT 6 (6+), LRN 5 (7+), CHA 4 (8+)

Characteristics: Athletic 7+, Physical 7+, Mental 7+, Social 8+

Skills: Leadership 2 (6+), Small Arms 3 (4+), Unarmed Combat 4 (3+)

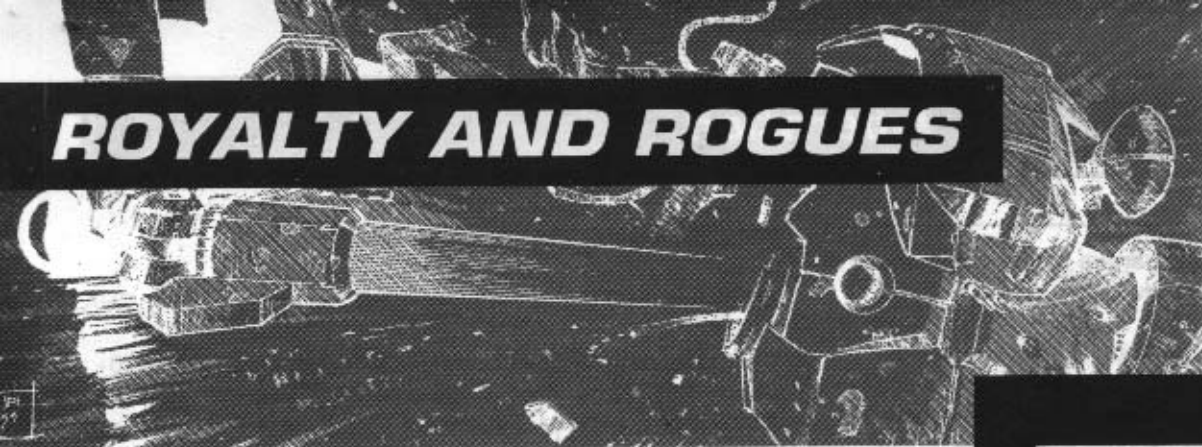
Equipment: Ablative/Flak Jacket, Auto-Pistol (Range 1 – 2/3 – 4/5 – 8; Damage 2D6; 1 extra clip), Pulse Laser Rifle (Range 1 – 6/7 – 14/15 – 28; Damage 3D6 + 2; 2 extra power packs)



COMPLICATION: CHANGE OF HEART

If the player characters look as if they are losing this final confrontation, the guard captain or another guard may shift his loyalty from General Freeder to Duke Morris. If so, the guard will fire on General Freeder in the hope of ending the fighting quickly.

ROYALTY AND ROGUES



When the player character enters the arena, read the following:

A green light blinks in the distance. The player character is the only one who can see it. The player character is the only one who can see it. The player character is the only one who can see it.



GUARD CAPTAIN

Attributes: ST 10, EN 10, SK 10, CH 10, MA 10, RE 10, SP 10, SO 10, IN 10, WE 10, CR 10, CO 10, TO 10, LO 10, FO 10, SA 10, SW 10, AC 10, MC 10, MA 10, MI 10, MO 10, MU 10, MY 10, MZ 10, NI 10, NO 10, NU 10, NV 10, NW 10, NY 10, NZ 10, PA 10, PE 10, PF 10, PG 10, PH 10, PI 10, PJ 10, PK 10, PL 10, PM 10, PN 10, PO 10, PP 10, PQ 10, PR 10, PS 10, PT 10, PU 10, PV 10, PW 10, PX 10, PY 10, PZ 10, QA 10, QB 10, QC 10, QD 10, QE 10, QF 10, QG 10, QH 10, QI 10, QJ 10, QK 10, QL 10, QM 10, QN 10, QO 10, QP 10, QQ 10, QR 10, QS 10, QT 10, QU 10, QV 10, QW 10, QX 10, QY 10, QZ 10, RA 10, RB 10, RC 10, RD 10, RE 10, RF 10, RG 10, RH 10, RI 10, RJ 10, RK 10, RL 10, RM 10, RN 10, RO 10, RP 10, RQ 10, RR 10, RS 10, RT 10, RU 10, RV 10, RW 10, RX 10, RY 10, RZ 10, SA 10, SB 10, SC 10, SD 10, SE 10, SF 10, SG 10, SH 10, SI 10, SJ 10, SK 10, SL 10, SM 10, SN 10, SO 10, SP 10, SQ 10, SR 10, SS 10, ST 10, SU 10, SV 10, SW 10, SX 10, SY 10, SZ 10, TA 10, TB 10, TC 10, TD 10, TE 10, TF 10, TG 10, TH 10, TI 10, TJ 10, TK 10, TL 10, TM 10, TN 10, TO 10, TP 10, TQ 10, TR 10, TS 10, TT 10, TU 10, TV 10, TW 10, TX 10, TY 10, TZ 10, UA 10, UB 10, UC 10, UD 10, UE 10, UF 10, UG 10, UH 10, UI 10, UJ 10, UK 10, UL 10, UM 10, UN 10, UO 10, UP 10, UQ 10, UR 10, US 10, UT 10, UU 10, UV 10, UW 10, UX 10, UY 10, UZ 10, VA 10, VB 10, VC 10, VD 10, VE 10, VF 10, VG 10, VH 10, VI 10, VJ 10, VK 10, VL 10, VM 10, VN 10, VO 10, VP 10, VQ 10, VR 10, VS 10, VT 10, VU 10, VV 10, VW 10, VX 10, VY 10, VZ 10, WA 10, WB 10, WC 10, WD 10, WE 10, WF 10, WG 10, WH 10, WI 10, WJ 10, WK 10, WL 10, WM 10, WN 10, WO 10, WP 10, WQ 10, WR 10, WS 10, WT 10, WU 10, WV 10, WW 10, WX 10, WY 10, WZ 10, XA 10, XB 10, XC 10, XD 10, XE 10, XF 10, XG 10, XH 10, XI 10, XJ 10, XK 10, XL 10, XM 10, XN 10, XO 10, XP 10, XQ 10, XR 10, XS 10, XT 10, XU 10, XV 10, XW 10, XX 10, XY 10, XZ 10, YA 10, YB 10, YC 10, YD 10, YE 10, YF 10, YG 10, YH 10, YI 10, YJ 10, YK 10, YL 10, YM 10, YN 10, YO 10, YP 10, YQ 10, YR 10, YS 10, YT 10, YU 10, YV 10, YW 10, YX 10, YY 10, YZ 10, ZA 10, ZB 10, ZC 10, ZD 10, ZE 10, ZF 10, ZG 10, ZH 10, ZI 10, ZJ 10, ZK 10, ZL 10, ZM 10, ZN 10, ZO 10, ZP 10, ZQ 10, ZR 10, ZS 10, ZT 10, ZU 10, ZV 10, ZW 10, ZX 10, ZY 10, ZZ 10.



COMPLICATION: CHANGE OF HEARTS

If the player character is the only one who can see the green light, the player character is the only one who can see it. The player character is the only one who can see it. The player character is the only one who can see it.

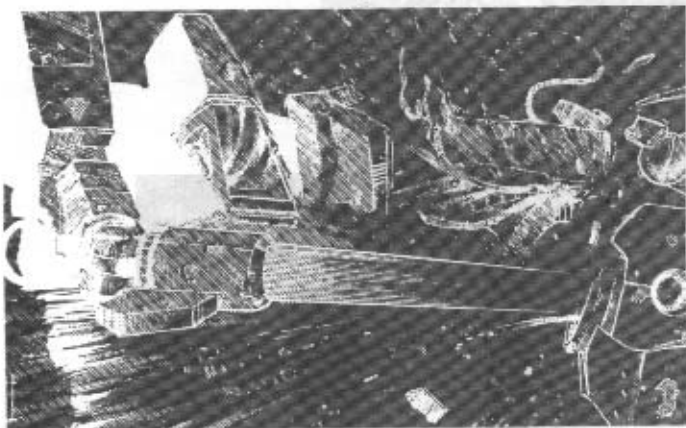
ENDGAME



General Foster is the only one who can see the green light. The player character is the only one who can see it. The player character is the only one who can see it. The player character is the only one who can see it.

Endgame

General Foster is the only one who can see the green light. The player character is the only one who can see it. The player character is the only one who can see it. The player character is the only one who can see it.



ENDGAME

This section ties up the adventure's loose ends, gives guidelines for awarding Adventure Points and offers suggestions for possible future adventures.

AWARDING ADVENTURE POINTS

If everything works out right, the duke survives, the general gets his just desserts, and the player characters make a profit. Using the guidelines given on p. 50 of *MechWarrior, Second Edition*, the gamemaster may award up to six Adventure Points. Regardless of the final outcome, the player characters will get paid for accomplishing their original mission. If Duke Morris dies in the final encounter, Samantha pays the characters and thanks them on her late father's behalf. She still plans to leave Bryceland, and names a cousin of hers as the planet's ruler. Samantha remains on Bryceland just long enough to help its new duke or duchess pick up the pieces and may offer the player characters a job helping reorganize the Royal Guard.

If the duke lives, he pays the player characters the agreed-upon amount. He may also hire them for a short time to replace Freeder's loyalist command lance until a few of his own men are ready to take over. If the characters performed especially well on this mission, the duke allows them to use him as a reference for future contracts.

LOOSE ENDS

Regardless of the adventure's outcome, the gamemaster may wish to use the following plot lines for future adventures or just to cause problems for the player characters.

DUMONT'S OR LOBIT'S RETURN

Both of these non-player characters have several underworld contacts within the Inner Sphere, and either one may hire the characters for illegal activity. Such a job might take the characters to many interesting and dangerous places, and can



also get them in serious trouble with the law. If the encounters with Dumont or Lobit went badly for the player characters, either of these non-player characters may come after the team with vengeance on his mind.

BACK TO ANTALLOS

Antallos is a fantastic place for any player character to find excitement and adventure. As a haven for all sorts of criminals and underworld figures, Antallos and particularly Port Krin are becoming hotbeds of espionage and intrigue. Rumors constantly crop up about black-market Clan technology and other equally tempting prizes. The gamemaster can use any one of these hooks to draw the player characters back to this blot on the Periphery.

SAMANTHA'S SLAYERS

Samantha wants to turn her husband's pirate band into an honorable mercenary unit. If she succeeds, at some point down the road the characters may run into the reformed Slayers, either on the opposite side of a battlefield or if the Slayers seek them out for assistance on a mission. They may also meet again on Outreach, the so-called Mercenary's Star. Such a meeting may or may not be positive; Samantha desperately wants to keep the Slayers' unsavory past a secret, and the player characters know entirely too much about the unit and its commander.

ROYALTY AND ROGUES



also get them in someone trouble with the law. If the mercenaries with Dumont or Lord want help for the player character, either of these non-player characters may come into the team with vengeance on his mind.

BACK TO ANTALOE

Antaloe is a familiar place for any player character to find excitement and adventure. As a haven for all kinds of creatures and underworld figures, Antaloe and particularly Port Kait are becoming hubs of espionage and intrigue. Players constantly crop up about black-market dealings, piracy and other equally intriguing plots. The player character use any one of these hooks to draw the player character back to this plot on the map.

