

WHITE DEATH



A Science Fiction & Espionage Mystery
For

Mythras

Chad Bowser

THE DESIGN
MECHANISM

WHITE DEATH

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INTRODUCTION

White Death is a scenario for MYTHRAS and MYTHRAS IMPERATIVE combining 1980s espionage thrillers with B-Movie horror. Agents are tasked with a reconnaissance mission to an abandoned Soviet Arctic research base before it sinks, and encounter much more than they bargained for. The 1980s setting is deliberate: first of all is the concept of a monolithic enemy in the form of the Soviet Union. Propaganda, jingoism, and sabre rattling on both sides of the Iron Curtain created a highly volatile world – in the early 1980s the Doomsday Clock plummeted to two minutes to midnight, a low not seen since the 1950s. This can create a paranoid atmosphere where one does not know who to trust.

Secondly, the 1980s are limited in terms of ready communications. The Internet is only a research tool, the World Wide Web is something for the future, and cell phones are a rarity for the rich and powerful. This disconnected state can force the agents to think of alternate paths to success and help create a feeling of isolation. The 1980s are also the early days of Coast to Coast AM radio with its unique takes on science, history, politics, ancient astronauts, extraterrestrials, and everything in between.

Thirdly, the 1980s fits with the default year for the Luther Arkwright supplement, and this adventure can easily be used as a Valhalla mission to investigate an anomaly on a parallel that is similar to the real-world 1980s.

This is a deadly scenario. The characters are only human agents without access to advanced healing. And, they're going up against three dangerous opponents. The first is the environment. The harsh climate of the Arctic can easily lay an agent low. Then, there is the remaining, but crazed Soviet operative and a later force of Spetsnaz. Guns are deadly to both sides in a fire fight. Finally, there are the extraterrestrial *Saurids* with their plasma weapons. Nothing says deadly like searing a hole in somebody's chest.

This scenario can be a one-shot using the pre-generated characters or be the launching point for several interconnected scenarios or maybe even a campaign.

The Agency

With the exception of the notes provided if this scenario is being used with Luther Arkwright (see page 4), details on the Agency the characters work for are left deliberately vague. It could be the CIA, MI6, Mossad, or even a secret, specialist international agency that operates beyond governmental boundaries. Games Masters should choose.

Drift Stations

Drift stations, a specific type of Arctic research base, have been in use since the 1930s to gather geological and meteorological data. Even with the advent of satellites and the wealth of data they can provide, man-made bases are still commonly used for many types of research. Drift stations are transitory bases built on ice floes to record geological and atmospheric data, conduct experiments, and possibly listen in on the enemy. As the ice floes move, drift stations eventually break free and move into warmer waters, where they melt and sink.

US, British and Norwegian intelligence are aware that the Soviet Union operates several drift stations. On the surface the bases appear as normal scientific research operations. However, a few tantalizing breadcrumbs have been uncovered that GRU personnel may be manning some stations. Now, one station – codenamed *White Death*, by the Agency – has broken loose from the floe and is drifting, its crew having been rescued, presumably. Here is the Agency's opportunity to slip in and find out what the Soviet Union is up to.

An Alien Heat...

What the various intelligence agencies do not suspect is that White Death is a Soviet chemical and bacteriological warfare research station operated by the *Biopreperat*, the Soviet Union's bioweapons agency. However, the station's research uncovered the existence of an extraterrestrial craft buried beneath the ice. Breaking into the alien ship has awoken its crew who, confused and alarmed, have retaliated. Surviving

GRU

*GRU is an acronym for **Glavnoye Razvedyvatel'noye Upravleniye**, which translates as the 'Main Intelligence Directorate'. The GRU is Russia's largest foreign intelligence agency and is an extensive network of operatives encompassing spies, scientists and Special Forces (Spetsnaz) troops.*

Biopreparat researchers are now prisoners on the ship, or hiding out on the ice floe.

Meanwhile, the research base has missed several check-ins and the *Poliburo* is getting worried. A nuclear-powered icebreaker, the *Sibir*, has been dispatched with *Alfa* Team agents aboard to cut a path to the drift station and investigate. The *Sibir* will arrive in two days. Of course, no one is aware of all this activity and the drift station is believed to be abandoned, supposedly making this an easy reconnaissance. Things will get very interesting for the characters very quickly.

The Saurids

In 1912, an alien spacecraft, crewed by a reptilian species, hurtled into the Earth's atmosphere, the ship in considerable distress. Automated systems ejected the ship's leaking reactor core which took a different trajectory to the interstellar vessel. The reactor core went critical and exploded above the Stony Tunguska River in the Yeniseysk Governorate of Siberia, blasting high-intensity radiation over the entire area, leading to the deaths of reindeer and abandonment of the Tunguska region by the local herders. It also left unique transuranic isotopes scattered across the taiga; elements impossible to pre-atomic science.

The alien vessel managed to make a controlled crash-landing in the Arctic ice, its trans-stellar stasis systems preserving the crew. The ship was subsequently buried under accumulating snow and ice, so that over the intervening years the impact site has all but vanished. The isotope contamination of the crash site however is still very much in evidence, albeit weaker than the vapourised remnants of its original power core.

A year ago, the Biopreparat established a research facility at the drift station Eskya, ostensibly to develop biological and chemical weapons in arctic conditions well away from the prying eyes of enemy operatives or risk of inadvertent pathogen release. Routine tests detected unusual radiation signatures from part of the ice floe; these were reported to Moscow, and when checked, it was discovered that the signatures were an exact match for those detected in Tunguska. A subsurface survey of the ice floe was ordered, whereupon the Biopreparat scientists encountered the hull of the buried Saurid ship. Against orders, the science team breached the hull, triggering the safety systems that control stasis and returned the crew to consciousness.

The Saurids are an inherently xenophobic and antagonistic species, and being awoken in such an abrupt manner was a recipe for violence: things have not gone well for the scientists.

This is where the characters come in, not long after the Saurids and Soviets have encountered each other, and mayhem has ensued on the drift station.

Using The Scenario

White Death is a scenario designed for three to six agents. It works best with a mixed cell of operatives, some geared toward combat with others toward research and investigation. This scenario is very much modelled on the survival horror genre. Agents need their wits and a little bit of luck. Nobody is getting out of White Death; at least not the same as when they went in.

Because of the survival horror influences in this scenario, the agents are entering a situation that they are probably ill-equipped to handle and everything from the enemies to the environment will slowly winnow away what material, physical, and mental resources the agents have to draw upon. This mission is a sandbox; it presents the agents with numerous clues, but does not lead them from point A to point B. The agents are free to investigate as they see fit and follow up whatever clues they may find, albeit within a limited geographic area.

Language

The agents are investigating a Soviet research facility and so at least one of them should be fluent in Russian. If not use the pregenerated characters found on pages 25 to 27, to ensure that at least one of the characters has some capacity with the Russian language, or provide a non-player character to act as an interpreter.

Sanity

While they are optional, we recommend using some form of Sanity rules for this scenario. The Luther Arkwright supplement has its own, and these are reproduced on page 28 in a slightly modified form for convenience. Alternatively, the sanity rules from other well-known percentile games could be used instead, or simply call for a Willpower roll. Each failed Willpower roll incurs 1d6 Insanity Points and, when these Insanity Points exceed POW, the character is considered mentally unstable to some degree and incapable of functioning in a meaningful way. Thus maintaining sanity will be as much a challenge as avoiding unnecessary combat.

Maximising Horror

The setting for White Death is an isolated research base above the Arctic Circle during the long night. Since this is a survival horror scenario, it helps to stress the limitations of the agents

given their surroundings. Here are some tools a Games Master can use to heighten the tension the players experience.

⊖ **Communication With the Outside World.** If the players jadedly expect their agents to have no lifeline to the wider world, they'll never try to use it. Surprise them. Do not cut the agents off entirely, reserve those silences for the proper effect; such as when the Saurid are closing in. Instead, some contact should go through unhindered. Other attempts should be interrupted at the worst possible time. Still others might pick up on garbled transmissions from the Saurid ship, filling their tactical radio with guttural cries and horrific screams. It might even confound the agents to occasionally pick up chatter from a Russian research station or vessel. Of course, they're too far away to help, but they can offer false hope, promising to send help that will arrive too late. Most importantly, remember that the weather not only plays havoc with any communication the agents attempt to establish with the outside world, but any communications between agents as well. The shrieking wind can make it tough for agents a hundred feet away to hear other agents.

⊖ **Absence of Daylight.** During the three hour 'day' the available light is comparable to deep twilight. Everything is cast in a bluish tinge, and even if there is no snow in the air, vision is still reduced. Once the brief day passes into evening, pitch black prevails, with no ambient light. And man-made light sources do not illuminate very far, and do more to reduce a person's vision than extend it. Flashlights only illuminate a narrow beam and provide an excellent target. In the darkness, play on what lurks in the shadows. Flashes of movement might be a Saurid, a sudden wind gust kicking up snow, or nothing but the agents jumping at their own shadows.

Using With Luther Arkwright

If using White Death as part of a Luther Arkwright campaign, the following information supplements the background as presented here.

Unbeknown to the Politburo, the head of the GRU, Vladistak Kozak, is a Disruptor Knight who has been guiding the Soviet Union along an increasingly aggressive course in the hope of sparking a conflict with the USA on this parallel (61.19.61). Most of the senior positions in the GRU are filled with Disruptor Pawns, and the Biopreparat, Kozak's baby, is supplemented by Disruptor science – the same science that helped discover the Saurid remains in Tunguska. Kozak wants to uncover intact Saurid technology with the express purpose of antagonising the USA and undermining Secretary Andropov, the Chairman of the Communist Party, who has taken a more conciliatory stance towards relations with the west than his predecessors.

Kozak's main goal is to depose Andropov and take control of the Soviet Union himself. If he succeeds, the war in Afghanistan (which Andropov opposes) will be accelerated, along with new attacks against Poland and dissidents in Chechnya. These hostilities will cause tensions between east and west to rise significantly, bringing the world to the brink of war.

Valhalla suspects Kozak is a Disruptor agent, and W.O.T.A.N has detected anomalies in the Arctic as the GRU investigates the stricken Saurid ship. The agents can be local field agents on this parallel, or be a taskforce despatched by Valhalla Nova (as part of Mjollnir Section perhaps - see Parallel Lines) to investigate and prevent further Disruptor exploitation of whatever the Russians have found.

Pregenerated Agents

Starting on page 25 are six pre-generated agents for use with this adventure. They have a variety of complementary skills and diverse backgrounds.

If an added complication is desired, Games Masters could consider making one of either Farraday, Flint, Mathison or Tarr a Soviet double agent. Their job will be to hamper the agents, collaborate (secretly) with the GRU, and generally promote Soviet interests. This double agent is aware that the ice floe hosts a Biopreparat base, but should have no knowledge of the Saurids. How they interact with the others is up to the player controlling the double agent, and the Games Master.

BRIEFING

Proceedings begin with a briefing by whatever Agency the characters belong to.

An unprecedented opportunity has emerged. A U-2S surveillance aircraft, monitoring Russian naval operations in the Baltic, changed course as the result of an Agency directive and captured imagery of a seemingly abandoned drift station that has broken free from the ice floes but has not yet sunk. Photographs taken by the spy plane showed an overturned snowmobile and other debris, indicating a likely abandonment. As drift stations can sink in a matter of days after separating from the main floe, time is of the essence.

It is late December and the Arctic Desert is an inhospitable place. This is the time of polar twilight; the sun remains below the horizon, and even the so-called 'days' are merely deep blue gloaming. Heavy winds whip the snow, reducing an already limited visibility. Normally, the crews of drift stations hunker down during this time of year to make it through the long night. However, a sudden crack in the ice floe can make an emergency evacuation necessary.

A group of Agency specialists is going to travel to the site to gather any intelligence they can find. Now is the chance to discover what interest the GRU has in this drift station. With any luck, the Soviets have been forced to leave equipment behind in their hurry to escape. Agents will parachute onto the ice, gather what they can, and be extracted by skyhook in two days.

Departure

The characters are ordered to Thule Air Base in Greenland to begin preparation for a critical mission. Thule Air Base is north of the Arctic Circle, and this is a hint of what the agents can expect in terms of weather. It also plays an important role in US Space Command, so the agents do not have free rein of the base regardless of their clearance.