BAMANTHA'S BLAYERS

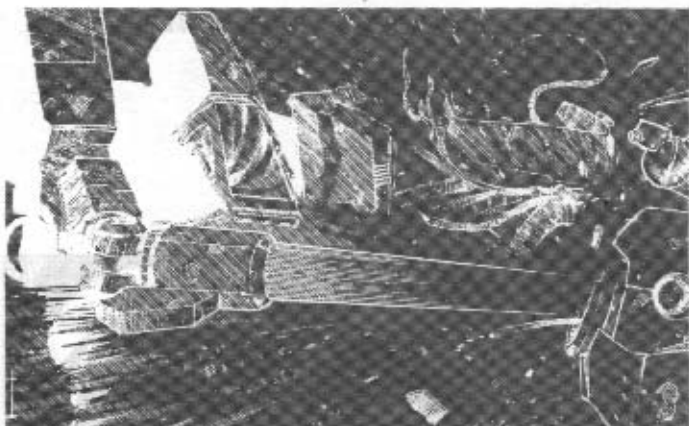
Bamanta wants to turn the tide of the black market, an honorable mission. If the player character is looking down the road the character may find the character's story, either on the opposite side of a border or in the States seek them out for assistance in a mission. The player also meet again, the Outcast, the so-called Marauder's. Such a meeting may or may not be positive. Characters may possibly want to keep the player's mission and a secret and the player character know enemy too much about the and his commander.

RESEARCH

RESEARCH



Research



RESEARCH

This chapter provides player characters with background information they may need to know or may find useful during the adventure. The player characters may question NPCs or contact other sources for information about places and people that could affect their mission.

A successful Streetwise Skill Roll typically serves to determine what is available from a source or contact, though some situations require the use of Protocol, Negotiation, or other skills. The gamemaster determines the appropriate skill depending on the source being questioned. The amount of information available depends on the margin of success achieved. Players achieving high margins of success also learn the information available at lower margins of success. The player characters will obtain most of their information through interaction with NPCs, all of whom have their own dreams, desires, personality quirks and so on. The gamemaster is encouraged to roleplay all encounters with NPCs to their fullest, to give the adventure a more interesting and realistic feel.

Each field of inquiry that the player characters may successfully investigate begins with the **Subject** of the inquiry, followed by **Type of Information**, which describes the specific kind of information the characters might be looking for; **Sources**, which provides the people and places where information may be found; the **Modifier**, which is applied to the inquiring player character's Streetwise Skill Roll; and the **Margin of Success Table**, which determines what information is available based on the margin of success achieved by the player character. The background information is presented in the order in which the player characters are most likely to encounter it; information available on Bryceland appears first, information available in Port Krin on Antallos appears second.

RESEARCH ON BRYCELAND

SILVER'S SLAYERS

Type of Information (Modifier +1)

Recent raids, unit strength, location

Sources

Media, citizens, underworld figures



Margin of Success

0-1

2

3

4+

Result

The Slayers' attack forces are usually company-sized.

The Slayers have scrapped with the Royal Guard, but the pirates move too quickly for the Guard to defeat them.

The Slayers operate from the planet Antallos, located in the Periphery.

The Slayers always seem to strike where it hurts the duke most politically. They have a base just outside Port Krin, the largest city on Antallos.



DUKE MORRIS DAVION-HARLAND

Type of Information (Modifier 0)
Basic information on recent political and personal troubles

Sources
Media, minor politicians



SAMANTHA DAVION-HARLAND

Type of Information (Modifier 0)
Basic personal information

Sources
Media, minor politicians, local citizens



Margin of Success	Result
0-2	The duke has ruled Bryceland well for almost 20 years; his political troubles started with the recent pirate raids.
3	The duke is deeply troubled by the raids and unrest on Bryceland, and the kidnapping of his daughter has deepened his depression.
4	Duke Morris is in severe political trouble. If he cannot solve the pirate problem soon, he faces a revolution.
5+	The Royal Guard's poor showing against the pirates is not the duke's fault. The Guard's commander, General Freeder, is to blame. So far, he has avoided taking the heat.

Margin of Success	Result
0-2	Samantha is very popular among Bryceland's people, more so than the duke in some places.
3	A strong and skilled leader, Samantha has been instrumental in keeping her father's head above water during the recent troubles.
4	Samantha always leaves her palace on Fantos Island about two weeks after every pirate raid, returning about a week later.
5+	Samantha is a skilled MechWarrior; she'd like to leave Bryceland and form her own merc unit. Rumor has it that her father made her the ruler of Fantos Island to keep her on Bryceland.

Research

GENERAL AMON FREEDER

Type of Information (Modifier +2)

Basic personal information

Sources

Media, minor politicians, militia soldiers

Margin of Success	Result
0-1	General Freeder has led the Royal Guard for several years; he was once an officer in the AFFC.
2-4	The general is a strong leader and a skilled MechWarrior, but not a brilliant fighter.
5	General Freeder craves the power he couldn't get in the AFFC. Secretive by nature, he loves elaborate schemes.

ANTALLOS

Type of Information (Modifier +1)

Location, climate, general description of social atmosphere and politics

Sources

ComStar Library, underworld contacts, merchants and traders

Margin of Success	Result
0-1	Antallos is a hot, dry world in the Periphery, between the Draconis Combine and the Outworlds Alliance.
2	Antallos is a cesspool of thievery, home to countless pirates and escaped criminals.
3	Several independent city-states provide what little law and order exist on Antallos. The largest city-state, Port Krin, is the most infamous city on the planet.
4+	Check out Port Krin. It's a black marketeer's paradise, where anything and everything is for sale to the highest bidder. Some say they've even bought Clan tech there.

PORT KRIN RESEARCH

To learn anything in Port Krin, the player characters must talk with local residents. The only other source of information is the local media, but media information is often skewed by the viewpoint of the public figures presenting it. Port Krin has no libraries or computerized information sources the player characters can use, and the planet's ComStar compound has no files on the city that they care to share.

Reflecting conditions in Port Krin, the player characters may use any local citizen as a source for the information given below.

SILVER'S SLAYERS

Type of Information (Modifier +2)

Location, sources of additional information about the pirates



Margin of Success	Result
0-1	"The Slayers? Yeah, I've heard of them. You wanna find 'em, try the Split Axe tavern."
2-4	"Lobit's the guy you want to see. He knows plenty about the Slayers and ain't afraid to talk."
5+	"Silver's Slayers have a base way outside the city, about 750 clicks northwest. Be careful heading out there, though. You gotta go through a Free Zone, and those places are dangerous."



SAMANTHA DAVION-HARLAND

Type of Information (Modifier +3)

Vague rumors of her presence among the Slayers

Margin of Success	Result
0-1	"Samantha Davion-Harland? Never heard of her. She a noble?"
2	"Sounds like a noble. What's she doing here?"
3+	"I bet she's a noble. I heard the Slayers came back from a raid with a noble. Dumont tried to buy her, I think. Try asking him."

DUMONT

Type of Information (Modifier +1)

Location of his business, background information

Margin of Success	Result
0-1	"Dumont's one of the wealthiest slavers in the city. Does business near Capital Market."
2	"He's a slug on two legs. He cares only about money and himself, in that order."
3	"Dumont's spent about the last eight or ten years on Antallos, I think. He used to run some kind of shady business in the Inner Sphere."
4+	"Dumont came here from the Draconis Combine; he's got strong ties to the yakuza and the Combine black market. I think he left the Combine one jump ahead of the law."

LOBIT

Type of Information (Modifier +1)

Location, background information

Margin of Success	Result
0-1	"Lobit runs a 'Mech stable here in The Port. His complex is on the city outskirts."
2	"Lobit used to be one of the best pit fighters on Antallos. He's a skilled MechWarrior, huge and deadly in close combat."
3	"Lobit knows a lot about what's going on in this city and in this sector of space."
4	"Lobit'll talk to anyone about any thing, but only at a price. And he doesn't always ask for money."
5+	"The man wants to control Port Krin. He has no love for the current Controller, and plans to depose him someday soon."



Research



FITZGIBBONS

Type of Information (Modifier +1)

General information

Margin of Success	Result
0	"I've heard the name somewhere. I think he's new in Port Krin, but that's not unusual."
1-2	"He works with Silver's Slayers somehow. I heard he's looking for some new arrivals; don't know why."
3+	"He's looking for some offworlders. He wants 'em dead."

FREE ZONES

Type of Information (Modifier 0)

General information

Margin of Success	Result
0	"Stay out of 'em."
1-2	"Are you sure you want to go there? Free Zones're much too dangerous, trust me."
3	"Stay clear of the zone gangs. If you run into one, better hope they kill you quick."
4+	"The Free Zones are lawless areas where justice is dispensed at the barrel of a gun. Only go out there if you must and make sure you're loaded for bear."

ROYALTY AND ROGUES

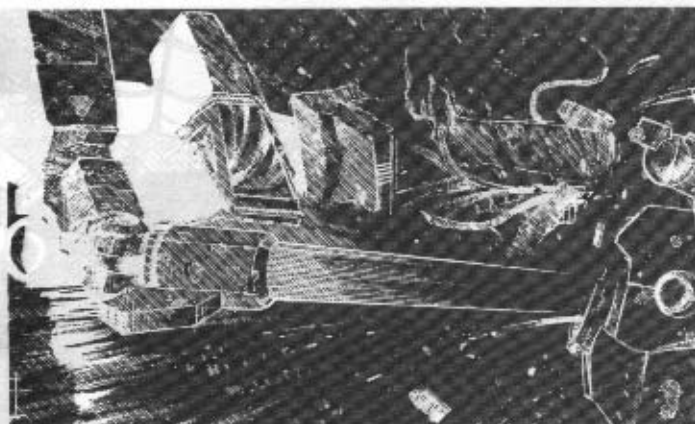


CHARACTERS

CHARACTERS

Cast of Characters

Cast of Characters



CAST OF CHARACTERS

DUKE MORRIS DAVION-HARLAND

Attributes

BLD	4	(8+)
REF	4	(8+)
INT	5	(7+)
LRN	5	(7+)
CHA	4	(8+)

Characteristics

Athletic	10+
Physical	9+
Mental	8+
Social	9+

Skills

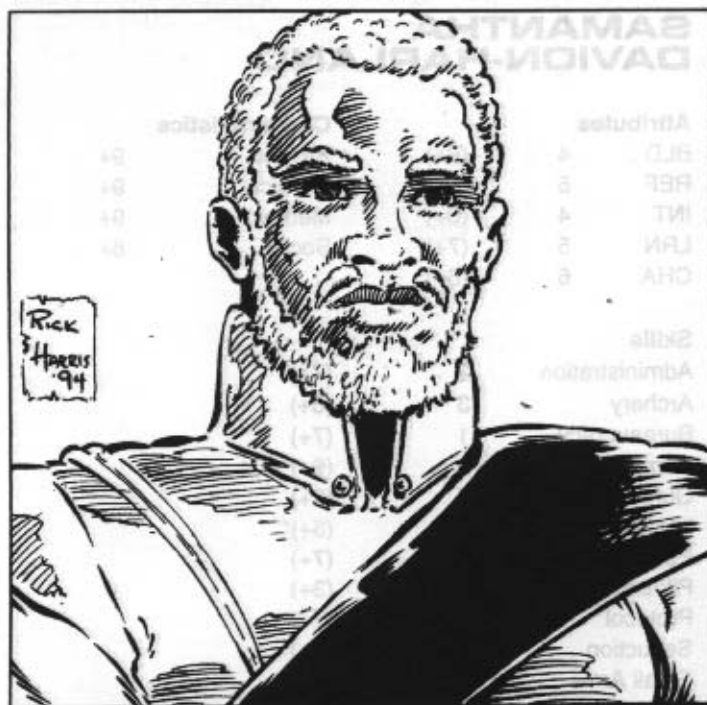
Administration	3	(5+)
Archery	7	(3+)
Bureaucracy	2	(7+)
Gunnery/Mech	6	(3+)
Leadership	5	(4+)
Piloting/Mech	6	(3+)
Protocol	4	(5+)
Small Arms	3	(6+)
Tactics	4	(4+)
Technician/Mech	2	(6+)
Unarmed Combat	2	(8+)

PHYSICAL DESCRIPTION

A well-built man just over 50 years old, Duke Morris Davion-Harland has a craggy, careworn face and wears a small beard that is beginning to turn from brown to gray. The crows' feet around his amber eyes indicate that he has a sense of humor underneath his present melancholy.