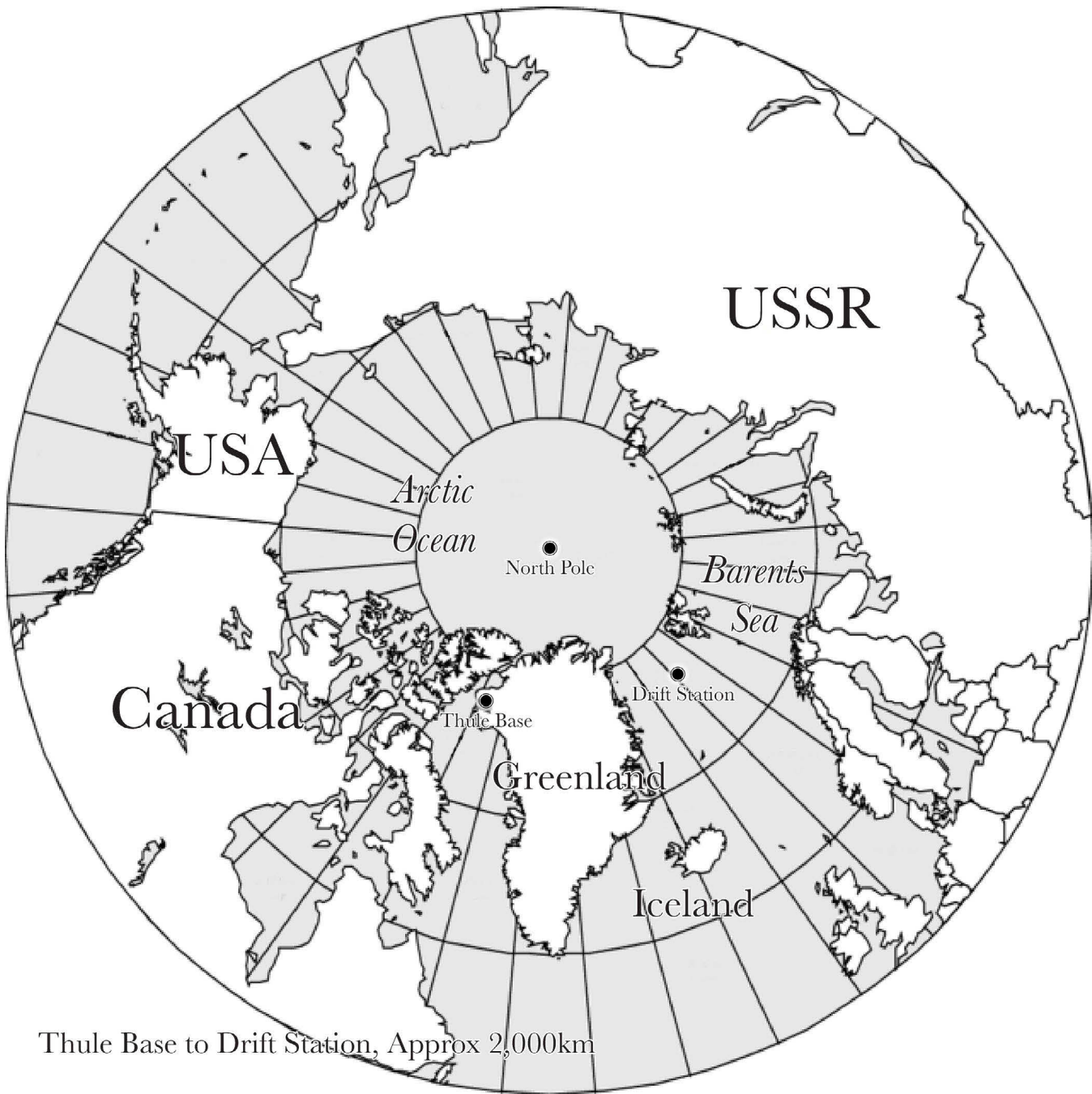
The investigators are gathered in an empty office and presented with a quick briefing by Captain Mitch Doerding, a member of the Agency stationed at Thule.

Doerding imparts the following information:

- ⊖ Diligence on the part of some data crunchers coupled with some luck from Mother Nature has provided the Agency with an unprecedented opportunity.
- ⊖ The GRU have been operating an espionage outpost disguised as a climate research drift station.
- ⊖ The base has broken free of the floe and is drifting south toward open waters. It appears to be abandoned. Once it reaches warmer waters, the ice floe will sink, taking the base and everything in it to the bottom of the ocean.
- ⊖ A major cold front prevents traditional helicopter insertion of the agents, so the skyhook is being dug out of the attic.
- ⊖ Agents will parachute in, gather what information they can, and then be extracted by skyhook in 48 hours. Two additional skyhooks are being provided for any equipment the agents might be able to recover from the base.
- ⊖ The agents take off in the morning. In the meantime, they'll be shown how the skyhook works.

Doerding answers any questions to the best of his knowledge.

- ⊖ He does not know what the agents will find at the research station. Maybe the intel is incorrect, but there is a duty to investigate nevertheless.
- ⊖ Communication will be patchy. Even though military radio comms are very reliable under normal circumstances, heavy aurora activity means the signal will



Thule Base to Drift Station, Approx 2,000km

attenuate and calls and database queries may be interrupted or fail altogether.

- ⊖ The weather is abysmal. When it is not dark, it is twilight. And the wind whips up snow and ice, further reducing visibility. The temperature is averaging -30°C.
- ⊖ The agents are to use their discretion in determining what is and is not useful.
- ⊖ In the unlikely event that the floe sinks out from under them, a life raft and individual locator beacons are provided with their gear.
- ⊖ The skyhook, despite its age, is the best available option given all circumstances.

If the agents pull strings and access some satellite surveillance, it reveals the same information as the U-2: an abandoned research station. Archival data shows the base was populated at least eight days ago. It also reveals scattered equipment about 1,000 yards north of the camp. However, the base was not a high priority target, so it was not watched every day, just when the satellite happened to fly overhead.

Thermal images from the satellite reveal that the station is cold, reinforcing the belief that it is now derelict. If any of the characters want to study the various reports, photographs and image readouts from the U2S and the satellite, a critical (and *only* a critical) success on an appropriate skill roll (such

as Sensors or a Science skill) prompts the checking of satellite radiation images which have picked up a *very* faint trace of the transuranic isotopes in the atmosphere downwind of the drift station: fresh leakage from the inside of the alien vessel.

There are no other clues on the base. Doerding is doing his best to keep this mission as compartmentalized as possible. Even the C-130 crew has not been read into anything beyond what they need to know to accomplish their immediate tasks.

Gearing-Up

Each agent has their own complement of personal gear which includes arctic clothing, a sidearm, parachute, skyhook, and survival gear. Each agent is expected to take what is needed and nothing more. It is expected to be a short mission and with entry via paradrop, there will not be a lot of room for extraneous gear. If the agents can think of an excellent justification for bringing along personal items, there's no reason to deny them. They just need to remember that they're dropping out of a plane with it strapped to them and have to carry it around for the duration of the mission.

The Flight

The agents leave USAF Base Thule in Greenland aboard a C-130 outfitted with a skyhook. Given the severe weather conditions and time-sensitive nature of this mission, Agency is dusting off this old, but tried-and-true, technology.

The flight is rough because of high winds and blowing snow over the arctic. The flight is horrendous, especially since the C-130 is not designed with creature comforts in mind. Agents with no military flight experience should make one Endurance check during the flight as the turbulence increases and the winds buffet the plane's frame causing everything not tied down, including people, to bounce around. Failure means the agent becomes nauseous and suffers a level of Fatigue.

The Drop

The agents manage to make their jump in a temporary lull in the storm; however, a twilight drop in jittery arctic winds is still difficult. Agents must pass an Athletics check to land on target. A failure means the agent either lands 1d3 x 100 metres off target and must hike in to the station, or take 1d3 points of damage to a random body part from a bad landing. An agent who hikes in must succeed at an Endurance roll or suffer a level of Fatigue from fighting the whipping, Arctic air.

The Fulton Skyhook

Developed by the CIA, the Fulton Surface-to-Air Recovery System, otherwise known as Skyhook, uses a harness built into a specialised suit, much like a flight suit or overall. The system includes a self-inflating balloon that carries an attached lift line. The retrieving aircraft lowers the retrieval apparatus from its cargo bay doors, engages the line with its V-shaped yoke and the wearer is reeled on board. Red flags on the lift line guide the pilot during daylight recoveries; lights on the lift line are used for night recoveries.

In game terms, a successful Pilot roll is all that is needed for the safe operation of Skyhook, bringing the occupants back on board. The system is designed to retrieve up to two occupants at a time, so several passes by the aircraft will be necessary to retrieve all the members of a team. All a character needs to do is remain still and prepare for the wrench of the pick-up. Call for an Athletics roll; if failed, the pick-up is still successful, but retrieval is jarring, and the character sustains 1d3 points of damage to the chest or arms.

DRIFT STATION

The station is on a piece of ice about three and half square kilometres in size. See the map on page 12.

The base is a collection of five pre-fabricated buildings just south of a fractured runway of packed snow. This runway is where planes previously supplied the camp, but as the ice floe began to break up, the runway became unusable. The shifting and grinding floe sundered it in half and there's not enough snow moving equipment to clear and repair it by the time the pickup flight returns.

There are numerous clues in the camp about the Bio-preparat agents' activity, what happened to the researchers, and what the researchers found.

Weather

The temperatures stay well below freezing both during the day and night. Agents caught in the cold without a parka, hood, balaclava, and other heavy clothing require a Survival roll (or Hard Endurance if they do not have Survival) every 15 minutes. Failure means the agent suffers one level of Fatigue. If the agent fumbles the roll, then paradoxical undressing sets-in – a condition where the sufferer becomes confused, disoriented, and combative. The hypothalamus begins to malfunction and the victim actually believes he or she is overheating, and so begins removing clothes and violently resists all attempt at restraint. A successful Medicine roll can recognise the symptoms of paradoxical undressing and how to help the person by calming the agent and warming the core temperature slowly. Provided the character has not fallen to Incapacitated, recovery is guaranteed.

The ice floe is also prone to sudden shifting and creaking as it breaks up, aided in part by the shifting weight of the Saurid vessel on the southern end of the floe. At first the ice floe should tremor ominously, but not enough to cause extreme concern. By the end of the first day a few cracks start crossing the floe. Once the storm strikes, these begin to open up as crevasses at inopportune moments. See page 12 for additional rules concerning the danger they pose.

The Station

The five buildings are in a rough circle near the middle of the fractured ice floe with what remains of the runway to the north. The door to each one opens on the centre of the camp. Despite any other damage, the pre-fab buildings provide a measure of protection against the blowing wind.

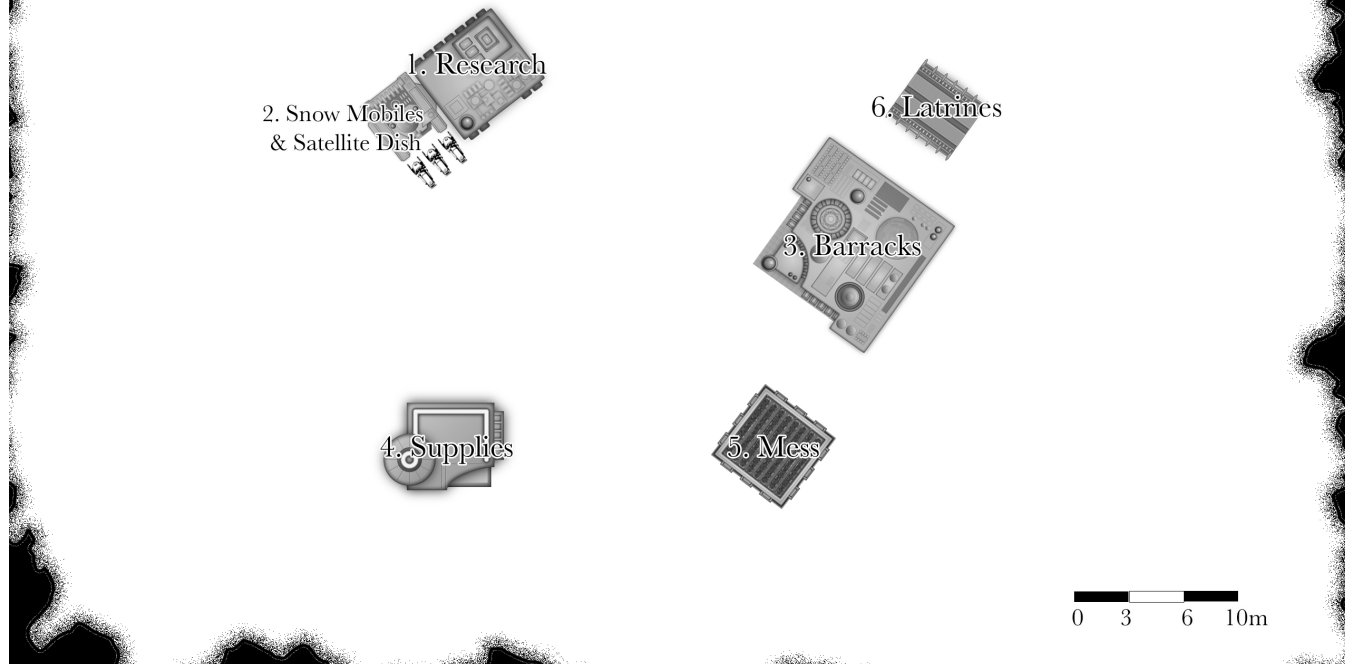
A quick sketch map of the camp should be sufficient for the Games Master to convey any important relational data about the camp. Each building is numbered and named, for ease of reference, but the buildings are not marked in the camp itself. The researchers knew where they had to go and what they had to do.

The buildings are pre-fabricated, constructed for the arctic environment. Each is well insulated and has a raised floor. All of them, except the lavatory, have one window on each long wall. The lavatory has a window with frosted glass to provide some privacy.