BACKGROUND

Like many other sons of Federated Suns noblemen, Morris Davion-Harland joined the AFFS as a young man, where his solid combat record and strong skills allowed him to climb swiftly in rank. Transferred many times throughout his career,



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	□	□	□	□	□	□	□	□
2	FAIR	5+	□	□	□	□	□	□	□	□
3	POOR	7+	□	□	□	□	□	□	□	□
4	SERIOUS	10+	□	□	□	□	□	□	□	□
5	CRITICAL	11+	□	□	□	□	□	□	□	□

he served with many different units in the Federated Suns' Draconis March. Though the duke saw little action during the Fourth Succession War, he fought on the front lines during the War of 3039. After that conflict ended, Davion-Harland's father died and the duke returned home to assume the throne of Bryceland. Duke Morris' wife Jane died of heart failure in 3051; ever since, the duke has focused all his love and caring on his only child, Samantha.

PERSONALITY

Like the true soldier he is, the duke excels at staying calm under fire. The devastating pirate raids and the loss of his daughter, however, have taken their toll, as has his dramatic drop in popularity. He has become more introverted and often second-guesses himself. He longs for his daughter's safe return, knowing he needs her help to begin healing Bryceland's wounds.

An accomplished archer, the duke enjoys spending hours out in his shooting range practicing this skill with his daughter. In her absence, the duke practices archery to relieve the stresses of rule.



Cast of Characters

SAMANTHA DAVION-HARLAND

Attributes

BLD	4	(8+)
REF	5	(7+)
INT	4	(8+)
LRN	5	(7+)
CHA	6	(6+)

Characteristics

Athletic	9+
Physical	9+
Mental	9+
Social	8+

Skills

Administration	2	(7+)
Archery	3	(6+)
Bureaucracy	1	(7+)
Computer	3	(6+)
Gunnery/Mech	7	(2+)
Leadership	3	(5+)*
Perception	2	(7+)
Piloting/Mech	6	(3+)
Protocol	1	(7+)
Seduction	4	(4+)
Small Arms	1	(8+)
Unarmed Combat	2	(7+)

Advantages

Natural Aptitude (Leadership)

PHYSICAL DESCRIPTION

Samantha Davion-Harland is a beautiful woman, with long black hair that complements her light brown skin. She often wears her hair in a ponytail. Though short, Samantha often appears taller because she carries herself with such grace and presence. Her bright blue eyes are the result of tinting rather than nature.

BACKGROUND

Born in 3033, Samantha spent her early years without her father. When the duke returned to Bryceland to rule, he and Samantha quickly became inseparable; since her mother's death, Samantha's bond with her father has intensified. She showed her leadership skills early, when she took command of a regional rescue effort at the age of 15 after an earthquake. Three years later, the duke gave Samantha the fiefdom of Fantos Island, Bryceland's agricultural center. Though Samantha longed to become a MechWarrior and see the Inner Sphere, she was grateful for the honor. Refusing to abandon her dream, however, Samantha secretly began MechWarrior training using simulators and real 'Mechs. Naturally gifted, she became an ace pilot even without combat experience.

When Silver's Slayers first raided Fantos Island, Samantha defeated the pirates' leader, Vince Slayer, and held him captive. During this time, the two fell in love. Samantha and Vince planned to leave Bryceland together; even after Vince's men rescued him, he and Samantha continued to meet, and Samantha enthusiastically aided her own kidnapping.



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	□	□	□	□	□	□	□	□
2	FAIR	5+	□	□	□	□	□	□	□	□
3	POOR	7+	□	□	□	□	□	□	□	□
4	SERIOUS	10+	□	□	□	□	□	□	□	□
5	CRITICAL	11+	□	□	□	□	□	□	□	□

PERSONALITY

A take-charge person, Samantha takes over whenever necessary things do not happen quickly enough. This angers many people, but Samantha usually quiets her critics by getting results. She intends to take her place as Bryceland's ruler someday but first wants to experience what the rest of the Inner Sphere has to offer. Samantha hopes to turn Silver's Slayers from pirates to honorable mercenaries and believes the mercenary life will give her the glory and excitement she desires.

Cast of Characters

VINCE SILVER

Attributes			Characteristics		
BLD	5	(7+)	Athletic		8+
REF	5	(7+)	Physical		8+
INT	5	(7+)	Mental		9+
LRN	4	(8+)	Social		9+
CHA	4	(8+)			

Skills		
Blade	3	(5+)
Gambling	2	(7+)
Gunnery/Mech	4	(4+)
Leadership	1	(8+)
Perception	2	(7+)
Piloting/Mech	5	(3+)
Running	2	(6+)
Scrounge	2	(7+)
Small Arms	4	(4+)
Streetwise	7	(2+)
Tactics	1	(8+)
Unarmed Combat	3	(5+)

Advantages

Toughness

PHYSICAL DESCRIPTION

Standing almost six feet tall with dark brown hair, Silver tries to remain clean shaven and respectable-looking, but often fails. A scar runs along his right cheek, a wound he attributes to a bar fight; in truth, he cut himself when he passed out in a bar and fell on a table. Silver usually dresses in tattered leathers and bits of military garb scavenged in his many raids. Slenderly built, Silver is a lot stronger and tougher than he looks, a surprise he enjoys springing on his opponents.

BACKGROUND

Born in the Outworlds Alliance, Silver has known poverty and piracy all his life. When he was five, his family died in a pirate raid and left him an orphan. At the age of 12, a mercenary unit stationed on Silver's homeworld caught him stealing their supplies. Instead of punishing him, the mercs adopted young Silver and took him away from the Alliance. Like most merc units serving in the Periphery, Silver's adoptive parents often resorted to piracy when no legitimate contracts were available.

By the time Silver turned 20, he commanded his own company in the unit. Two years later, Silver and his men abandoned the unit and struck out on their own. After two failed contracts, Silver and his troops turned to piracy to stay alive. Settling on Antallos, the unit re-christened Silver's Slayers began to attract a sizable following. Soon, the unit grew large enough to attract the attention of General Freeder.



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	□	□	□	□	□	□	□	■
2	FAIR	5+	□	□	□	□	□	□	□	■
3	POOR	7+	□	□	□	□	□	□	□	■
4	SERIOUS	10+	□	□	□	□	□	□	□	■
5	CRITICAL	11+	□	□	□	□	□	□	□	■

PERSONALITY

Silver is a survivor who grew up with a negative view of those in power. His cynicism and bitterness has caused him to act cruelly in several of the Slayers' raids. Since meeting and falling in love with Samantha, he has gradually begun to realize that life holds much more than the grim realities he knows. In addition to his dawning sense of honor and compassion, Silver retains all the street smarts he learned in his younger days, and plans to put them to good use when he and his men begin their new career as mercenaries.



Cast of Characters

GENERAL AMON FREEDER

Attributes			Characteristics	
BLD	6	(6+)	Athletic	7+
REF	5	(7+)	Physical	7+
INT	6	(6+)	Mental	8+
LRN	4	(8+)	Social	8+
CHA	4	(8+)		

Skills		
Bureaucracy	1	(7+)
Drive	3	(4+)
Gunnery/Mech	4	(3+)
Leadership	2	(6+)
Medtech	1	(7+)
Negotiation	1	(7+)
Perception	2	(6+)
Piloting/Mech	4	(3+)
Protocol	2	(6+)
Small Arms	4	(3+)
Tactics	3	(5+)
Tech/Mech	2	(6+)
Unarmed Combat	5	(2+)

PHYSICAL DESCRIPTION

Tall and powerfully built, General Freeder towers over most other people. He keeps his gray hair cropped short, a necessity for a MechWarrior. He has a mild genetic deformity: his skull is slightly thicker than normal and sometimes interferes with his neurohelmet receptors. The general also suffers from constant headaches, for which he must take special medication. Freeder usually wears military garb regardless of the occasion.

BACKGROUND

Born on Addicks in the Federated Commonwealth, Freeder is the son of an astronomer whose family had no ties to the military. Seduced at a young age by the glory of military service with the Federated Suns, Freeder entered a local military academy and began his army career.

Freeder became a good soldier, but not a great one. Though he eventually achieved a captain's rank, his career stagnated after the Fourth Succession War. When the War of 3039 ended, then-Captain Freeder mustered out and joined the Royal Guard on Bryceland. Within three years he had become second-in-command of the unit. By 3045, he became a general and the Guard's overall commander. Succumbing to his growing lust for power, Freeder began plotting to take over Bryceland as early as 3051. Only within the past two years, however, has he actively sought the throne.

PERSONALITY

Both ambitious and cautious, Freeder has always desired power and influence. Never a truly creative thinker, he often resorts to violence or intimidation if he fails to understand something. Once committed to a plan, Freeder rarely backs out until it is too late.



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	FAIR	5+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	POOR	7+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	SERIOUS	10+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	CRITICAL	11+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cast of Characters

FERRIS DUMONT

Attributes

BLD	3	(9+)
REF	3	(9+)
INT	6	(6+)
LRN	7	(5+)
CHA	5	(7+)

Characteristics

Athletic	12+
Physical	9+
Mental	5+
Social	7+

Skills

Administration	4	(1+)
Appraisal	3	(2+)
Bureaucracy	3	(4+)
Computer	2	(3+)
Forgery	1	(4+)
Negotiation	5	(2+)
Perception	3	(2+)
Scrounge	3	(4+)
Small Arms	2	(7+)
Streetwise	3	(4+)
Survival	2	(3+)

Advantages

Exceptional Attribute (LRN)

PHYSICAL DESCRIPTION

A giant slug of a man, Dumont weighs nearly 400 pounds; his retainers cart him around in a sedan chair to the various markets in Port Krin where he purchases slaves and other contraband. Dumont loves to flaunt his wealth as a way of demonstrating superiority. In an attempt to overawe those who appear physically stronger than he does, Dumont often sits on a raised platform so that he can look down on his visitors.

BACKGROUND

The son of a Draconis Combine merchant, Dumont learned business skills from his father, but lacked sufficient maturity to resist the temptations that illegal trading offered. At the age of 23, Dumont struck out on his own and swiftly became involved in all manner of black-market trades within the Combine. He became a millionaire during the early days of the Free Rasalhague Republic and also forged strong ties with the yakuza. Tipped off to his imminent arrest by Combine authorities in the late 3040s, Dumont fled to the Periphery and set up shop in Port Krin on the world of Antallos. Dumont and his thriving illegal trades became instrumental in the city-state's and planet's rapid growth. As a result, Dumont is among the better-known figures in Port Krin.

PERSONALITY

A shrewd businessman, Dumont worships the almighty C-bill and will do almost anything for money; he only offers information or assistance if he believes he will profit by it. Dumont does not like to lose. If angered or cheated, the slaver exacts brutal revenge unless it becomes too costly.



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	FAIR	5+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	POOR	7+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	SERIOUS	10+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	CRITICAL	11+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Cast of Characters

LOBIT

Attributes

BLD	6	(6+)
REF	6	(6+)
INT	6	(6+)
LRN	5	(7+)
CHA	4	(8+)

Characteristics

Athletic	6+
Physical	6+
Mental	7+
Social	8+

Skills

Blade	3	(3+)
Gambling	2	(5+)
Gunnery/Mech	3	(3+)
Interrogation	2	(6+)
Leadership	3	(5+)
Negotiation	2	(6+)
Perception	3	(4+)
Piloting/Mech	3	(3+)
Scrounge	3	(5+)
Small Arms	4	(2+)
Stealth	3	(3+)
Streetwise	4	(4+)
Survival	5	(2+)
Technician/Mech	4	(3+)
Throwing Weapons	2	(4+)
Tinker	2	(5+)
Unarmed Combat	5	(1+)*

Advantages

Natural Aptitude (Unarmed Combat)

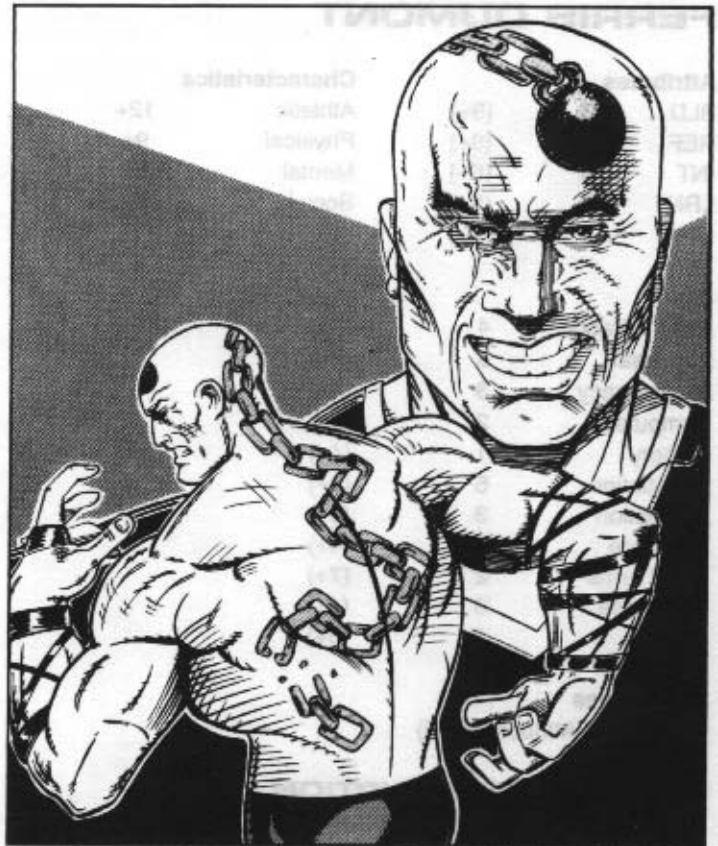
PHYSICAL DESCRIPTION

Huge and powerfully built, Lobit is completely bald and his body is covered with various scars he acquired as a vicious pit fighter. Lobit sports an ornate tattoo that begins on his scalp and descends all the way down his back. Despite the beating he took during his pit-fighting days, Lobit's mind remains razor-sharp.

BACKGROUND

A lifelong resident of Antallos, Lobit was orphaned young and ran with a tough street gang before he reached the age of ten. As a young teenager, Lobit parlayed his street-fighting skills into a living on the pit-fighting circuit, where he earned a reputation as unbeatable. When Lobit turned 18, a dying mercenary company took him in and taught him how to pilot a 'Mech. Within three years, Lobit had taken over the remnants of the company and freed himself from his pit masters.

Aided by his fellow mercs, Lobit opened up a minor 'Mech stable that competed in the arenas of Port Krin. As Lobit's fame and wealth grew, he expanded his operation—but not in the arena. Keeping his stable and facilities a modest size, Lobit instead hired agents and sent them to the other city-states on Antallos, to the Outworlds Alliance, and to the Draconis Combine. In time, Lobit's agents created a far-reaching informa-



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	□	□	□	□	□	□	□	■
2	FAIR	5+	□	□	□	□	□	□	□	■
3	POOR	7+	□	□	□	□	□	□	□	■
4	SERIOUS	10+	□	□	□	□	□	□	□	■
5	CRITICAL	11+	□	□	□	□	□	□	□	■

tion network. Lobit now acts as an information broker for the entire region of space around Antallos. He knows about almost all pirate activity in the area and is rumored to have contact with Inner Sphere intelligence agents.

PERSONALITY

Lobit trusts very few people outside his inner ring of associates and informants. He has little feeling for other people's problems, concerning himself mainly with his own and his company's well-being. A shrewd judge of character, Lobit can spot good fighting ability in others. Despite rumors of his plans to control Port Krin, Lobit enjoys the position he now occupies and believes it allows him more flexibility and influence than a legitimate government position possibly could.

Cast of Characters

RAYMOND FITZGIBBONS

Attributes			Characteristics	
BLD	5	(7+)	Athletic	7+
REF	6	(6+)	Physical	6+
INT	6	(6+)	Mental	8+
LRN	4	(8+)	Social	8+
CHA	4	(8+)		

Skills

Acrobatics	2	(5+)
Climbing	1	(6+)
Computer	2	(6+)
Disguise	3	(5+)
Drive	1	(5+)
Impersonation	2	(6+)
Interrogation	2	(6+)
Perception	3	(5+)
Small Arms	2	(4+)
Stealth	3	(3+)
Survival	2	(6+)
Tracking	4	(4+)
Unarmed Combat	2	(5+)

Advantages

Ambidextrous

PHYSICAL DESCRIPTION

Raymond Fitzgibbons looks nondescript and unimpressive, with short blonde hair and an average build. He appears to be in his late twenties, but is actually much older. His unassuming appearance works to his advantage, allowing him to blend in with the crowd.

BACKGROUND

Fitzgibbons, or Fitz, was born in the Free Worlds League during the civil war between Janos and Anton Marik. Both his parents backed Anton Marik and lost their lives in purges carried out by the victorious Janos. An uncle of the orphaned youth brought him to Andurien and raised him. A scout in the employ of Duchess Catherine Humphreys, Fitz's uncle taught his nephew the tricks of the trade. Fitzgibbons first put his skills to good use performing recon duties on several Capellan worlds weeks before the combined Andurien-Canopus invasion of the Capellan Confederation in 3030.

Fitzgibbons left the League after the disastrous Andurien-Canopus/Capellan conflict, but continued to work for the Capellan Confederation, the St. Ives Compact, and several powerful Federated Commonwealth nobles living in the Capellan March. When he tired of working for Inner Sphere governments, Fitzgibbons accepted jobs from several mercenary units, including the Northwind Highlanders and the 21st Centauri Lancers.

After several disastrous missions along the Davion-Kurita border in the late 3040's, Fitzgibbons started to run out of money and work. He arrived on Bryceland a few jumps ahead of a



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	FAIR	5+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	POOR	7+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	SERIOUS	10+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	CRITICAL	11+	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

yakuza hit squad and soon found work with General Freeder. At the general's order, Fitzgibbons traveled to Antallos in search of hungry pirates and discovered Silver's Slayers. He has since acted as the general's liaison with the unit.

PERSONALITY

Though Fitzgibbons is a competent scout who enjoys his work, several bad breaks in his career have soured him. Calm by nature, Fitzgibbons keeps his feelings on a tight rein. Though not particularly inclined to cruelty, Fitz is a mercenary like anyone else in his line of work and does what he must to survive.



Cast of Characters

TRINI BEZZ

Attributes

BLD	3	(9+)
REF	4	(8+)
INT	6	(6+)
LRN	5	(7+)
CHA	5	(7+)

Characteristics

Athletic	11+
Physical	8+
Mental	7+
Social	7+

Skills

Appraisal	4	(3+)
Blade	3	(8+)
Communications/ Conventional	3	(4+)
Computer	3	(4+)
Engineering	3	(4+)
Gambling	4	(3+)
Gunnery/Spacecraft	3	(5+)
Leadership	2	(5+)
Medtech	1	(6+)
Navigation	5	(2+)
Negotiation	4	(3+)
Perception	4	(3+)
Piloting/Spacecraft	5	(3+)
Scrounge	2	(5+)
Small Arms	3	(5+)
Streetwise	5	(2+)
Survival	2	(5+)
Technician/ Aerospace	4	(3+)

PHYSICAL DESCRIPTION

Despite her advanced age of 80-plus, Trini Bezz remains a vibrant and aggressive woman. She stands as erect as a woman half her age and carries herself with confidence. Bezz wears her long gray hair loose, and her clothes are often disheveled.

BACKGROUND

Bezz refuses to tell anyone where she was born and raised. As far as anyone knows, her personal history began when she first learned how to pilot a spacecraft. Bezz claims to have served in some capacity with every Great House of the Inner Sphere and several Periphery realms. Because she has spent her entire life in space, Bezz has had several bones replaced and many others treated to resist the softening effects of constant space travel.

In her mid-forties, Bezz abandoned military life and started out on her own. She served as first officer on a merchant JumpShip for five years, taking command after killing the captain in a duel over cargo rights. Over the years, she engaged in numerous illegal trade deals and almost got caught running supplies to rebellious Combine nobles during the Ronin Wars in 3034. In the Federated Commonwealth and the Capellan Confederation, Bezz is a wanted woman. In the years since the Clan invasion, Bezz has made several runs across the Clan



CONDITION MONITOR

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	□	□	□	□	□	□	□	□
2	FAIR	5+	□	□	□	□	□	□	□	□
3	POOR	7+	□	□	□	□	□	□	□	□
4	SERIOUS	10+	□	□	□	□	□	□	□	□
5	CRITICAL	11+	□	□	□	□	□	□	□	□

borders to supply freedom fighters and to establish relations with Clan merchants in the hope of cutting a few profitable deals. She is currently checking out rumors of a Clan presence on Antallos. If she finds them, she hopes to make contact and begin regular trade.