All the buildings are freezing cold. There are two generators (one main generator and a redundant spare) that provide power to the camp, one behind the main research building and the other behind the barracks. Power cords run from the generators to the other buildings. Both generators are now crusted in ice; they can be cleaned off, their tanks topped off, and restarted with minimal effort - or at least *one* of them can. The redundant generator refuses to function. If opened for investigation, it is found to have been almost completely stripped, leaving only an empty casing. The Saurids have done this, using the generator parts for emergency repairs to their craft, although this won't be evident until the agents investigate the ship.

The generators also provide power to a trio of portable Bulldog metal halide lights; there were four, but one of the lights has been hit by gunfire and is unusable. Each 1000-watt light is on a small carriage and can be wheeled around.

Soviet Drift Station



1. Research

This building is divided into two: a cramped general study area, and an air-locked laboratory where the biochemical experimentation of the Biopreparat was undertaken. The general area contains a prototype SM-1600 mini-computer and two terminals, modified with Elma bubble memory chips on which encrypted data is stored. Piles of research notes and data are stacked across the tables. Two biohazard suits hang on one wall and a lab with microscopes, centrifuges, and several isolation boxes occupy the far wall. A kerosene heater with several hours of fuel sits unlit in the corner.

On another wall is a large map of northern Europe, marking all Soviet territories and a large number of US and NATO bases of operations.

The laboratory is accessed via an airlock operated from a simple console next to the heavy outer door. Unless the power is on, the airlock is closed and cannot be opened. The viewing panel is made from reinforced glass and requires an explosive charge to break through.

There are numerous clues in and around the research building.

- ⊖ Decrypting the information on the computers requires restarting the electricity and a Formidable Computers roll. If successful, the agents find a huge amount of research data regarding climate, especially about the

effects of global warming on prehistoric viruses and contagions, and the feasibility of reconstituting them.

- ⊖ There are several data transmissions of interest, which have been reproduced as handouts (see page 20).
- ⊖ In amongst the papers are readouts and reports detailing transuranic trace signatures found at Tunguska and here. This information confirms that the scientists at the base were looking for something in addition to their primary research, and may possibly have found it. The reports do not refer to Tunguska directly; instead they refer to the Yeniseysk Governorate, but any agent succeeding at an Insight roll might think to check the wall map where they will find the governorate and the Stony Tunguska river clearly marked.
- ⊖ A box of slides have samples of several different, large viruses. They appear inert.
- ⊖ A very basic topographic map of the ice flow indicating the base camp; the now ruined runway a few hundred metres away; the first core sample site, about a thousand metres to the north; and a lone question mark indicating a second site, on the ice pressure ridge to the south.

2. Satellite Dish

Outside the research building are three snowmobiles and a microwave frequency satellite dish for reliable

The Biopreparat Pathogens

The Biopreparat science team has been experimenting with 26 different strains of pathogens. Samples Y-14, Y-21, and Y-25 are the only seriously debilitating ones. All the others function as a minor cold; they have an airborne vector, Potency between 30 and 60, and cause Fever, Nausea, or both at the Games Master's discretion.

Y-14 holds promise if weaponized to target the North American Caucasian population. It is an airborne Strength 60, resisted by Endurance. Failure results in paralysis of the limbs for 1d4 hours. Onset time is 1d2 hours.

Y-21 has limited, non-lethal effects on humans, but in laboratories in Kazakhstan has proved to be somewhat effective against animals. It will work on the Saurids. Exposure to Y-21 results in no side effects or symptoms for humans. For reptiles, it is a Potency 70 disease with a contact vector and is highly contagious. On Saurids it causes severe burning and inflammation, which causes surface bleeding and inflicts a level of Fatigue every hour until an antidote is applied. On a human, the skin merely turns a bright, mottled red. Onset time is 1d4 minutes.

Y-25 is potentially an extinction-level disease. Its Potency is 85 with airborne and contact vectors. It is terminal and highly contagious. Symptoms include haemorrhaging from orifices, confusion, and extremely painful muscle cramping. An Endurance check is required to fight off the disease, a successful roll results in the following pathology. On day one, the victim suffers Agony and Exhaustion. On day two, maiming to the body part associated with contact or inhalation. From that point forward, characters who succeeded at their Endurance checks start to heal normally. For everybody else, though, it gets worse. Each subsequent day, the maiming increases. Not only is another point lost from the previously maimed location, but it spreads to another hit location. Each day, this process continues resulting in a cascade failure. The bright side is that, unless the virus is frozen, it cannot survive without a living host for more than 4 hours. Pathologically, it is similar in construction to Y-21, so in theory will also affect reptiles. Unfortunately this assumption is wrong. It only affects warm-blooded creatures. Onset time is 1d6 hours.

communications. Both the snowmobiles and dish are frozen over and will need to be freed from the rime ice before they are useful again. In addition, the Saurid severed the lines between the dish and building. Those lines will need to be repaired before satellite communications can be re-established. Getting the satellite dish working is a task taking 1d3+1 hours, and requires rolls against Mechanisms (to locate and fix the break), Electronics (to reboot the system), Sensors (to align the dish), and Comms (to find a working frequency).

3. Barracks

The largest of the buildings. Four large gashes about a metre long and several centimetres apart puncture the southern wall. Snow and ice is accumulating in the building. If power is restored, within half an hour, a pungent, earthy odour permeates the room. The room is a shambles; beds are upturned and personal belongings are strewn everywhere. If catalogued, there are 10 beds and footlockers; however, only six of the footlockers appear to have been used. A successful Perception roll unearths several clues:

- ⊖ Blood frozen to one of the overturned beds and spat-tered across a wall.
- ⊖ A claw shredded parka with what appears to be frozen slime covering the fabric (see Mess for details).
- ⊖ 20 or so 9mm shell casings along the back wall.
- ⊖ The gun locker on the west wall had its hinges torn off.

4. Supplies

The storage building for the camp. Its interior is lined with wooden shelves filled with food, sacks of fibrous pellets, solar

blankets, shovels, crampons, dynamite, a few hundred metres of nylon rope, ice axes, spikes, goggles, snow masks, stick flares, flare guns, metal halide bulbs for the portable lights, and a portable rotary saw. There are also materials for processing Super 8 cine film. One wall holds empty animal hutches. A fuel storage tank half-filled with kerosene sits under an overhang outside the building. Closer examination reveals more:

- ⊖ A locked glass fronted cabinet, isolated at the back of the building by a tight fitting plastic sheet, is filled with 26 black boxes, each marked with an orange biohazard symbol. Inside each box are 16 vacutainers of yellowish liquid, most half empty and labelled with a date from the past 12 months. One box contains only 15, rather than 16 like the others. These hold samples of bio-warfare strains worked on by the scientists. See The Biopreparat Pathogens, above.
- ⊖ Next to the kerosene tank stand several polyurethane barrels with screw down lids. Opening one of the plastic drums reveals that it is filled with dead rabbits, individually shrink-wrapped and sealed in medical bio-hazard bags, marked with Cyrillic codes. Each is frozen in a rictus with lips pulled back from prominent teeth, their fur matted with frozen fluids including blood. The multitude of twisted corpses is disturbing.

5. Mess

This combined kitchen and dining hall is sparsely decorated. All is in disarray with several tables flipped on their side by the kitchen, forming what looks to be a barricade. At least a hundred shell 9mm casings litter the floor behind the table and back into the kitchen, and numerous walls are peppered

in bullet holes. The walls of the kitchen are sprayed in blood and the stove is overturned. Spilled over the floor are the contents of a cooking pot. If thawed, the frozen brown lumpy mixture can be identified as a rabbit stew.

If the mess is closely investigated, several less obvious clues can be discovered.

- ⊖ Several holes about four inches in diameter are burned through the wall about chest height. Examination reveals that it entered either the north or the south end of the building and passed out the other side. The scorch marks are minimal, almost as if it cauterized itself. A successful Engineering or Science roll indicates that the holes were caused by a brief, intense heat of several thousand degrees.
- ⊖ Anyone checking the kitchen closely with a Perception test notices the wall next to where the stove now lays is dented and there's a huge blood smear behind it. Moving the stove requires a Brawn test. Revealed is a human arm and hand, still gripping a Makarov. The flesh, bone, and clothing around the shoulder are torn, not cut.
- ⊖ If heating is restored, a thick, viscous fluid drips down some of the walls and puddles on the floor. It has an earthy, pungent odour. Touching this substance with bare skin triggers exposure to the Saurid's cold-resisting drug. See Saurids and the Cold, below.

6. Latrines

The latrines have a trio of chemical toilets on one wall and two standing shower cubicles on the other. A male body slumps against the far wall. His skin suffers from severe frost-bite and his body is frozen. Dried, frozen blood covers his face where it ran from his eyes, nose, and mouth. Stumbling across the body is a Mild intensity event for sanity purposes.

- ⊖ A Medicine roll or indicates his neck was snapped with a great deal of force.
- ⊖ His shattered, self-winding wrist watch shows the date, implying he's been dead for about four days.
- ⊖ An ID badge in one pocket identifies him as Timur Melschoiovog with the Biopreparat Sciences Division.
- ⊖ One of his hands is clenched in a fist. If pried open, a shattered vacutainer is within. The vacutainer has the label, "Sample Y-25." It is an infection risk if warmed.

On The Ice

As the agents go about their mission collecting what information they can about the Soviet's research project, there are several locations and events the Games Master can spring on unsuspecting agents. If the agents become complacent on the ice, use one or more of these to make sure they realize just how dangerous it can be at the roof of the world, especially with extraterrestrials and enemy agents running around.

Saurids and the Cold

Despite being cold-blooded, the Saurid can function in the cold through advanced scientific knowledge. Saurid scientists have a drug that inhibits the synthesis of ATP (adenosine triphosphate - the most commonly used energy currency of cells for most organisms) in the body and the energy normally produced by this process is expunged as heat. It greatly raises the body's core temperature, allowing the Saurid to operate in arctic conditions without needing to seek an external heat source. The Saurid's gel environment suits carry an 8 hour supply of the drug that is continuously supplied via dermal receptors. When the drug is running low, the suit informs the Saurid and it returns to the ship to replenish the supply.

A human exposed to the Saurid drug almost immediately starts to sweat, flush, and suffer heart palpitations. Aggression increases and reason decreases. After a short period of time, the person's organs start to overheat and death quickly follows. The drug is so powerful when introduced into a human system that even a tiny amount has the same results. Thus, donning a Saurid environment set is effectively lethal for humans, unless it is substantially recalibrated for hominid physiology.

Treat the drug as a narcotic with Potency 60. Regardless of whether or not the agent fails an opposed check of his Endurance against the drug's Potency, the basic effects of increased body temperature, flushed skin, heightened aggression, and decreased reason sets in immediately. The drug lasts 1d4 hours. While under its influence, the agent's core temperature is heightened enough that the frigid arctic feels like a cool spring day. If the Endurance roll succeeded, three levels of Fatigue are gained on expiry of the drug. If the Endurance roll failed, he or she gains the three levels of Fatigue but also suffers organ damage represented by losing 1d3 hit points from the head, chest and abdomen. Repeated use of the drug increases its Potency by 10 on each use after the first.

When a human is under the effects of this drug, Endurance checks become Easy, Damage Modifier improves one step, and Initiative increases by 5. However, all mental and communication skill checks become Formidable. Values return to normal when the drug expires as detailed above.

Note that the Saurid slime found in various parts of the base contains enough of the drug to trigger its effects, if touched by bare skin.



Ice Floe & Drift Station

Northern Drilling Site

This was the first area selected for survey by the Biopreparat scientists. The route can be covered on foot or, if the agents can get them working, the Biopreparat's snowmobiles.

The seismic activity and drifting of the floe has opened several fissures in the ice. These cracks run almost the entire length of the floe, creating what amounts to separate floes travelling together. Each fissure is about 2 metres wide and a 3 metre drop down to the frigid water below, and the chasm must be bridged somehow if the expedition is to continue. There are numerous tools in the camp, such as the ropes and spikes, and spare corrugated wall sections that can be used as makeshift bridges. Reward creativity on the part of the players.

It is possible for an agent to jump the gap, but the run up is slippery and incurs an extra level of difficulty on an Athletics test. Truly impatient agents might try to jump the fissure on a snowmobile, which requires a Formidable Drive roll. If the roll fails, the vehicle plunges into the fissure, tipping the rider into the water below.

Unless the agent is hopped up on the Saurid ATP drug, the water is freezing and hypothermia occurs almost immediately. The agent's wet clothes only compound the problem, forcing the cold water to stay close to the body.

Agents who fall in immediately suffer two levels of Fatigue, plus 1d4 damage to a random hit location from being crushed by the shifting fissure. Penalties to skill checks remain until the agent warms up. Those agents on the drug lose the hit

points, but do not suffer from the Fatigue loss or skill penalty. Agents might also suffer from paradoxical undressing, which is covered in the Weather section, on page 8.

Once the agents make it to the northern drilling site, they find the remnants of a camp. The core drilling equipment has been moved to the southern site, but several tattered tents still flap in the wind. A pair of empty specimen cases and an abandoned geiger counter are inside one tent, which looks as though it has been torn and ripped by a serrated blade (in actual fact, a Saurid, scouting the floe after awakening, found the tent and tore it apart with its claws).

Multiple core samples are laid out next to the second tent, refrozen into a pyramid of cylinders. Many of the widespread drill holes have started to fill in and ice-over since the Biopreparat left the camp. Observant agents taking a little time to study these ice cores notice that each contains a narrow (no more than 2mm), yet distinct greyish-green strata about a third of the way along the core length. If subjected to investigation at the Research Hut back at the base (a successful Biology or Chemistry roll, after 1d3 hours of analysis), this strata contains a very strange mix of radioactive materials and burned organic remnants of a type unfamiliar to science. All this is evidence of the crashed ship and is the source of the transuranic isotope signature suffusing the ice floe.

Of immediate interest to the agents is the fact that the second tent appears to have been used recently, and contains a sleeping bag, camping stove and several torn open boxes of 9mm ammunition. Outside, indistinct footprints have crusted over in the snow, but are still visible. A Hard Track test can be used to follow the footprints due south where they meet up

with several other sets of similar prints. The tracks are lost at the fissure. The footprints are not distinct enough for the agents to determine who (or what) left them, but it was clearly not snow boots.

Information on the southern drilling site is included in the section on the anomaly, page 14.

An Alien Threat...

Having been awoken, the Saurids seek rescue and were busy re-engineering the station's microwave satellite dish to send out an emergency broadcast. Naturally enough the agents' arrival on the ice floe was detected, so they have retreated into their ship to monitor the situation. The Saurids are content to remain in hiding, but may use the blizzard (see below) as cover to venture out and continue their work on the satellite dish. The Games Master can use their sortie as a way of ramping-up tension. Stop short of a full encounter between humans and Saurids, but perhaps leave enough evidence for the agents to realise that they may not be alone on the ice and the threat might not be human.

If they do emerge, the Saurid operate in pairs for mutual protection. Like the agents, they are hampered by poor visibility from wind-whipped snow. But, their low-light vision means they are not slowed by the darkness, so the agents are at a disadvantage, as well as being outmatched in terms of technology and physique.

Note that the Saurids, while aggressive, are not *murderous* and need to have a good reason for butchering the agents. Communicating with the Saurids outside their ship is not possible, but if the agents locate the ship and make their way inside, this changes – but in a most unexpected and gruesome way.

Unless there is a good reason for it, encountering a bipedal, clearly sapient creature, equipped with advanced weaponry and technology, counts as a Disturbing event from a sanity point of view (see page 28). If a Condition results from an encounter, roll on the Fear column of the Condition table for any immediate or lasting effects.

Last Man Standing

Pyotr Zhilin has spent the last few days hiding from the Saurids, raiding the drift station for supplies and catching brief snatches of sleep at the northern drill site. He does not know that several of his Biopreparat team members survive, nor what the creatures from under the ice are.

Zhilin's sanity has been shaken, and he is suffering from the Obsessed Condition (see page 31), believing that anyone other than his fellow operatives on the base are in league with these alien monsters and must be destroyed. Unless he can be calmed, Zhilin is initially a bigger threat than the Saurids. He has his pistol and an ice axe at the ready, and is not hesitant about attacking.

In his paranoia, Zhilin stalks the agents. He watches from the shadows of the buildings and uses his knowledge of the base to move around stealthily, watching, waiting, and timing attacks to strike lone agents from hiding. Use Zhilin's stealth attacks and ambushes to build tension as the agents investigate the camp. If any agents are left alone while others go off to explore, use it as an opportunity for an attack. Should Zhilin be forced into the open, which is an option that ought to be timed to follow at least two sneak attacks, the agents find themselves confronted by a half-mad, wild-eyed, desperate Russian who has clearly witnessed things that have driven him to the edge of insanity. To capture him, the agents have to incapacitate the man in some way.

If successfully restrained, he screams obscenities and accuses the Agency of colluding with the 'monsters' to destroy this base and perform horrendous experiments on his colleagues. After this outburst, he collapses with nervous exhaustion, losing consciousness for 2d6+12 hours. When he recovers, his mind has broken and he is uncommunicative, staring into the middle distance and occasionally mouthing something indistinct. If the agents try to take him to the southern drilling Site, Zhilin's rage emerges once more and he fights with renewed strength to get away.

Zhilin can be used, at the Games Master's discretion, as a potential saviour should things go badly wrong and the agents need assistance. Recovering just enough of his sanity to see that the Saurids, and not the agents, are the common enemy, Zhilin can initiate a rescue attempt, cause diversions, or even sacrifice himself to help the agents escape. These should be last resort options though, and only used if things appear hopeless.

The Blizzard

For most of the first day, the snowfall is light, occasionally exacerbated by high winds. During the first night, however, blowing winds and increased precipitation lead to the onset of a blizzard. Visibility is reduced to less than a metre, even with a flashlight. Cover is needed, forcing the agents to take shelter in one of the base's buildings.

As the wind howls, Perception rolls reveal guttural noises coming from outside. At the Games Master's discretion, these might be Saurids recommencing their work on the satellite dish, a wayward polar bear looking for food, or even the droning of an aircraft performing weather studies. But the characters should not know for certain unless they take a risk and go look. If the agents insist on bunkering in, the Games Master should have no qualms about throwing something against the building, even if it is just wind tossing around an unsecured piece of equipment. If anyone ventures outside, ramp up the tension. Whatever is out there is hiding or camouflaged; sudden movements in the darkness heighten anxiety. A Saurid will not attack, but a polar bear will. For a polar bear, use the statistics for a bear on page 230 of *Mythras*.

If the disturbance is Saurid activity on the satellite dish, then the evidence of work is plain should the agents investigate that area. Not only is clear that someone has been tinkering with the electronics of the dish, but there are more tracks in the snow - once again indistinct, but obviously not snow-boots. Conversely if a polar bear has been nosing around the camp, the tracks it leaves are quite clear.

Once started, the blizzard waxes and wanes for the next 48 hours, making escape by skyhook impossible.

Seismic Activity

Starting the first morning after the agents arrive, the seismic activity gradually increases. At first, it is only minor trembles, but it builds once the storm hits. Science (Geology) or Survival can be used to understand that the ice floe is in danger of breaking up sooner than expected, and possibly within the next three days. When the seismic activity is at its worst, agents need to succeed at either Hard Athletics or standard Acrobatics tests to stay on their feet. Even the Saurids need to roll to remain upright.

An agent can use a formidable Perception or standard Navigation toll to locate the epicentre of seismic activity to the south. Near the drill site, a very faint but almost constant vibration can be detected. This comes from the stolen generator the saurids are running to provide emergency power to their systems. The larger tremors are a different matter entirely. Due to stresses inflicted by the inclined ship, the ice pressure ridge is slowly cracking apart, causing the alien vessel to grind and lift that section of the floe as its propulsion section settles deeper.

Chatter

Although military tactical radios are rendered nearly useless by the severe weather and intense geo-magnetic surges, they sometimes spring to life. When they do, they are filled with the sounds of guttural cries and roars. In their efforts to get their ship running, the Saurid communications suite occasionally powers up, flooding the airwaves with enough chatter for the agents' devices to pick up.

On some occasions, a female scream can be heard in the background, sometimes begging to be released and other times vowing revenge. It is obviously the voice of a human woman and she sounds in intense pain.

Electronics or Comms could be used to rig up a device capable of tracking the signal. The designer will have to cannibalise several different devices in the base, including a combat radio handset to do so. If successful, the signal is found to be coming from the south, and the jury-rigged device can be used to track it to its source.

The Anomaly

An ice pressure ridge covers the section of the Saurid ship that rises above the flow at the southern drilling site. When the Biopreparat first encountered drilling resistance, they knew they had struck something strange, because it would be impossible to encounter a rock layer. Small charges were used to clear the ice revealing the Saurid ship, and one edge of a hatch. Accessing the ship is via a 4m cylindrical shaft one metre in diameter. A rope ladder has been anchored to the rim, making climbing down the inclined shaft to the anomaly below easy.

Around the shaft opening the snow is stained dark brown from dried, frozen blood. A half buried snowmobile is flipped on its side, its track torn. Core drilling equipment is scattered around the site, obviously thrown about. Closest to the hatch are signs that the snow melted and refroze. Numerous boot and extraterrestrial prints crisscross the site, making it impossible to follow any one set.

Behind one of the snowbanks is a Super 8 cinecamera, covered in dried blood. Its film can be processed and played back using the processing materials in the Supplies building. The footage is captured in the green pall of low-light vision. Initial material is life in camp, showing the scientists laughing, joking, and going about their daily routines. More footage shows a person riding a snowmobile up to the drilling site. The men dismount and don biohazard suits, hurrying over to an opening in the ice. The camera focuses on one man's face through his plastic helmet, also catching his name-badge - Petrushkin. Then it pans down the aperture in the ice and to the exposed hatch. Petrushkin climbs down the shaft and looks back up at the camera. The camera bobs as if the holder nods, and then Petrushkin readies an HK MP-5, and pulls on the hatch. A blast of steam fills the ice shaft and fogs the camera. It clears as Petrushkin leans into the opening. Suddenly he screams as something grabs his head and pulls him in. There is another rush of steam which freezes on the lens and something is dimly seen scaling the ice wall and grabbing the camera man. The camera tumbles through the air, catching the sound of a horrifying gurgle and snap before it comes to rest on the snow. The rest of the footage is just the whiteness of an icy panorama as the camera battery slowly drains.

Accessing the Ship

The hatch is rectangular and 2.5 metres in length. A control panel of clearly non-human design is located close by, and a Formidable Electronics roll can be used to quickly open the hatch, or the agents can spend 1+1d3 hours rigging a bypass system using parts cannibalised from the camp. Inside, it is clearly an airlock, with an inner hatch, operated similarly to the outer hatch, affording access to the interior of the ship.

Saurid Technology

As a star-faring race the Saurids have developed very good AI systems that include excellent language processing algorithms allowing for translation between the Saurid language and human tongues. Saurid translators are built into the ship's computer and communications can be broadcast over an internal PA system. However, the Saurids need a data source to create a lexicon, and the source they are using is the jury-rigged head of Petrushkin (see page 18), which has been patched into their ship's computers, the Saurid AI steadily learning the Russian language. Any communication with the aliens therefore needs to be via Petrushkin's decapitated head, which is a Disturbing intensity sanity event, with Conditions triggered on the Madness & Psionic Trauma column of the Condition Table.

The gel suits worn by the saurid deliver up to 8 hours of ATP drug (see page 11) when they are forced to leave the confines of the ship. Weapons are sonic and plasma based, combined into single hand units, that can be used to deliver non-lethal ultrasonic blasts, or lethal bolts of energy. These are powered by nano-generators contained in the gel environment suits, meaning that the weapons cannot be used by humans unless a gel suit set to the human physiology is being worn.

While susceptible to the intense cold without their drugs and suits, the Saurids are able to easily tolerate temperatures close to boiling point, and have a naturally tough skin that offers 4 Armour Points. The gel suits are capable of absorbing and redistributing kinetic energy when struck by a projectile (such as a bullet or shrapnel), halving damage from firearms and explosives. When not worn, the suits collapse to a slimy, vaguely greyish, translucent jelly about the size of a human fist. It takes 1 Combat Round for a Saurid to don a gel suit, with the jelly being slapped onto the skin of the wearer, which then forms across the entire body within a few seconds.

There is noticeable bullet damage to the airlock controls, and this has, fortunately, disabled the alarm systems that would otherwise alert the Saurids to intruders using the airlock. The damage has miraculously not impaired the opening mechanisms though, luckily for the agents. From herein the agents will need to remain stealthy.

The Saurid ship is warm and stinks of improperly burnt kerosene. Emergency environmental controls in engineering keep the air humid and at a near-constant 30 degrees Celsius; however, the elevated concentrations of carbon monoxide (which the Saurids can easily tolerate) will, in the absence of breathing apparatus, cause humans to feel dizzy and nauseous after about 45 minutes, and, after an hour, hallucinate. Treat such exposure as an Unsettling event for sanity purposes with any conditions rolled on the Fear column of the Condition table.

For game purposes, the ship does not have a set layout. The Games Master is urged to assemble the ship in whatever order makes sense for the game. If a room seems uninteresting, just omit it.

To make things difficult, when the ship crashed, it did not come to rest in a proper orientation. It is listing to starboard at a 30 degree angle, meaning that large parts of the ship jut beneath the ice floe into the ocean.

The pitched deck should give agents some pause as they try to negotiate their way through the ship, but not slow them down too badly. The Saurid have become accustomed to it and have adapted, using their claws to hang on and climb

the walls when necessary. Agents might need to jump (Athletics roll) to access rooms that are above them.