Bezz's crew, composed mostly of criminals and other fugitives from the former Oberon Confederation and Greater Valkyrate, gives her unquestioning loyalty.

PERSONALITY

Despite her criminal activities, Bezz is actually a kind and caring woman who loves excitement and the thrill of beating the system. Money is important to her only as a means of survival, not in and of itself. Bezz has gained considerable fame in the criminal world, and she loves to take on unorthodox challenges which will further enhance her reputation as a daredevil. She refuses to let her age stop her and struggles to keep herself physically and mentally fit.

ROYALTY AND ROGUES



...and the main planet toward the underworld and criminal elements of the Inner Galaxy and Port Authority. One of the most...
 ...the main planet toward the underworld and criminal elements...
 ...the main planet toward the underworld and criminal elements...

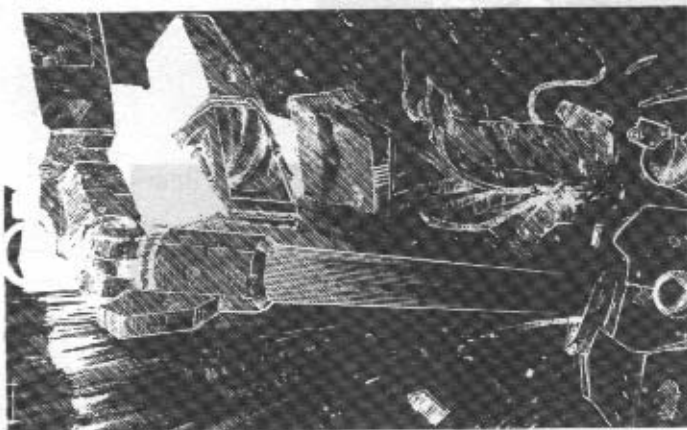
GEOGRAPHY

A hot, dry world...
 ...the main planet toward the underworld and criminal elements...
 ...the main planet toward the underworld and criminal elements...



Sourcebook

...the main planet toward the underworld and criminal elements...
 ...the main planet toward the underworld and criminal elements...
 ...the main planet toward the underworld and criminal elements...



SOURCEBOOK

This section provides extensive background information about the planet Antallos and the city-state of Port Krin, intended to aid gamemasters in creating a lively and realistic adventure setting. The information will also aid players in roleplaying the nuances of **Royalty and Rogues**. In addition to running **Royalty and Rogues**, gamemasters may use the sourcebook information for further campaigns set in or near the Outworlds Alliance. Characters may come to Antallos seeking fame, riches, or excitement.

ANTALLOS

The following section provides an overview of Antallos, including its geography and a brief summary of its history.

HISTORY

In the late 27th century, a large conglomerate of trading companies from the Federated Suns, Draconis Combine, Outworlds Alliance and Terran Hegemony settled the Hegemony's outpost world of Antallos. Though nominally governed by the Hegemony, Antallos functioned as an independent world and so made the perfect neutral ground for the large volume of interstellar trading in the sector. Within a few years, the world became a prosperous hive of activity. Acknowledging Antallos' growing importance, the Star League established several bases on the planet to safeguard it against pirate raids and also to keep an eye on the troublesome governments of the Combine and the Outworlds Alliance. Antallos became a virtual treasure trove of Star League technology, but this treasure eventually proved its undoing. After the collapse of the Star League, Antallos became the target of a Draconis Combine invasion; DCMS troops repeatedly sacked and looted the planet and shattered its government beyond repair. The planet devolved into a motley collection of squabbling city-states, each jockeying for dominance as the Succession Wars raged around them.

Over the centuries of war and technological backsliding, Antallos became a hiding place for fugitives and wandering

pirates. Along with the criminals came brave traders and lostech prospectors, who ventured to this harsh world in search of business or any remnants of Star League technology that might have escaped destruction. By the beginning of the 31st century, Antallos had gained a reputation as a place where everything and everyone could be bought for the right price. The world reclaimed its past prominence as a prime neutral ground for trade, but this time geared toward the underworld and criminal elements of the Inner Sphere and Periphery. One of Antallos' larger city-states, Port Krin, gained prominence as the planet's center of criminal activity and a thriving slave trade.

Today, criminal activity is rampant on Antallos and pirate bands from all over the region flock there to gamble, trade on the black market and seek illegal work in the Inner Sphere. The various city-states still fight the occasional battle, often using chemical and biological weapons. Most of the city-states, however, prefer to maintain the status quo in order to concentrate on making profits from other illegal dealings. As well as being home to many wanted criminals from throughout the Inner Sphere and Periphery, rumor has it that Antallos has welcomed *dezgra* individuals from the Clans.

Port Krin remains the largest and most prominent city-state on Antallos. The rival city-state alliance of Malice Fist and Digger's Stop has a larger standing army, but cannot claim Port Krin's wealth. Only five of the city-states have BattleMech forces: Port Krin, the allied cities of Malice Fist and Dagger's Stop, Rages, Proctor, and Hermantown. The remaining city-states have large militias consisting of foot infantry and outdated pieces of mobile military hardware.

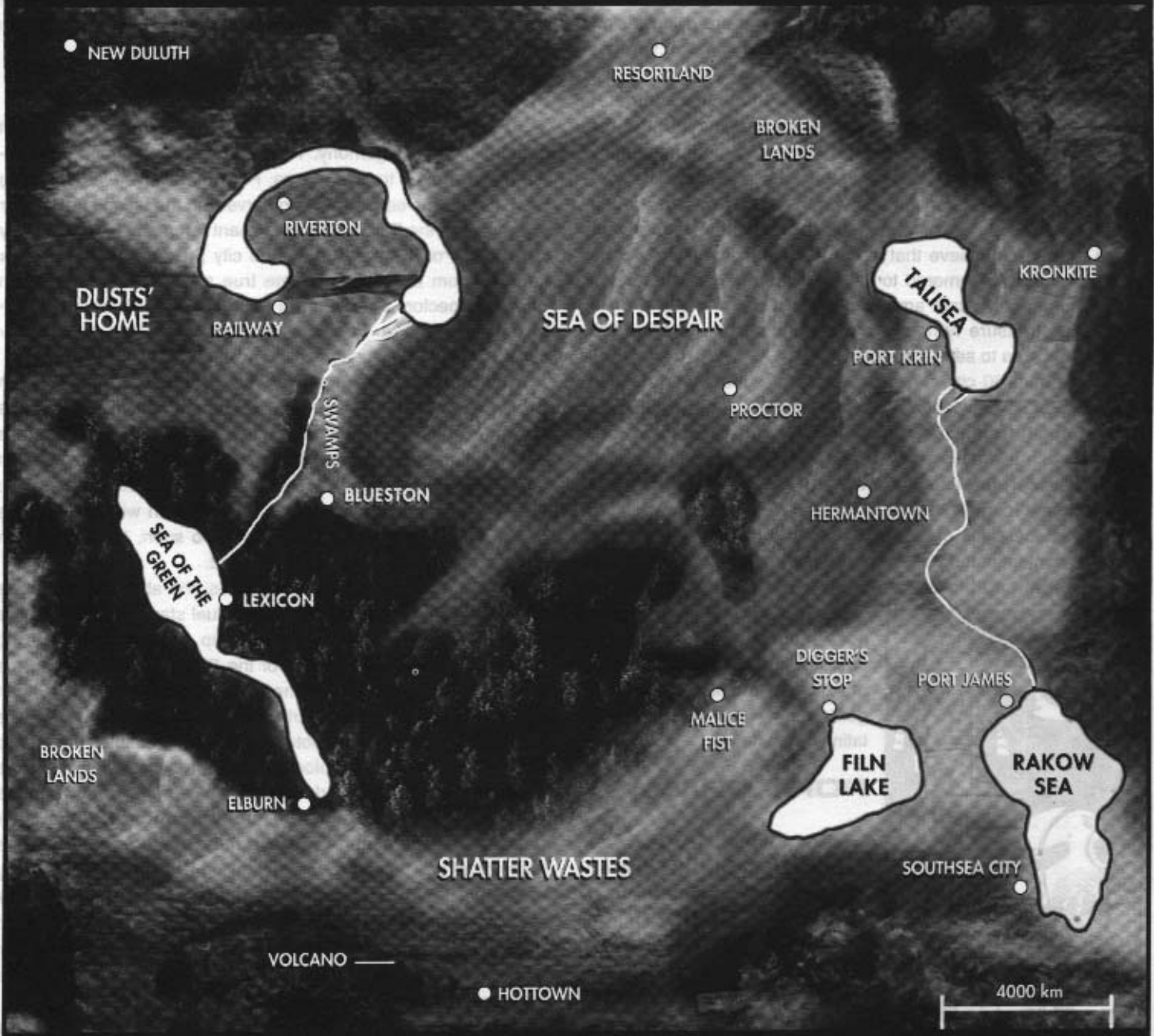
GEOGRAPHY

A hot, dry world slightly smaller than Terra, Antallos consists mostly of rough terrain and hard-baked deserts. A small patch of jungle runs along the equatorial belt, and the world has two small polar caps. The average temperature on Antallos is 90 degrees Fahrenheit, with lows in the 50's and high temperatures sometimes reaching the 130's. Antallos' surface is a single land mass, and so the planet has no oceans. Several seas dot the surface, only one of which contains any sizable islands. The two most physically dangerous areas of the planet are the Sea of Despair and the Shatter Wastes.

The Sea of Despair is a gigantic desert virtually devoid of life. Unfortunately for many on Antallos, travel across this blasted region is often unavoidable. Many of the more



ANTALLOS



MOUNTAINS

DESERTS

JUNGLE





prosperous city-states rest on the fringes of this desert, and the quickest route from one to another lies through the Sea. Heavy travel has made the desert a livable, if harsh, environment for the so-called dog packs and zone gangs who roam the area in search of prey. Two small cities also exist in the Sea of Despair, two of which have managed to prosper; the other two are dying a slow death, withering from the lack of trade and the constant violence around them.

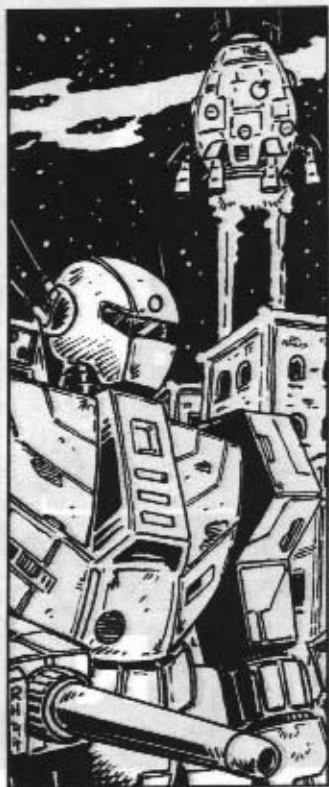
The Shatter Wastes are a several-thousand-kilometer stretch of some of the roughest land in the Periphery. Unlike the Sea of Despair, the Wastes abound with native life forms; many of these are the most vicious predators known to man. The savage Shatter Wastes conceals several beautiful oases, around which small, isolated communities thrive. Many people who come to Antallos believe that in the Wastes lie the Star League bases and caches rumored to have existed on the planet's surface. Though only scant amounts of Star League materiel have turned up, treasure hunters from throughout the galaxies still flock to this area to seek their fortunes.