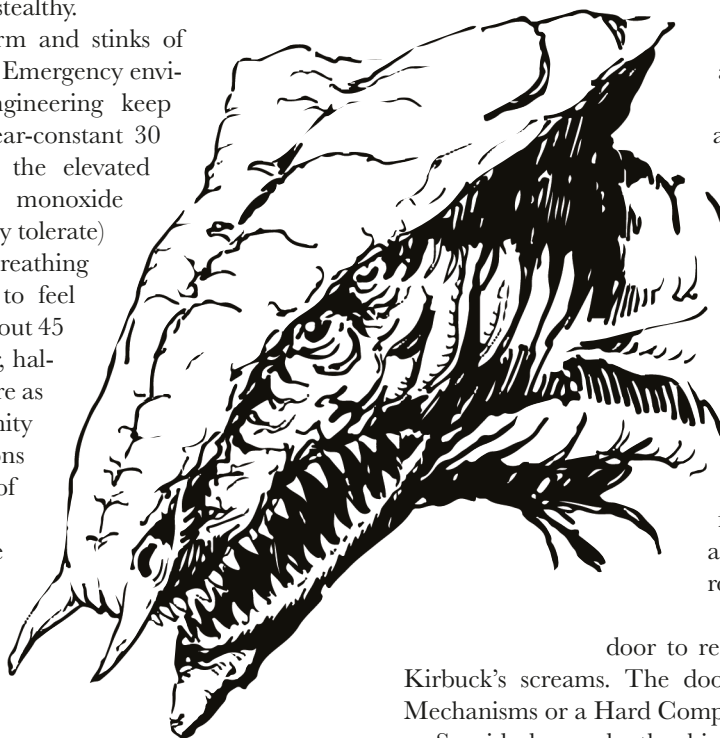
The ship is ovoid in shape, and about 100 metres in diameter. The rooms radiate off a central, narrow hallway about 2.5 metres across.

Almost all the doors to the various rooms are open, and closing them is a manual operation from consoles positioned near to the portals. There is insufficient power to operate the doors in a centralised fashion from the Command and Control area. Some of the rooms are multi-level.

The Saurids are keeping the door to research closed to muffle Tanya

Kirbuck's screams. The door can be hacked with either Mechanisms or a Hard Computers roll.

Saurids do wander the ship and will respond to any intruders they discover. Their first priorities are to protect the stasis chambers and command and control. They will attempt to drive enemies from the ship. Not all aboard are engaged with repairs, in fact only two engineers have been brought out of



Saurid Objectives

The Saurids have a plan, formulated with the help of Petrushkin's severed head.

1. Restore full power to life support, power up Command & Control to gain partial access to sensors and comms, then start awakening other members of the crew. The generator's output is currently insufficient for anything else.
2. Use the base satellite dish to lure the Soviet icebreaker *Sibir* into docking with the floe (the existence of which was gleaned from Petrushkin).
3. Aggressively assert control over the *Sibir* and cannibalise one of its reactors for the fissile material needed for a new power core.
4. In case of a stand off, the crew of the *Sibir* will be negotiated with using the life of Tanya Kirbuck in exchange for fissile material.
5. Use humans to load highly radioactive fissile material into the replacement core, then flee to orbit where further repairs can be carried out in relative safety.

*If the agents surrender to the Saurids, the aliens will accept any help they can offer (using them as a Trojan horse to gain access to the *Sibir*, for example). While they appear amoral in terms of human ethics, the Saurids are not malicious; they are merely paranoid and wish to escape Earth by the most efficient means possible.*

stasis. Those not assisting the technicians are assigned with identifying human artefacts or other mundane tasks.

Despite the stench of kerosene, the interior is suffused with another chemical odour; this is simply one of the ambient smells of the gel technology used in the Saurid environment suits (the Saurids themselves are practically odourless). Corridors and rooms are dimly lit with a mixture of amber and pale green lights, creating an eerie, otherworldly ambience. Saurid writing – a fluid, geometric script that is not unlike Arabic – is everywhere. Saurid writing runs vertically, rather than horizontally, and is a combination of mathematical and iconographic symbols.

Command and Control

This room is two levels, the upper level taking up only half the floor space of the lower level. The lower floor is 20 metres wide by 30 long. The upper level is 20 metres wide by 15 long.

The upper level is accessed via stairs on either side of the upper floor. The upper half-floor is for the pilot and flight engineers and has the necessary consoles for those tasks. The lower floor is for operations, life support, and weapons. It has the appropriate consoles for these functions, although the agents are going to have to guess at which is which; it is not evident from the controls what any position does.

At least four Saurids are always in command and control, working at the computer interfaces in an attempt to get the ship up and running again. The commander of the expedition, *Klath*, is always on the upper floor, directing the repair operations.

Engineering

Engineering is a long room that runs forty metres down one side of the ship. The room is twenty feet deep and only a single floor. Databanks line the walls and engineering stations covered in broken parts cover five tables spread across the room. Three Saurid are in the room working on a machine patched into the ship via a small maze of strange tubes, pipes and cables. A successful Mechanics roll identifies fuel intakes, exhausts connecting to what looks like a ventilation duct, high tension electrical bus-bars and so on. This is the missing generator taken from the base, powered by kerosene. If the Saurid crew complete their task, the generator will provide enough electrical power to completely reengage life support. Sparks are flying and plasma cutters are creating a loud drone as they slice through the metal.

A second unfathomable object several meters in height is also being worked on; this is actually the framework for a new power core, which will be lowered down through a hatch into the reactor below. Having accessed Petrushkin's mind, the aliens know that a nuclear powered vessel is on its way to the ice floe, and thus, when the *Sibir* arrives (see *The Sibir Arrives*, page 18), the Saurids will have access to fissile material that they can use to effect a new power core and escape Earth completely - assuming they can overwhelm Alfa team, which the *Sibir* carries of course.

Petrushkin

On the far side of the room, the agents can see what appears to be a human male looking over a table at them. If the Saurids are not aware of the agents' presence, he makes eye contact, but says nothing. Upon closer inspection, the agents find this is a decapitated head with a nest of wires emerging from the base of the skull and connecting to one of the databanks. The head has been neatly detached from the body just below the neck, leaving the vocal chords still intact. A small cylinder is attached to the neck with several tubes that feed air to the neck so that the vocal chords can operate. The head is still alive, and the eyes suddenly swivel to look at one of the agents. This is a shocking event, sanity-wise, with any resulting Condition being rolled on the Horror column.

The head introduces itself as Biopreparat Operative Petrushkin. He, much against his will, has been helping the Saurids learn more about the nature of the base and their immediate environment. As a result, the Saurids know that another vessel, the *Sibir*, is en-route to the base with a much larger force aboard. The Saurids intend to capture the *Sibir* and use its reactor core to repower their ship and leave Earth.

He also knows that Kirbuck is still alive somewhere in the vessel: "I can hear her screaming," he says.

Petrushkin's not sure where his body is, but would very much like to die. Disconnecting the wires or delivering 3 points of damage to the head fulfils his wishes.

Stasis Chambers

There are two stasis chambers, one on either side of the corridor. These rooms are 20 metres by 20 metres with twenty stasis tubes in each room as well as the equipment to keep stasis functioning independent of main power. The rooms are unguarded.

Fifteen of the tubes still have Saurids suspended in fluid. Displays on the front of each tube show various biological values in the Saurid language. The numbers fluctuate slowly, monitoring the entropic-suspended Saurids. The displays on four of the tubes with Saurids inside are blank. These Saurids are merely recuperating between work shifts; agents notice the extraterrestrials' lidless eyes slowly following them as they cross the room.

There are numerous ways the agents can shut down stasis: the tubes can be shot or smashed; the tubing that circulates the fluid in each tank can be cut. An Electronics test provides the agent with basic understanding of the controls and enough knowledge to power down the backup energy supply. A Formidable Electronics test can provide an agent with enough understanding to release the creatures held in stasis.

The stasis system is geared to the Saurid physiology and extensive research and reprogramming is necessary to configure it for human systems. It would take many months, but it is possible, and thus, if anyone can take this ship intact, the means for interstellar travel are at hand. Yet the stasis tubes are essential not just for interstellar travel at faster-than-light speeds, but also for general acceleration/deceleration at high stellar velocities.

Laboratory

Female screams or whimpers can be heard coming from inside this room as the agents pass by.

Many of the Saurid aboard this ship are scientists. This room is multi-tiered, similar to a lecture room. Cabinets full of Saurid stealth technology, genetic modifications, and astro-navigation tools line the walls. Several samples of mega-fauna are stored in drawers. There are no Saurid in the room; They've grown tired of Kirbuck's screams. However, one Saurid comes by to check her vitals every half-hour or so.

In the centre of the 40 metres long by 20 metres deep room are two large research benches surrounded by smaller tables. Strapped to one table is Tanya Kirbuck. On the other is the headless torso of Petrushkin. Petrushkin's body has been forensically dissected and then stitched back together. Kirbuck's torso is similarly cut open from her clavicle to her navel and many of her internal organs spread across

the surrounding tables, all of them attached to her via tubing, sensors, and other technology similar to that keeping Petrushkin's head alive in the Engineering area. Viewing what's become of Kirbuck is a Disturbing event with Horror Conditions.

Saurid technology allows them to completely suppress Kirbuck's pain while keeping her mind fully conscious. Her screams are cries of anger and frustration, not pain. It is clear that the Saurids have used Kirbuck as a study in human anatomy. Kirbuck confirms that it was their intrusion into the ship that awoke the Saurids, provoking a hostile response. She was severely injured in the ensuing confrontation with the Saurids, and she has no idea why they are keeping her alive while Petrushkin has been killed (she does not know of Petrushkin's head in the Engineering section). As noted in the Saurid Objectives section on page 16, the Saurids intend to use her as a potential bargaining tool with the crew of the Sibir, although capturing one or more of the agents increases their bargaining capabilities. Unlike Petrushkin, Kirbuck very much wants to live, despite what has been done to her body. She also wants vengeance on the Saurids. She implores the agents to find a way of destroying the 'monstrous scum', no matter what the cost.

If any Saurids return to the room while the agents are present, they attempt to capture as many of the agents as they can, securing any prisoners in empty Stasis Units. If attacked, they defend themselves, and will use lethal force if necessary, but they know that living humans will prove useful in getting what they most want – the means to leave Earth.

Cargo

The cargo room is 60 metres long by 20 metres deep. It is filled with metal crates filled with food, water, and other non-scientific supplies. This room doubles as the armoury and numerous Saurid plasma claws in various states of repair are hung on the wall.

The ambient temperature inside the ship is provided by a kerosene heater taken from the barracks building. The fumes are poisonously thick and spending more than 1d4+1 minutes in the cargo area without breathing apparatus leads to death from carbon monoxide poisoning, there being no fresh air being brought into the ship.

Propulsion

The propulsion area contains the ship's drives. It is accessed from the Stasis Chambers, but this is unwise as much of the area is beneath the ice and has multiple leaks caused by the crash. Each time the main airlock is opened, the drop in atmospheric pressure allows more liquid to enter, so that the compartment is now half flooded with frigid sea water. It is also the reason the ship is beginning to drag down the ice floe.

Several Saurid in their gel suits are currently trying to patch the holes to prevent the vessel from sinking entirely.

Their presence plus the water will likely place the propulsion section off-limits to the agents.

The Sibir Arrives

The GRU is already en-route to the ice floe and arrives two days after the agents begin their reconnaissance of the base. Their vessel, the *Sibir*, is an Arktika Class icebreaker, powered by a pair of 171 gigawatt nuclear reactors. The Saurid's aim is to get the satellite dish operational and signal the *Sibir* using Petrushkin's severed head (but with instructions controlled by the ship's AI) to lure the crew to shore with a false sense of security. From there, more of the Saurid crew will be awoken and a stealth assault made on the *Sibir* to take the vessel and plunder it for the reactors and fissile material needed to make their own ship space-worthy again.

The *Sibir* has a crew of 140 and a cadre of 18 Alfa Team Spetsnaz soldiers trained and equipped for arctic deployment. Their mission is to free the alien ship from the ice, neutralise and quarantine any hostile life forms, and lift (or tow) it back to the USSR. While the *Sibir* is on alert, they're clearly not banking the grotesque turn of events at the base and, unless warned, are walking into a potential trap. The Saurids' gel suits allow them to withstand the intense cold of the arctic water and access the icebreaker from whatever positions along its hull they desire, meaning that a sneak underwater assault while the GRU soldiers are investigating the base will leave the *Sibir* vulnerable.

Of course, the GRU isn't expecting agents from a foreign power to be present, and the first reaction of the special forces will be to capture at least one of these spies for interrogation and potential hostage exchange with the west. But if things are going badly, the GRU won't hesitate to kill the agents if it proves to be the most expedient course of action.

The GRU can be negotiated with, although they will, at first, be sceptical of any warnings that they're walking into an ambush against a technologically superior foe. Any rolls the agents make to try to persuade or convince the GRU of the true situation should be at either Hard or Formidable; however, the GRU are not completely unreasonable. If the agents can offer proof of the true situation on the ice floe, then there is a chance that the GRU will form a temporary alliance with the agents, and grant them leave to escape the base when the Skyhook returns for them. But this should not be an easy task: the GRU are committed to their own cause and the west is an enemy. Make negotiations with the GRU difficult, but not impossible.

The Saurids also intend to use Kirbuck as a bargaining tool. The GRU are prepared to go along with this to a point, but only in order to gain the upper hand and seize control

of the Saurid ship. The Biopreperat team is considered expendable and the GRU really doesn't care what happens to Kirbuck or Petrushkin. There is no way for the agents to help Kirbuck, given her medical state, and any Alfa team soldier coming across her body will likely kill her out of mercy anyway.

Attempting to tackle the soldiers is folly. They are well trained and better equipped than the agents. While a few sneak attacks might kill a few of the Spetsnaz, getting into any kind of fire fight with them is suicide. This tactic *might* work to cause a temporary diversion for the Saurids to complete their own plans, but obviously everything hinges on how the agents react to what they've encountered on the ice floe and how they plan to get out of it.

Options

While it's impossible to account for all the options a creative team of players can come up with, some obvious options for how the scenario ends are presented below. Much depends on the characters' attitudes to an impossible situation and their levels of altruism.

1. **Sit tight and wait for rescue.** The agents can try to hide in the base until the Skyhook returns, leaving the Saurids and GRU to battle it out. The Saurids are more intent on capturing the *Sibir* than wasting time and resources tracking down and killing the agents – unless, of course, the agents' liberty would compromise the Saurids' plans.
2. **Destroy the Saurid ship.** It is possible to rig the generator or kerosene heater to explode, causing enough internal damage that repairs are no longer feasible. More importantly, it shakes the ship free from the vestigial ice, which then sinks to the depths of the Arctic Ocean, dragged down by its flooded propulsion compartment. Whether or not the agents survive such an operation depends on their demolitions ability and a breakneck run for safety if timed detonators are used to trigger the explosion. In true B Movie style, it might be necessary for someone to physically activate the explosion; this could be one of the agents, Zhilin, or even Kirbuck.
3. **Side with the Saurids.** The agents might decide to side with the aliens and help overwhelm the GRU and help them take the *Sibir*. The Saurids will need to be convinced of the agents' desire to help, and this will not be easy. They are xenophobic and as distrustful of humans as humans are of the Saurids. The most likely outcome here is that the Saurids allow the agents to provide diversionary tactics against the GRU, but are considered expendable. The Saurids really do not have any intention of joining the west in a war against

the east, and neither are they keen on taking any curious humans into space.

4. ***Kill the Saurids and secure the ship.*** The west will want the spaceship just as much as the Soviets, but such a plan isn't likely to succeed. While the Saurids could be killed using one of the pathogens found in the base, the Sibir is carrying a much superior force that will easily be able to secure the ice floe and capture the ship. The agents are a reconnaissance team and they lack the resources to secure and hold an alien starship against the might of Soviet Special Forces.
5. ***Side with the Soviets.*** This is a possibility, if the GRU can be convinced that the agents can help. If the agents have been inside the ship, or have any information on Saurid capabilities, then they are useful to the Russians. The GRU isn't going to waste any chance of gaining the upper hand, especially when the Saurids' combat capabilities are better understood. If the agents do assist the GRU, their commander can be convinced to let them return to the west when the Skyhook arrives: after all, who would believe their story, and would a western government even dare to make public what has been found on the ice floe?

Ultimately the conclusion of the scenario is in the hands of the characters and the Games Master. It should be thrilling, it should be tense, and it should be dramatic. The agents are outmatched by both aliens and GRU, but keeping their wits about them (assuming they have any left after witnessing what's happened to Petrushkin and others) gives them a reasonable chance of survival if they act sensibly.

Handouts

Journal Entries

Excerpts from the mission log of Tanya Kirbuck, Biopreperat Mission Leader. These excerpts are from a hand-written journal kept in a desk drawer in the research building.

<dated six months ago>

Phase 2 of Operation Snegurochka has officially commenced. The laboratory strains from Moscow will be subjected to polar conditions for this stage of the test. Once complete, we should have a decent array of samples, resistant to most climatic conditions, for full production.

The cargo plane has taken off and we're on our own. The crew has begun construction of the shelters and the installation of the laboratory.

<dated four months ago>

Xenia Stepanovna fell on the ice and shattered her hip and we lack the facilities to care for her, so we need to get her off the ice. The runway is already treacherous, but we'll risk an extraction. I'm sending the radiation reports with her; some interesting readings that we can't explain. It might be nothing.

<dated two weeks ago>

Communication from HQ: we are to halt our testing programme and focus on the radiation readings. So it IS something. Very like Yeniseysk Governorate, and we've been told to record all surveys and findings. The whole ice floe is giving readings in the transuranic range, some areas stronger than others. What have stumbled on here?

<dated 12 days ago>

We've drilled north of the base. The ice samples show the source of the radiation readings. A distinct layer. Tough to date it, the cores suggest over seventy years ago, but that would date it from before the great patriotic war. We can't be certain of origin. I've never come across anything like it.

<dated 10 days ago>

We've shifted drilling from north of the camp to the south, near the pressure ridge. The crew is getting more agitated. We've been here two months, and while the resupply drops are welcome diversions, they do not take away from the fact that we're stuck on a sheet of ice in the arctic, under a communications lockdown imposed by HQ. Kadnikov is becoming increasingly agitated. He might need to be rotated off duty for a period.

<dated nine days ago>

Petrushkin, Zhilin and Gorov were drilling today when the drill struck something solid. Following protocol, they set off a controlled explosive. Once the ice was cleared they found a metal hull. A God damned metal hull! Have the Yanks lost one of their subs? Waiting for instructions to come through, but we're all on edge right now.

<dated six days ago>

We've been ordered not to open the thing Petrushkin, the stupid bastard, is all for blowing the hatch but I've convinced him to wait, the order comes from the top. The Sibir is on its way, probably filled with soldiers and a nuclear depth charge, so he is worried that this might be our only chance to bring a scientific perspective to all of this. Shit, after the alloy analysis I'm scared. If this is what we think it is - what the top brass fears it is - then it changes everything.

Computer Entries

If an agent can restore power to the building and crack the password protection on the computer, they can find the following documents.

- ⊖ Reams of meteorological and climatological data
- ⊖ Radiation readings indicating the transuranic nature of the local background radiation signatures
- ⊖ A folder containing documents confirming that Operation Snegurochka is intended to research pathogens
- ⊖ Communications Log: a record of electronic communications between the research station's computer and somewhere in Russia. There are a series of coded log entries dating back 321 days:

<log entry from Station569 to a587223>

Check-in

<log entry from a587223 to Station569>

Acknowledged

Similar entries continue in pairs until six days ago when they suddenly stop. Other entries of note are:

<log entry dated sixteen days ago from Station569 to a587223>

Confirming abnormal background radiation readings. Details in attached file.

<log entry dated 15 days ago from a587223 to Station569>

Priority mission override. Operation Snegurochka suspended. Mission priority to investigate radiation sources. See attached file K-FFZ-7-05. Summary: take readings and drill where strongest. Do not transmit data. Restrict communications to check-in until further notice. Confirm acceptance .

<log entry dated eight days ago from Station569 to a587223>

During drilling procedures near the southern end of ice floe uncovered vessel buried in the ice, 4 metres down. Radiation signatures identical to Yeniseysk. Awaiting orders.

<log entry dated six days ago from a587223 to Station569>

Acknowledged. Icebreaker NS Sibir despatched to your position. ETA to be confirmed, Scientific team from Operation Snegurochka ordered to search for biological contaminants, but NOT access object. Proceed with extreme caution. Repeat: Internal access of Object forbidden. Investigate possible bio-residues around Object and record external features. Repeat: Proceed with extreme caution.

<log entry dated one day ago from a587223 to Station569>

Request check-in Station569, you are overdue. If no reply is received, efforts to sanitise area will commence with arrival of NS Sibir. Thereafter Alfa Team has command. Repeat: Alfa Team has command.

CHARACTERS

Tanya Kirbuck

An early middle-aged woman with short, greying hair, Tanya Kirbuck is the field leader of Project Snegurochka, a joint GRU-Biopreperat initiative to research weaponised viruses. A brilliant scientist, Kirbuck holds doctorates in paleobiology, chemistry, and geology. She also served in the Soviet Northern Fleet. Those two factors made her the Biopreperat's top candidate to lead this mission.

Kirbuck is naturally cautious, somewhat amoral, and wholly unprepared for what has been discovered beneath the ice. Her innate caution leads some of her team, like Petrushkin, to question her authority, and this insubordination has led to the ensuing disaster for the scientists.

Subjected to a horrific, living vivisection, it is amazing that Kirbuck's mind has not snapped. She can confirm that it was Petrushkin's insubordination that led to the current predicament, but as head of the team accepts final responsibility for all that has gone wrong. She has no idea that she is to be used as a bargaining tool and if this comes to light, demands to be killed so that she does not have to suffer further indignities. Her hatred for what the Saurids have done to her is palpable, but she also understands that it was probably inevitable. She studies and manipulates microbes for the purposes of weaponisation; why should the aliens view her any differently to the way she views diseases?

The statistics opposite depict Kirbuck before her injuries. For all intents and purposes, she is incapacitated and if removed from the Saurid machines, will die within 15 minutes.

<i>Kirbuck</i>	<i>Attributes</i>
STR: 10	Action Points: 2
CON: 15	Damage Modifier: None
SIZ: 15	Movement: 6 metres
DEX: 7	Initiative Bonus: +12
INT: 17	Armour: None
POW: 12	Tenacity: 10 (reflects sanity losses)

CHA: 12

Skills

Athletics 40%, Customs 75%, Deceit 40%, Drive (snowmobile) 50%, Endurance 70%, Evade 34%, Influence 73%, Insight 64%, Mechanic 30%, Native Tongue (Russian) 95%, Perception 44%, Science (Chemistry) 75%, Science (Geology) 85%, Science (Paleobiology) 85%, Stealth 40%, Survival 58%, Unarmed 47%, Willpower 95%

Passions

Loyalty (Soviet Union) 85%, Hate Saurids 90%

<i>1d20</i>	<i>Location</i>	<i>AP/HP</i>
01–03	Right Leg	0/6
04–16	Left Leg	0/6
07–09	Abdomen	0/7
10–12	Chest	0/8
13–15	Right Arm	0/5
16–18	Left Arm	0/5
19–20	Head	0/6

Combat Style: Soviet Officer (Sidearms) 59%

Weapon	Size/Force	Damage	Range
Pistol	L	1d6	50/100/200, 8 round clip

Pyotr Zhilin

Pyotr Zhilin is the security officer and muscle of the team. A veteran of the Soviet army and GRU, he's seen more than his fair share of scrapes. Although this mission was not supposed to be dangerous (at least not in the sense that requires armed security), Zhilin was assigned just in case.

Although classified as security, Zhilin is an intelligent man and performed many of the basic scientific duties on the site; he therefore has a working knowledge of the base's operations and quite a few of the techniques being used in the study of the various pathogens.

Zhilin and Kirbuck led the group that went to rescue Petrushkin. When the small team was quickly overwhelmed and Kirbuck captured, Zhilin managed to hide and make his escape. His sanity is shaken both by what he has seen and how his courage has failed him.

Zhilin	Attributes
STR: 17	Action Points: 2
CON: 16	Damage Modifier: +1d4
SIZ: 14	Movement: 6 metres
DEX: 14	Initiative Bonus: +15
INT: 16	Armour: None
POW: 10	Tenacity: 5 (reflects sanity losses)
CHA: 10	
Skills	
Athletics 40%, Brawn 57%, Conceal 54%, Customs 75%, Deceit 72%, Drive (snowmobile) 61%, Endurance 70%, Evade 34%, Influence 53%, Insight 44%, Mechanic 50%, Native Tongue (Russian) 75%, Perception 44%, Science (Climatology) 45%, Sleight 48%, Stealth 40%, Survival 58%, Unarmed 67%, Willpower 46%	
Passions	
Loyalty (Soviet Union) 85%, Hate Saurids 80%, Paranoid 80%	

1d20	Location	AP/HP
01-03	Right Leg	0/6
04-16	Left Leg	0/6
07-09	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Combat Style: Soviet Soldier (Sidearms, Assault Rifle, Ice Axe) 75%

Weapon	Size/Force	Damage	Range/Notes
Pistol	L	1d6	50/100/200, 8 round clip
Ice Axe	S	1d6+1d4	Can Impale

Spetznaz Alfa Team

These Alfa Team operatives are carried aboard the Sibir, a nuclear powered icebreaker. The soldiers are trained for arctic conditions, well armed, and prepared for something strange in the ice. Their objective is to secure the base, deal with any immediate threats, and maintain security while an additional science and technology team, also aboard the Sibir, works on freeing the crashed alien ship and either getting it aboard the icebreaker or rigging it to tow back to Murmansk.

Leading the Spetznaz is Major Gregorovitch, a grizzled veteran of a dozen conflicts and a brutally efficient tactician. Faced with the prospect of Kirbuck being used as a bargaining piece, he's prepared to play along until he can secure his own advantage, but he has no problems in sacrificing any member of the Biopreparat in pursuit of the success of his mission, and safety of his own men.

Gregorovitch has the same skills as listed below, but increase Lore (Military Tactics), Willpower, and Survival by 20%. He also speaks some English (36%). While he dislikes any agents he comes across, he has a grudging respect for military operatives, which comes across in his demeanour.

If using this scenario with Luther Arkwright, Gregorovitch is a Disruptor Knight, and is armed with a hand flamer. The spetznaz troops he commands are not intended to be Disruptor Rooks, but the Games Master can make them such if so wished.