More than 30 city-states dot Antallos' surface and contain almost all of its population. To remain outside a city is to invite certain death from either the elements or marauders, unless traveling with a large band of armed companions. In the lawless areas between the cities, known as Free Zones, gangs and nomad tribes roam in search of hapless travelers from which to steal the necessities of life. Many areas within the Free Zones are also contaminated with chemicals and other biohazards from the chemical and biological weapons used in the city-states'

wars. These contaminated spots pose enormous dangers to those passing through; the aftereffects of exposure to chemical or bioagents range from the mildly irritating to the deadly.

PORT KRIN

Port Krin, or "The Port," as locals call it, has existed on Antallos almost since the first settling of the planet. Brimming over with a population of at least 1,400,000, Port Krin spreads like a cancer along the coast of the TaliSea. Across the sea from The Port sits the city-state of Rages, which Port Krin has seen as its major rival ever since the dawn of the Succession Wars. Luckily for Rages, The Port does not have the military strength necessary to conquer and hold it.



Port Krin is a dirty city, crammed with unkempt people and their garbage. Many streets in Port Krin are paved, but most are simply hard-baked ground. Particularly in the city's outlying areas, sand and dust from these unpaved streets swirl constantly through the air. The Port is built on a flat land, and a towering wall surrounds the original core of the city. Behind this wall lie government buildings and the homes and businesses of Port Krin's wealthier citizens.

HISTORY

Port Krin was founded in 2682 by Quincy Krin, a merchant from the Terran Hegemony. Though Quincy had hoped to establish his town as a trading mecca, Port Krin evolved into a fishing town, its citizens earning a living harvesting the unique freshwater fish native to the TaliSea. Quincy spent large amounts of money to expand Port Krin and make the city prosper; his dream of a trading boom town finally came true shortly before his death when prospectors discovered a rich vein of gold under the surface of the TaliSea. Fueled by the gold rush, Port Krin quickly became one of the wealthiest and busiest cities on Antallos.

Unfortunately, its fame proved short-lived. Within seven years, the gold mines were tapped out and many of the traders moved on. Port Krin weathered the storm on the strength of its other trading and merchant bases, until the second blow to Port Krin's survival came with the collapse of the Star League. Like the other cities on Antallos, Port Krin went on with business as usual, unsure of what else to do. All too soon, the Succession Wars crippled both the city and its world.

With the first outbreak of hostilities, the abrupt end of trade brought Port Krin and Antallos to a virtual standstill. All the cities on Antallos suffered economic hardship, Port Krin chief among them. Soon after the outbreak of the First Succession War, the Draconis Combine turned the full force of its military might against the planet. In Port Krin, companies of Combine 'Mechs charged into the city and looted it of all the valuables they could find, razing several city blocks in the process. Similar attacks continued until the Second Succession War wound down in the mid-29th century, when the people of Port Krin and the other cities of Antallos began to rebuild their shattered world. In the absence of any unified government, Port Krin fell under the sway of Samuel Jenkins, a slaver and war profiteer. Controller Jenkins raised an army, much of it composed of slaves from offworld, and attempted to capture nearby cities. His warmongering gained him nothing, but Port Krin's aggression set the standard for politics and government all across Antallos.

By the dawn of the 31st century, most of the city-states on Antallos had rebuilt their economies on criminal enterprises, but few could truly claim prosperity. Port Krin, however, had become a mecca for many pirates needing to hide out on Antallos or sell their ill-gotten gains. The slave trade, begun by Samuel Jenkins, flourished in the years after his death; subsequent Controllers of Port Krin emulated Jenkins' example and used pirate captives as army troops. The Port's ever-enlarging army helped establish its dominance over Antallos' other city-states.

When rumors of a large Star League cache found in the Sea of Despair began to surface after the Fourth Succession War, Port Krin reaped huge profits from the thousands of treasure hunters that flocked to Antallos in search of the priceless lostech. As the largest city-state near the vast desert, Port Krin became a natural staging ground for those hoping to strike it rich. Though few found much of anything, treasure fever and its accompanying surge of illegal activity permanently established Antallos' reputation as a criminals' paradise.

In 3051, a weapon-smuggling thug named Gringe Whiplash seized power in a swift and bloody coup; he and his cohorts have governed the city-state ever since. Under their control, Port Krin has replaced the slaves in its army with somewhat better-trained and more loyal troops. Though the army remains too small to conquer any other city-state, it is strong enough to protect Port Krin from the many human and other predators that thrive on Antallos.

GOVERNMENT

Even a city of thieves needs some shadow of a governing force to keep the peace, and Port Krin is no exception. Members of The Port's large civilian population make up its ragtag police force and teach those criminals they catch a harsh lesson in Port Krin justice. Money, however, often drives justice in The Port. A few laws do exist in Port Krin; murder is considered a crime despite the frequent shootouts and the fact that everyone carries a weapon, and stealing is also illegal. Most law enforcement officers, however, consider it the victim's job to defend himself against robbery and assault.

Controller Gringe Whiplash keeps the city in an iron grip and makes sure that things run smoothly enough to enable him to collect his taxes. An arrogant man, Whiplash makes no attempt to hide the illegal dealings in which he engages. According to rumor, Controller Whiplash was a close associate of Helmar Valasek, one of the most notorious villains in history.

PORT KRIN DUELING CIRCUIT

Among Port Krin's many attractions are its version of Solaris-style 'Mech duels. Though vastly inferior to their Inner Sphere counterpart, these 'Mech duels have netted the city-state considerable money and fame. Because many of these fights pit washed-up MechWarriors in crippled 'Mechs against each other, they are far easier to fix than duels on Solaris. Port Krin cannot yet broadcast the fights to various places around the city, and so only the spectators in the stands can watch the fights. Needless to say, tickets for these popular duels command incredibly high prices.

Though most of the arenas in Port Krin are simply pits or wide-open spaces with a few obstacles thrown in, the city boasts a few unique and challenging places such as the DeathRain Arena and Haness Hollow (see **Places of Interest**, p. 65).

COST OF LIVING

Port Krin can be an expensive city in which to live. Prices for items vary wildly, depending on quality and demand. Much of the

food is bad, the drinks are almost always watered, and the hotels are less than safe despite the managements' claims to the contrary. Ships may dock in Krin Spaceport for a nominal fee of 150 C-bills per week. Storage space for 'Mechs and other vehicles is also available from various businesses around the city. Prices range anywhere from 100—1,000 C-bills per week for a single 'Mech; the price charged often indicates the degree of the establishment's security.

Interested buyers can find anything and everything in the markets of Port Krin, including 'Mech parts and weapons. Though such items may be harder to find than a new suit of clothes or contraband liquor, a determined player character can always uncover a good bargain.

NEIGHBORHOODS

Though much of Port Krin is a den of thieves and killers, several areas are tolerable enough not to pose immediate threat to life and limb. The following text describes some of the better-known neighborhoods within Port Krin's city limits. The gamemaster is encouraged to develop the remaining areas of the city on his own.

Merchant's Quarter

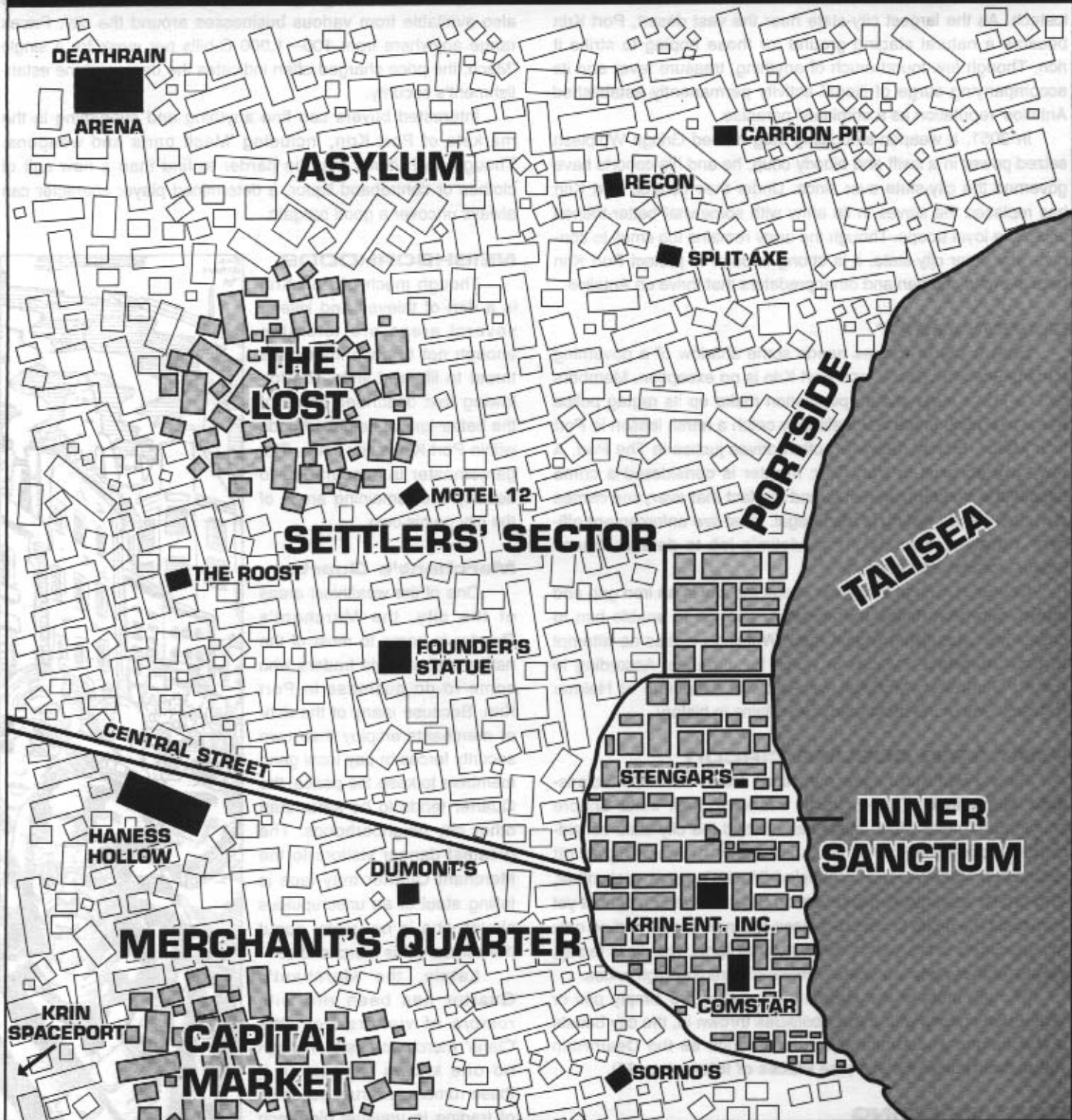
One of the wealthiest areas of the city, the Merchant's Quarter is home to most of the native and offworld traders who come to do business in Port Krin. Because many of the richer merchants employ their own security forces or pay local gang members to keep the peace, the Quarter tends to be safer than other city neighborhoods. The greatest danger visitors to the Merchant Quarter may face is falling afoul of an unscrupulous slaver who is not picky about the source of his merchandise.