Spetznaz	Attributes
STR: 15	Action Points: 3
CON: 16	Damage Modifier: +1d4
SIZ: 15	Movement: 6 metres
DEX: 16	Initiative Bonus: +12
INT: 14	Armour: Arctic Body Armour (4 points torso and head)
POW: 12	Tenacity: 12
CHA: 12	
Skills	
Athletics 70%, Brawn 70%, Endurance 90%, Evade 50%, Lore (Military Tactics) 60%, Native Tongue (Russian) 75%, Perception 70%, Stealth 40%, Survival 60%, Unarmed 60%, Willpower 50%	
Passions: Loyalty (Soviet Union) 75%	

1d20	Location	AP/HP
01-03	Right Leg	0/6
04-16	Left Leg	0/6
07-09	Abdomen	4/7
10-12	Chest	4/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	4/6

Combat Styles:

Special Forces (Pistol, Assault Rifle, Sniper Rifle, Grenade) 88% - Ranged

Marksman Trait

Hand to Hand (Unarmed, Knife) 84% - Do or Die Trait

Weapon	Size/Force	Damage	Range/Notes
Pistol	L	1d6	50/100/200, 8 round clip
AK-47	L	2d6+1	600/1000/3000, 30 round clip
SVD Sniper Rifle	L	2d8+4	900/1500/500, 10 round clip
Grenade	L	3d10	5/10/20
Combat Knife	S	1d4	Can be thrown: 5/10/20

Saurids

The Saurids are bipedal, standing, on average, a shade under 2 metres tall. Their skin is a light grey with mottling around the eyes and mouth, small amber eyes equipped with a nictating membrane, and slightly flared nostrils. Their tongues are thin but not forked, and their hands and feet have three fingers and a fourth, opposable digit. The hands are long and slender; perfect for complex tasks requiring fine manual dexterity. Saurids are omnivorous, and do not cook their food.

The Saurid psychology is one of amoral curiosity: while they recognise humans are a civilised and technologically developing species, they do not view them as *feeling*, fully sapient creatures. This perception is similar to the one humans have towards insects or rodents; the Saurids are quite ready to experiment with, and exploit, this strange, fleshy, vulnerable species if it aids their own survival.

Saurids are driven to attack and subdue first, minimising any personal danger. This leads to initially aggressive tactics, followed by curious investigation. They are clever and cunning, knowing how to stalk and lure enemies into positions of weakness or vulnerability. When they strike they strike hard, but they also know mercy and do not commit wanton slaughter unless utterly necessary. They are, nevertheless, aggressive opponents, as their handling of the Biopreparat team demonstrates.

On average, Saurids are stronger, tougher, and smarter than humans, but not outrageously so. They can see perfectly well in low-light conditions and their gel suits help them function in hostile environments. If using Luther Arkwright, the Saurids have the following Traits: Brutal, Null-Psionic, Enhanced Balance (Luther Arkwright, page 41).

Saurid plasma claws are both a ranged and close-quarter weapon. If using their natural talons, the nails of the fingers are allowed to extend beyond the confines of the gel suit.

Saurid	Attributes
STR: 2d6+9 (16)	Action Points: 3
CON: 2d6+9 (16)	Damage Modifier: +1d4
SIZ: 2d6+9 (16)	Movement: 6 metres
DEX: 3d6 (11)	Initiative Bonus: +14
INT: 2d6+9 (16)	Armour: Natural Scale & Gel Suit (3 points total)
POW: 3d6 (11)	Tenacity: 11
CHA: 2d6 (7)	Abilities: Cold Blooded, Night Sight
Skills	
Astrogation 65%, Athletics 70%, Brawn 70%, Comms 75%, Computers 80%, Endurance 90%, Evade 50%, Knowledge (Military Tactics) 80%, Mechanics 95%, Native Tongue (Saurid) 75%, Perception 70%, Pilot (Spaceship) 75%, Science (Biology) 80%, Sensors 70%, Stealth 40%, Survival 60%, Unarmed 70%, Willpower 50%	
Passions: Loyalty (Saurids) 85%, Hate (Enemies) 70%	

1d20	Location	AP/HP
1-3	Tail	3/6
4-5	Right Leg	3/6
6-7	Left Leg	3/6
8-10	Abdomen	3/7
11-14	Chest	3/8
15-16	Right Arm	3/5
17-18	Left Arm	3/5
19-20	Head	3/6

Combat Style: Saurid Warrior (Plasma Claw, Unarmed) 70%

Weapon	Size/Force	Damage	Range/Notes
Plasma Claw	S/L	2d6+2	30/100/300
Claws	M	1d4+1d4	Bleed, Sunder

Pre-Generated Agents

Farraday

Grayson ‘Gray’ Farraday is a veteran agency man with a jaded but pragmatic view of Soviet culture and the Cold War. He hopes this is his last assignment before he can retire early to his family’s Montana ranch. Starting as an analyst and translator in the Agency, he became a field agent in the early 1970s, with assignments in Berlin, Stockholm and London before returning to Washington in the early 1980s. Farraday is cool under pressure, considered, measured, but still ruthless when the assignment calls for it.

Farraday	Attributes
STR: 10	Action Points: 2
CON: 15	Damage Modifier: None
SIZ: 15	Movement: 6 metres
DEX: 7	Initiative Bonus: +12
INT: 17	Armour: None
POW: 12	Tenacity: 12
CHA: 15	
Skills	
Athletics 49%, Brawn 59%, Bureaucracy 62%, Comms 63%, Conceal 38%, Courtesy 51%, Customs 47%, Dance 57%, Deceit 39%, Drive 51%, Endurance 53%, Evade 35%, First Aid 34%, Gambling 39%, Influence 84%, Insight 78%, Language (German) 90%, Language (Russian) 80%, Locale 40%, Lore (Cold War Relations) 84%, Mechanics 46%, Navigation 50%, Oratory 68%, Perception 77%, Pilot 57%, Sensors 62%, Stealth 44%, Streetwise 73%, Survival (Wilderness) 62%, Unarmed 43%, Willpower 84%	
Passions	
Dislike Communism 74%, Loyalty to Agency 81%, Recount Anecdotes 66%	

1d20	Location	AP/HP
01-03	Right Leg	0/6
04-16	Left Leg	0/6
07-09	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Combat Style: Small Arms (Sidearms) 66%

Weapon	Size/Force	Damage	Range/Notes
9mm Pistol	L	1d6+1	50/100/200, 10 round clip

Flint

Desmond Flint is suave, charming, debonair, egotistical and likes to portray himself as an aesthete and intellectual. Born Hiram Gostinska in the Bronx, he’s managed to cultivate a West Coast persona that successfully masks his humble Polish-Jewish heritage. Despite the casual bravado, Flint is an effective agent. A whizz with technology, he was quick to understand that computers would be the future for the intelligence services and studied hard to ensure he would be ahead of the curve.

Flint	Attributes
STR: 14	Action Points: 2
CON: 16	Damage Modifier: +1d2
SIZ: 17	Movement: 6 metres
DEX: 9	Initiative Bonus: +12
INT: 14	Armour: None
POW: 12	Tenacity: 12
CHA: 17	
Skills	
Art (Art Appreciation) 44%, Athletics 39%, Brawn 55%, Conceal 46%, Computers 88%, Craft (Machinist) 60%, Customs 61%, Dance 56%, Deceit 77%, Drive 56%, Electronics 66%, Endurance 60%, Engineering 83%, Electronics 72%, Evade 41%, First Aid 46%, Gambling 60%, Influence 71%, Insight 55%, Locale 54%, Mechanics 88%, Perception 56%, Stealth 42%, Streetwise 51%, Survival (Urban) 59%, Unarmed 79%, Willpower 57%	
Passions	
Art and Fashion 81%, Hate Dirt & Grime 64%, Loyalty to the Agency 80%	

1d20	Location	AP/HP
01-03	Right Leg	0/6
04-16	Left Leg	0/6
07-09	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Combat Style: US Marine (Sidearms, Assault Rifle) 71%

Weapon	Size/Force	Damage	Range/Notes
9mm Pistol	L	1d6+1	50/100/200, 10 round clip
M16 Carbine	L	2d6+1	500/900/2000, 30 round box

Gale

Katherine Gale is British, born into a comfortable middle class background and recruited to the Agency from university due to her aptitude for languages. She has served in London, Paris, Berlin, and Moscow. Despite her cut-glass accent and fondness for tea, salmon and cucumber sandwiches, and the cricket scores, Gale is a top-notch operative and an expert in cyphers. She worked undercover in Moscow and succeeded in penetrating several top-level Soviet research bureaus before her cover was blown by a double-agent.

Gale	Attributes
STR: 12	Action Points: 3
CON: 15	Damage Modifier: None
SIZ: 10	Movement: 6 metres
DEX: 16	Initiative Bonus: +15
INT: 13	Armour: None
POW: 15	Tenacity: 15
CHA: 15	
Skills	
Athletics 64%, Brawn 41%, Bureaucracy 42%, Conceal 58%, Courtesy 74%, Customs 58%, Dance 34%, Deceit 82%, Drive 55%, Endurance 71%, Evade 88%, First Aid 40%, Influence 57%, Insight 63%, Language (German) 100%, Language (Russian) 99%, Locale 74%, Lore (Cyphers) 88% Perception 81%, Stealth 79%, Streetwise 55%, Unarmed 77%, Willpower 65%	
Passions	
Do Everything by the Book 70%, Hate Traitors 86%, Loyalty to Agency 81%	

1d20	Location	AP/HP
01-03	Right Leg	0/5
04-16	Left Leg	0/5
07-09	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Combat Style: Small Arms (Sidearms) 44%, Judo 78% (Mancatcher Trait)

Weapon	Size/Force	Damage	Range/Notes
9mm Pistol	L	1d6+1	50/100/200, 10 round clip

Mathison

Caroline Mathison is from Chicago and serves the Agency just as her father did. She has a lot to live up to; her father was celebrated, and many feel Mathison's rise up the ranks is the result of Agency favouritism. Truth is, she is extremely competent but also a risk-taker who doesn't always think-through the consequences. She is also a heavy drinker, although she has managed to keep this quiet. Mathison does not suffer fools of any kind, but also yearns for acceptance among her peers. Mathison is a skilled bio-chemist with an interest in the Soviet's Biopreperat activities.

Mathison	Attributes
STR: 12	Action Points: 3
CON: 12	Damage Modifier: None
SIZ: 11	Movement: 6 metres
DEX: 12	Initiative Bonus: +14
INT: 16	Armour: None
POW: 13	Tenacity: 13
CHA: 11	
Skills	
Athletics 49%, Brawn 44%, Craft (Forgery) 58%, Conceal 61%, Customs 52%, Deceit 77%, Drive 64%, Endurance 45%, Evade 41%, First Aid 86%, Influence 36%, Insight 61%, Language (Russian) 68%, Locale 36%, Perception 59%, Research 87%, Science (Biology) 80%, Science (Chemistry) 80% Stealth 47%, Unarmed 42%, Willpower 41%	
Passions	
Addicted to Alcohol 74%, Guilt Complex 76%	

1d20	Location	AP/HP
01-03	Right Leg	0/5
04-16	Left Leg	0/5
07-09	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Combat Style: Small Arms (Sidearms) 62%

Weapon	Size/Force	Damage	Range/Notes
9mm Pistol	L	1d6+1	50/100/200, 10 round clip

Tarr

Richard ‘Dicky’ Tarr is another Brit; an experienced military man who served with the Parachute Regiment’s 2nd Battalion (‘2 Para’) in Northern Ireland. His exemplary undercover work and skills with demolitions led to his recruitment by the Agency following the events of the Warrenpoint Ambush in 1979. Tarr is hard-bitten, laconic, and a chain-smoker. He acts as the muscle for the group and is unconcerned with the finer aspects of the operation; he knows what he is – an efficient killer who can easily slip into the shadows while others do the ‘brain-work’, as he calls it.

Tarr	Attributes
STR: 16	Action Points: 3
CON: 11	Damage Modifier: +1d4
SIZ: 15	Movement: 6 metres
DEX: 18	Initiative Bonus: +15
INT: 12	Armour: None
POW: 11	Tenacity: 11

CHA: 8

Skills

Athletics 62%, Brawn 83%, Comms 46%, Conceal 45%, Customs 60%, Deceit 65%, Demolitions 95%, Drive 85%, Endurance 78%, Evade 53%, First Aid 39%, Influence 41%, Insight 40%, Locale 58%, Lore (Squad Tactics) 66%, Navigation 57%, Parachuting 85%, Perception 56%, Sensors 36%, Stealth 72%, Streetwise 81%, Survival (Urban) 66%, Unarmed 57%, Willpower 55%

Passions

Hate IRA 80%, Chain Smoker 65%, Loyalty to Agency 53%

1d20	Location	AP/HP
01–03	Right Leg	0/6
04–16	Left Leg	0/6
07–09	Abdomen	0/7
10–12	Chest	0/8
13–15	Right Arm	0/5
16–18	Left Arm	0/5
19–20	Head	0/6

Combat Style: Parachute Regiment (Sidearms, Assault Rifle, Knife) 89%

Weapon	Size/Force	Damage	Range/Notes
9mm Pistol	L	1d6+1	50/100/200, 10 round clip
M16 Carbine	L	2d6+1	500/900/2000, 30 round box
Combat Knife	S	1d4+1d4	Can be thrown: 5/10/20

Warren

Aaron Virgil Warren hails from Baton Rouge and distinguished himself during the Vietnam war, receiving the Medal of Honor from Richard Nixon, one of only 20 African Americans to be decorated at this level from the Vietnam conflict. He was recruited to the agency as part of a drive to better represent African Americans in the intelligence community, and he has continued to distinguish himself in covert service, helping to root out and convict two Soviet double agents who, posing as husband and wife, had been active in the US intelligence services for close to a decade.