Lately, the Merchant's Quarter has been rife with rumors of visitors from the Clans' merchant caste. Though no one knows for certain if these rumors are true, accounts of trading in unusual high-tech equipment have added fuel to the wildest speculation.





PORT KRIN



Capital Market

The largest bazaar on Antallos, Capital Market is packed almost every day. Most of Port Krin's commerce takes place in this huge area on the city's southwest side, where legal and illegal traders buy and sell just about everything. Prospective buyers, however, should keep a wary eye on their credit. The return of defective merchandise is unheard-of, and attempts to do so often turn violent.

Though most trading is done through barter, C-bills are also acceptable currency, most often preferred by traders planning forays into the Inner Sphere. House bills and currency from Periphery states are considered funny money. Port Krin does have its own currency of a sort, but most locals regard it as worthless. The Market opens at dawn and closes at sundown, because many merchants cannot afford to protect their goods overnight. Those who can, prefer to spend their earnings in other ways.

Inner Sanctum

This area encompasses the "city within a city" behind Port Krin's inner wall and houses the wealthiest members of the city-state's elite. Controller Whiplash and his cronies have fancy mansions in the Inner Sanctum, close to the ancient government buildings from which they rule. Gaining entry to the Inner Sanctum is difficult at best, usually requiring invitations or hefty bribes.

Though far less sophisticated than the rich cities of the Inner Sphere, the Inner Sanctum seems like paradise compared to the neighborhoods surrounding it. Inside its walls, visitors can find the most exclusive nightclubs, the finest restaurants (most serving real food), the best hotels, and often the highest-quality merchandise (including high-tech equipment). The streets are cleaner and the guard patrols tougher. The Inner Sanctum also has its own small, private spaceport. All this luxury comes at a price, usually ending with several zeroes.

The Lost

The most dangerous area in Port Krin, the Lost earned its name from the hopeless people who live in it. The neighborhood is a haphazard assortment of shacks, lean-tos, and crumbling buildings—a maze in which the unwary can easily lose their bearings. Those who have no hope of ever living anywhere better have no qualms, about violently protecting their home from outsiders.

Asylum

Most of the warriors who fight in Port Krin's 'Mech duels congregate in this neighborhood, along with the fighters who live in the combat pits of The Port. All the bars and businesses in the Asylum cater to the warrior class, and so it attracts most of the dying merc units and pirate bands that land in Port Krin. The constant influx of offworlders has created tensions between native MechWarriors and those from other worlds, which often boil over into street fights.

Portside

In Port Krin's early history when the sea trade was healthy, Portside was a booming place. The collapse of the fishing industry made Portside a ghost town, and it remains a blighted area. Its piers and docks have fallen into disrepair; many have rotted away. What little business remains in the ports is illegal; outlawed weapons of all kinds leave from the docks, usually headed for the neighboring city-state of Rages. Port Krin authorities make occasional attempts to shut down this trade, not wishing to give their rival city-state any military edge.

The TaliSea is rumored to contain countless underground tunnels and passageways left over from the brief, abortive gold rush. More than a few treasure hunters base themselves in Portside, hoping to discover new veins of gold, hidden caches of technology, or other treasures. Some have struck lucky, but the contents of their finds remain unknown. Many tunnels, both natural and manmade, exist under Port Krin and are said to hold both secret treasures and small communities of escapees from the miserable neighborhoods aboveground. The down-and-out of Port Krin often comfort themselves with the latter rumor; many believe it strongly enough to jump into the waters of the TaliSea, never to return. No one knows how much the government of Port Krin has learned about the underwater caverns, if anything at all.

Settlers' Sector

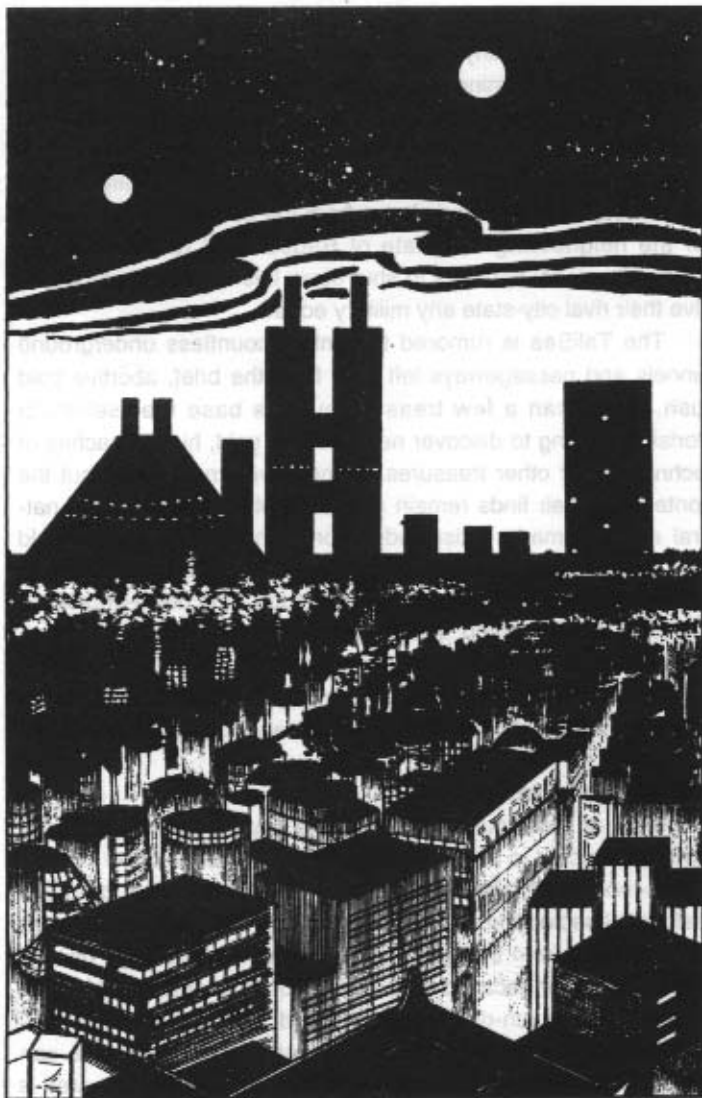
Most of the thousands of lifelong city residents live in the Settlers' Sector, a vast, crowded, disorganized, often disreputable-looking neighborhood. Once one of the most beautiful residential sectors on Antallos, the Settlers' Sector was devastated by attacks from the Draconis Combine. As time wore on, the damaged sector decayed and became quite dangerous. Many of its buildings are run-down or abandoned; fires and structural collapses occur frequently, and victims of these misfortunes can expect little assistance from the Port Krin authorities. The area is rife with gangs and thugs fighting frequent turf wars, and all too often innocent residents or visitors get caught in the crossfire.

PLACES OF INTEREST

Sorno's

This restaurant and bar in the Capital Market belongs to Damien Sorno, a wanted murderer and thief in the Federated Commonwealth. Sorno began his crime spree in late 3035 on the planet Caph and stretched along a string of worlds leading toward the Periphery. In 3041, Sorno and his gang of thugs escaped the AFFC by the proverbial skin of their teeth and fled to Antallos. Soon afterward, an AFFC strike force dropped onto Antallos and crushed Sorno's band. Sorno escaped capture and resurfaced several months later, starting up a restaurant which quickly became a popular night spot.

Sorno adorns his place with his own "wanted" posters from several Commonwealth planets. According to rumor, he has built an informant network that can give him ample warning of any



threatened Federated Commonwealth dragnet. Sorno has built his bar and grill into a security fortress, using many high-tech devices he stole early in his career. He serves top-quality food and drink; locals regard it as some of the best fare in Port Krin.

On the Wall

Located on the outskirts of the Merchant Quarter not far from Port Krin's huge spaceport, this nightclub is a favored watering hole for the many DropShip and JumpShip pilots who frequent The Port. The atmosphere is relaxed, the drinks have less water in them than most places in Port Krin and the bands that play in this club actually sound pretty good. The owner, Tanaka Sanaemae, prefers jazz and blues but often lets other musicians play on his stage. On the weekends, On the Wall features male and female exotic dancers on alternating days. Anyone looking for transport to anywhere in the Periphery or Inner Sphere can probably find a pilot charging a reasonable price in this nightclub.

Krin Entertainment, Inc.

The company that owns this building is the heart of Port Krin's booming entertainment industry. Located in the Inner Sanctum and financed partly by Controller Whiplash, Krin Entertainment distributes thousands of bootleg musical recordings, holovids and vids of Solaris duels throughout the Inner Sphere. The company also films and distributes the 'Mech duels on Antallos and other nearby worlds. Among Krin Entertainment's more bizarre business ventures is the production and sale of taped interviews with well-known criminals and pirates living on Antallos. Though not strictly illegal, this trade infuriates Inner Sphere governments because it popularizes the individuals interviewed by portraying them as romantic adventurers. Government crackdowns on these so-called "crimevids," of course, have only made the holos even more popular. According to company estimates, a recent interview with pirate lord Vance Rezak earned more than 200 million C-bills.

ComStar Compound

ComStar maintains a small compound inside the Inner Sanctum's walls, maintaining a reluctant presence on this crime-ridden world in order to provide ROM forces with a needed base. Port Krin is a hotbed of espionage and intelligence activities, so ROM agents operating in the city must be able to communicate quickly and easily with their masters on Terra. ComStar personnel currently control the compound, but rumor has it that several Word of Blake agents are operating within the facility and in Port Krin.

The compound benefits Port Krin's down-and-out citizens by receiving and distributing shipments of surplus food and other supplies to the poor. On occasion, people escaping from the various human predators in The Port use the ComStar compound as a sanctuary. In exchange for access to its facility, ComStar receives generous financial support from all the city-states of Antallos. ComStar prefers to view its relations with these many governments as a sign of unity between the various rulers of the world, a sign it hopes will eventually lead to a unified and more law-abiding planet. The order also runs a small currency exchange and will change most interstellar currencies for a small service fee.

Stengar's

This nightclub caters primarily to the rich merchants living within the protective walls of the Inner Sanctum. More than a few lucrative financial deals are made at Stengar's tables, and MechWarriors looking for contracts as hired muscle are often guests at this establishment. The ornate decorations and expensive furniture, along with the sensitive nature of business transacted over drinks, demand the tightest security money can buy.

Owner Jamie Stengar is a successful trader from the Outworlds Alliance and also operates an import/export business on Antallos. Many have speculated that something other than sharp business sense earned Stengar the millions that allowed her to build such a thriving enterprise, but Stengar refuses to comment.

Bait's

Everyone has heard of Bait's, but many are not certain it really exists. Rumor places this hole-in-the-wall bar deep within the neighborhood known as the Lost, and it supposedly caters to a secretive clientele. Those who must hide from everyone are reputed to spend lots of time at Bait's, allegedly a haven for assassins, bounty hunters, and rogue intelligence agents operating throughout known space. Local legend claims that Damien Sorno stayed there while the AFFC scoured Port Krin for him. No one admits to having met or knowing anything about the owner, not even whether it is a man or a woman.

The lower level of Bait's bar is believed to contain a sophisticated HPG station, though no one has ever seen it. Supposedly, this station can send HPG signals as well as ComStar's HPG, though much more slowly, and allows senders to adjust transmissions so that standard long-range communications devices can receive them. Many ROM agents have attempted to locate the legendary bar in order to discover the truth; none have ever returned.

Motel 12

Located just outside the Lost, this motel offers a cheap but risky place for visitors to lay their heads at night. Security is poor, and rumors abound about the management's dirty dealings. Most locals portray the current manager, Shayne Erickson, as easily bought and perfectly willing to steal from his customers. Some finger him as a spy for Controller Whiplash, reporting to him whenever important people stop by Erickson's place of business.

The Split Axe

One of the rowdiest bars in Port Krin, the Split Axe lies within the Asylum and has a decidedly medieval feel. The bar is appointed almost completely in natural wood; swords, maces, battleaxes and shields adorn its walls and often become weapons when a brawl breaks out. Oddly enough, the many thrash rock bands touring throughout the Periphery particularly enjoy playing gigs at this mock-medieval bar.

The Split Axe is a prime meeting place for Port Krin's movers and shakers because it attracts the better MechWarriors from the city and from off-planet. The Axe has several private rooms in which deals go down with these MechWarriors, accompanied by the Axe's only unwatered drinks. Despite rumors that owner Haagar Shempton mixes 'Mech coolant with drinks served in the bar, people still flock to the Axe in droves.

Recon

This establishment has become a haven for the multitudes of lost MechWarriors who stray into Port Krin. Operated by a former mercenary, the bar offers comfort to those who feel that they are on their last legs and also serves as a prime spot for potential employers to find cut-rate help. Most locals consider the Recon the place where MechWarriors go to die, but several

MechWarriors who stumbled into the bar and paid their last C-bill for cheap booze have since recovered and made a name for themselves: among them Daniel Wilson, currently seeded number nine on the Solaris dueling circuit.

The exterior of the bar is a unique sight. The upper torso of a *Griffin* rests against the outer wall, the 'Mech's huge arms slightly flexed. The *Griffin's* hollowed-out middle serves as the entrance to the Recon.

Carrion Pit

The only combat arena in the Asylum, the Carrion Pit is one of the most popular locations for live pit fighting. Though less popular than 'Mech duels, pit fighting has existed for a longer time period in Port Krin and still draws a large following. The Carrion Pit's bare-bones, flat fighting oval gets its popularity from the sheer intensity of the fights that occur there and is one of the few pits to feature team battles.

The current champion of Carrion Pit, a mountain of a man named Bane, is rumored to be an Elemental from Clan Nova Cat. Bane has racked up a frightening string of victories, each one resulting in the death of his challenger.

Founder's Statue

This immense granite statue, located in the center of town, depicts Port Krin's founder and its first Controller, Quincy Krin. Despite the misfortune and economic hardship that has befallen both Port Krin and Antallos, the founder's handsome statue remains in excellent shape. Even the most hardbitten and cynical of the locals leaves this statue unmolested.

The Roost

During Antallos' long-ago heyday, this large stone building in the Settlers' Sector housed the Draconis Combine embassy. It has become a home away from home for Vance Rezak, the region's most notorious pirate. Vance Rezak and his Band of the Damned are the most famous raiders ever to terrorize the Draconis Combine; they live in the Roost during their stays on Antallos and also conduct illegal trade from it.

Once a gracious monument to the best of Combine architecture, the dirty and decaying building is covered with ugly graffiti and stray blast marks from gunfights. Vance has been publicly heard to call the Roost "absolutely beautiful; I can't imagine anyone wanting it to look different."

DeathRain Arena

Located on Port Krin's northwest side, the DeathRain Arena is one of the deadliest places in which a MechWarrior can fight. Large and spacious with pylons and walls scattered across it for variety, DeathRain arena's real attraction is its several LRM launchers, poised above the arena to fire on the combatants below. Though instructed to fire at both targets in the arena, gunners often choose a single target and concentrate their fire on one MechWarrior to ensure that the other wins the duel, or simply for

their own amusement. The floor of the arena also poses unorthodox dangers; several beds of spikes can be made to rise from the floor to interfere with the duel. Any accidental fall onto a spike bed can finish a 'Mech for good; stories abound of MechWarriors who had victory in their grasp only to impale their machines on the spikes and die helplessly at their opponents' hands.

Krin Spaceport

Located south of the Merchant Quarter, Krin Spaceport consists of a gigantic ferrocrete slab with areas marked for landing, ringed by a few repair facilities. The port has no control tower, and so DropShips must watch out for other craft landing or taking off at the same time. The spaceport rents out its repair facilities at exorbitant fees. Acknowledging the importance of the spaceport to Port Krin's economy, the city government posts several companies of troops to protect its perimeter from intruders.

Haness Hollow

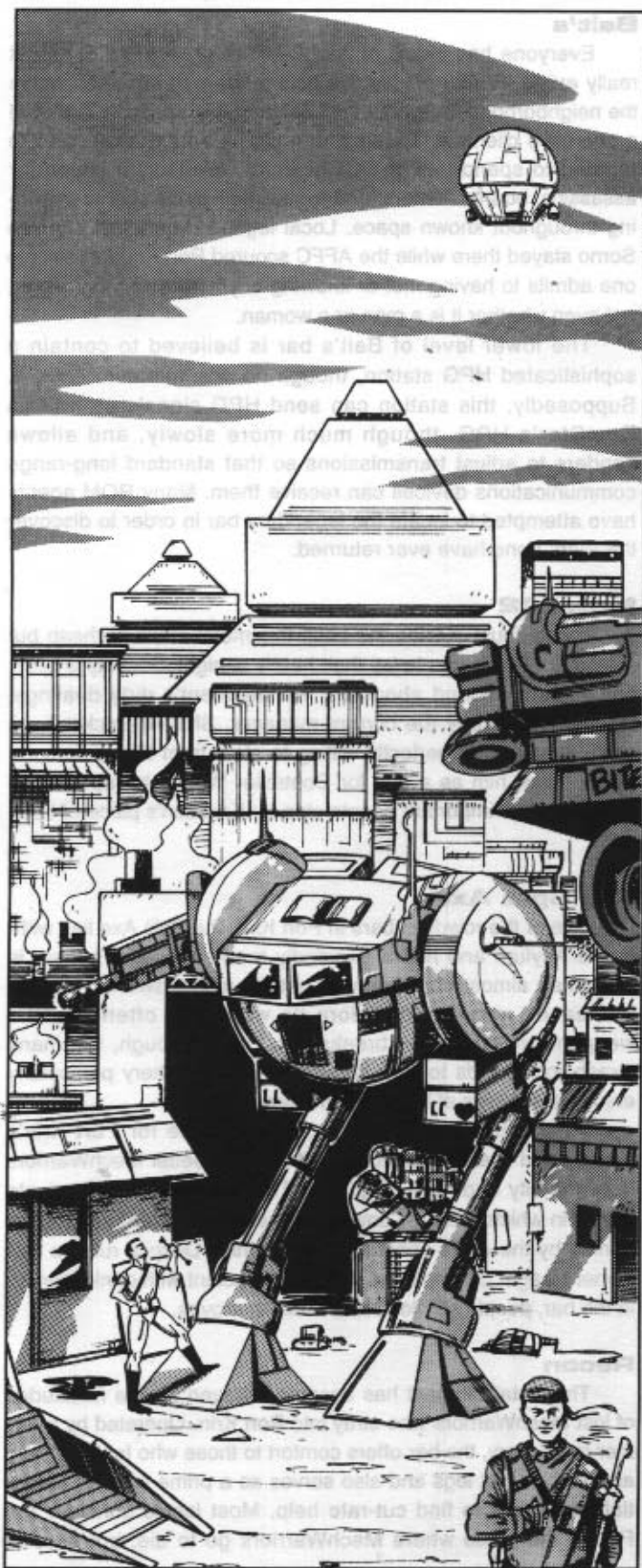
Not far from Central Street, this unique dueling arena is one of the most popular in Port Krin. Primarily a large pit similar in construction to the Steiner arena on Solaris VII, Haness Hollow boasts a large maze directly in the arena's center. The maze is a series of twisting curves and passageways in which a MechWarrior can easily get lost. The top of the maze is covered, keeping the 'Mechs from escaping by jumping out.

As with the DeathRain Arena, duelists must also fight a third hostile element: a team of two additional BattleMechs piloted by arena employees. If the dueling MechWarriors spend too much time inside the covered maze, the arena 'Mechs go in after them, projecting images of the battle to the audience by means of a direct feed from their visual sensors to huge, two-dimensional vidscreens hanging from the arena's ceiling. The arena 'Mechs may only fight in the maze; once both combatants exit the structure, the arena 'Mechs must halt their pursuit.

LOCAL COLOR

Vinson's Vigilantes

This mercenary unit went rogue after a contract dispute with the Federated Commonwealth over access to advanced equipment and now makes its home not far outside Port Krin. They fled the Commonwealth with AFFC units in hot pursuit, raiding several worlds for supplies along the way. Upon escaping into the Periphery, the unit traveled to Antallos. For a little more than the past three years, the Vigilantes have scrounged around Antallos' city-states in an unsuccessful search for employment. The strain is beginning to show; arguments between unit members have become commonplace, and it looks like the unit may soon break up. Despite the Vigilante's troubles, they are nearly the size and strength of a regiment and can still crush any attackers. Therefore, most zone gangs and dead mercs interested in stealing equipment think twice about striking at them.



ROYALTY AND ROGUES™

KIDNAPPED!

Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from succumbing to civil war: Samantha Davion-Harland, beloved daughter of Bryceland's duke. But the pirates abducted Samantha in their latest raid, taking her somewhere deep in the Periphery. The duke engages your band of mercs to rescue his daughter. The leaders of the coup will do anything to keep you from succeeding.



Royalty and Rogues is a roleplaying adventure for use with *MechWarrior, Second Edition*. Set in the *BattleTech* universe of 3056, the adventure sends the mercenary player characters on a dangerous mission to rescue a noble and uncover a deadly conspiracy. The adventure includes information on the world of Antallos and its largest city-state, Port Krin, one of the foulest pits of corruption in the Periphery.

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