Warren	Attributes
STR: 17	Action Points: 3
CON: 14	Damage Modifier: +1d4
SIZ: 17	Movement: 6 metres
DEX: 13	Initiative Bonus: +13
INT: 13	Armour: None
POW: 9	Tenacity: 9

CHA: 10

Skills

Athletics 47%, Brawn 82%, Conceal 49%, Customs 51%, Dance 39%, Deceit 41%, Drive 41%, Electronics 50%, Endurance 60%, Evade 61%, First Aid 43%, Influence 36%, Insight 86%, Locale 50%, Lore (Squad Tactics) 35%, Mechanics 63%, Perception 76%, Stealth 51%, Survival (Jungle) 55%, Unarmed 79%, Willpower 54%

Passions

Love Guns 73%, Act Fearlessly 76%, Loyalty to Agency 78%

1d20	Location	AP/HP
01–03	Right Leg	0/7
04–16	Left Leg	0/7
07–09	Abdomen	0/8
10–12	Chest	0/9
13–15	Right Arm	0/6
16–18	Left Arm	0/6
19–20	Head	0/7

Combat Style: US Army (Sidearms, Assault Rifle) 78%

Weapon	Size/Force	Damage	Range/Notes
9mm Pistol	L	1d6+1	50/100/200, 10 round clip
M16 Carbine	L	2d6+1	500/900/2000, 30 round box

SANITY

Sanity explores psychological damage from a variety of sources. For the most part characters are sane and mentally healthy; however characters are sometimes exposed to events and circumstances that can shake their sanity, affect their mental well-being, or directly attack their grip on reality. This section provides rules for sanity, its loss, and its effects.

Measuring Sanity

A character's sanity is measured in two ways: Tenacity Points and Conditions experienced when sanity is shaken (represented by a loss of Tenacity Points)

Tenacity Points

A character's Tenacity Points represent mental or psychological Hit Points. They can suffer damage and be reduced in the same way locational hit points can be reduced through physical damage. Tenacity Points are equal to POW, which represents the base mental strength of the character. As Tenacity Points are reduced, the character becomes more vulnerable to certain Conditions. When Tenacity Points reach a negative value, any Conditions gained through exposure to traumatic, horrifying, or sanity-shaking events become permanent. When Tenacity Points reach a negative value equal to their starting value then the character is considered permanently insane or incapable of any further mental function.

Conditions

Conditions result from exposure to events that invoke fear, horror, or sanity-shaking events. They are akin to the Conditions associated with poisons and disease (see Mythras page 74). Examples are phobias, mania, and paranoia; Conditions are temporary while a character's Tenacity Points are positive, but when they reach a negative value, Conditions become permanent unless

treated through sophisticated methods such as antipsychotic drugs, intense psychotherapy, or even magic.

Losing Grip

Five things can cause an individual to lose Tenacity Points and potentially gain a Condition:

- ⊖ Exposure to Fear (for example, fleeing for one's life, pursued by relentless, implacable enemies)
- ⊖ Exposure to Horrific Events (for example, witnessing a gruesome murder)
- ⊖ Exposure to Madness (for example, coming into contact with phenomenon that defy all rational explanation and are shocking to contemplate)
- ⊖ Torture, which, despite also causing physical damage, is intended to break the will of the victim
- ⊖ Psionic or Magical trauma, caused by deliberate psionic attacks or powers – such as a Wrack (Sanity) spell .

Although these five events can be very different, they are handled in much the same way.

<i>Level</i>	<i>Intensity</i>	<i>Skill Grade</i>	<i>Typical Tenacity Loss</i>
0	Mild	Standard	1 point
1	Unsettling	Hard	1d3
2	Disturbing	Formidable	1d6
3	Shocking	Herculean	1d10
4	Devastating	Hopeless	1d20

Intensity

Any of the five events – Fear, Horror, Madness, Torture, or Psionic Trauma – is assigned an *Intensity*. Intensity is an adjective and corresponds with a skill difficulty grade, as follows:

Whenever a character is faced with a psychological event, a Willpower roll is made at the skill grade corresponding with the event Intensity. If the Willpower roll succeeds, then there are no ill-effects. If the roll fails, then Tenacity is lost, according to the Typical Tenacity Loss for the Intensity. Specific effects depend on the degree of success of the Willpower roll:

Critical

The character is unaffected by the event. Furthermore, exposure to a similar event in the future is handled at one level of Intensity less (so a potentially Shocking event would be handled as Disturbing, for example).

Success

No ill effects. No Tenacity lost – usually. The Games Master might rule that an event is still so profound that even a successful Willpower roll results in the loss of 1 Tenacity Point.

Failure

Tenacity is lost at the rolled value.

Fumble

The full Tenacity Loss value is incurred. For example, undergoing a Shocking level of Torture with a fumbled Willpower roll results in the loss of the full 10 Tenacity Points.

The exception is Psionic or Magical Trauma. Some assaults, such as a Wrack (Sanity) spell, inflict damage directly on Tenacity Points. In such cases the Tenacity Loss is the damage inflicted by the attack, rather than the event's intensity.

Luck Points

Luck Points can be used to reduce the Intensity of an event by 1.

Tenacity Loss

Losing Tenacity may result in gaining a Condition. A Condition is gained if a character loses half or more of current Tenacity points. If half or more of the Tenacity Points are lost in one go, then the Condition is Immediate. If the Condition is incurred through incremental Tenacity Point loss, then the Condition is Deferred. Immediate Conditions take place there and then; Deferred Conditions emerge over time and after the event.

To determine the Condition's nature, the character rolls on the Immediate or Deferred Table (page 30), referring to the column corresponding with the type of event.

Where Torture is the source of the event, all Conditions are considered Deferred. The Immediate response by the victim is the physical suffering the torture inflicts; mental effects always come after the fact.

If a character's Tenacity Points fall to a negative value, Conditions are always rolled on the Deferred Table but are

Anathaym's Saga

Anathaym has 7 Tenacity Points and a Willpower of 55%, which she has managed to develop with years of adventuring. Investigating the ruined manse of a Badoshi Warlord torturer, she makes her way from room to room and stumbles across the corpse of a previous Meerish warrior who had also been sent to investigate. The corpse has been tortured and so horrifically mutilated that it is impossible not to be affected by the sight. The Games Master rules that this counts as an Unsettling Horrific event. Unsettling means that Anathaym's Willpower roll is at Hard, or two-thirds of 55%, which is 36%. She rolls and scores 32, which means she loses no Tenacity.

However, when she finally reaches the dungeon of the Badoshi fiend, she finds the torture chamber used by these cruel enemies to interrogate and break their prisoners, especially Meeros's Scarlet Spears. The place is stocked with hooks, chains, and all manner of ghastly devices designed to inflict pain slowly and intensively. Several victims have been dumped in an antechamber and their bodies are broken in many hideous ways. The Games Master rules that this is another Horrific event, but this time at Shocking. Anathaym's Willpower roll is now at one tenth (Herculean), so she must roll 6 or less to avoid Tenacity loss. She rolls 94 – not bad enough for a fumble, but she loses 1d10 Tenacity. The Games Master rolls 8: Anathaym is reduced to 0 Tenacity: to her horror, she recognises several of the horribly mutilated victims...

also treated as being permanent, requiring extensive help to cure them (see Curing Psychological Conditions on page 31). Note that even while into negative points, additional Conditions can be accrued. So, at -4 points Anna would, in our example, be subject to another Condition and any current Conditions are considered permanent until properly treated.

Conditions

Amnesia

To protect the character's sanity, the character's mind suppresses memories related to a traumatic event, although such memories may eventually be recovered. Babbles Incoherently — The character's mind is overwhelmed, and he is unable to do anything except babble incoherently. If attacked or threatened he will flee in terror.

Catatonia

The character is stupefied and unable to take any wilful actions of his own, though he may be led or forced to perform simple actions. Catatonic characters may repeat seemingly meaningless phrases or mindlessly repeat words spoken to them.

Delusional

The character begins to believe that he is something that he is not. The character effectively assumes a new identity and

Condition Tables

Immediate Conditions

1d20	Fear	Horror	Madness & Psionic Trauma
1-2	<i>Demoralised</i> for 1d8 rounds	<i>Babbles</i> Incoherently for 2d12 rounds	<i>Babbles</i> Incoherently for 2d6 rounds
3-6	<i>Demoralised</i> for 2d6 rounds	<i>Disgusted</i> for 1d6 rounds	<i>Babbles</i> Incoherently for 2d12 rounds
7-9	<i>Faints</i> for 1d6 rounds	<i>Enraged</i> for 2d6 rounds*	<i>Enraged</i> for 2d6 rounds
10-12	<i>Flees</i> in terror for 1d8 rounds	<i>Faints</i> for 1d6 rounds	<i>Faints</i> for 1d6 rounds
13-15	<i>Flees</i> in terror for 2d6 rounds	<i>Flees</i> in terror for 2d6 rounds	<i>Faints</i> for 1d8 rounds
16-17	<i>Paralysed</i> in fright for 1d2 rounds	<i>Paralysed</i> in fright for 1d4 rounds	<i>Flees</i> in terror for 2d6 rounds
18-20	<i>Paralysed</i> in fright for 1d4 rounds	<i>Sickened</i> for 1d6 rounds	<i>Paralysed</i> in fright for 1d4 rounds

Deferred Conditions

1d20	Fear	Horror	Madness & Psionic Trauma
1-3	<i>Disturbed</i> for 1d4 weeks	Suffers <i>Amnesia</i> for 1d12 months	Suffers <i>Amnesia</i> for 1d12 months
4-6	<i>Disturbed</i> for 1d6 months	<i>Disturbed</i> for 1d6 months	Suffers <i>Catatonia</i> for 1d12 weeks
7-8	Suffers <i>Nightmares</i> for 1d6 weeks	<i>Disturbed</i> for 1d12 months	Becomes <i>Delusional</i> for 1d6 months
9-10	Suffers <i>Nightmares</i> for 1d4 months	Suffers <i>Nightmares</i> for 1d4 months	Suffers <i>Fugue</i> for 1d12 months
11-12	Suffers <i>Nightmares</i> for 1d12 months	Suffers <i>Nightmares</i> for 1d12 months	Suffers <i>Hallucinations</i> for 1d6 weeks
13-14	Develops <i>Paranoia</i> for 1d6 weeks	<i>Obsessed</i> for 1d12 months	Suffers <i>Melancholia</i> for 1d6 months
15-16	Develops <i>Paranoia</i> for 1d4 months	<i>Obsessed</i> for 1d4 years	<i>Obsessed</i> for 1d12 months
17-18	Develops <i>Phobia</i> for 1d12 months	Develops <i>Phobia</i> for 2d12 months	Develops <i>Paranoia</i> for 1d12 months
19-20	Develops <i>Phobia</i> for 1d4 years	Develops <i>Phobia</i> for 1d4 years	Develops <i>Phobia</i> for 1d4 years

possibly personality, with a corresponding distorted view of his own capabilities.

Demoralized

The character is overcome with feelings of hopelessness and helplessness; these symptoms collectively increase the difficulty of most rolls by one grade.

Disgusted

The character is revolted at the awful sights he has seen, rendering him unwilling to approach or even remain within their presence. If forced to do so, the difficulty of most rolls is increased by one grade.

Disturbed

The character begins to suffer from panic attacks, insomnia and a persistent feeling of nervousness, disquiet, and unease. Anxiety causes physical symptoms like dizziness, rapid pulse, sweatiness, restlessness, and nervous twitches; these symptoms collectively increase the difficulty of rolls involving social interaction by one grade.

Enraged

The character flies into a murderous rage intent on utterly destroying the object of that rage (treat as Berserk — Mythras, page 183).

Faints

The character faints. Recovery is within 1d4 minutes.

Flees

The character flees in terror. Characters unable to flee, if cornered for example, may attempt to defend themselves but such actions are one difficulty grade harder.

Fugue

The character begins to experience blackouts while under stress, during which his conscious mind has no control over, or memory of, his actions. When the character is subject to extreme stress he must make a Willpower check or he will temporarily blackout. During the fugue the GM will control the character's actions until the character regains consciousness.

Hallucinations

The character begins to see things that aren't there or to see things as they are not. The hallucinations are usually focused on a common theme, typically related to the thing that caused the derangement. Characters suffering from hallucinations are furthermore unable to deal rationally with what they are seeing; the hallucinations always elicit a strong emotional response from the character, be it terror, entrancement, or obsession.

Hardened

The character's psyche is strengthened by the experience, lowering the difficulty level of future Fear, Horror, or Madness checks against similar stimuli by one grade.

Melancholia

The character begins to suffer from feelings of worthlessness, hopelessness, guilt, lethargy, and apathy often leading to thoughts of suicide; these symptoms collectively increase the difficulty of most Willpower rolls by two grades.

Nightmares

When the character next sleeps he begins to have horrific nightmares in which he relives his traumatic experiences and worst fears. Characters suffering from nightmares soon grow weary and exhausted from lack of restful sleep.

Obsessed

The character becomes fixated upon a specific object, person, idea, or activity, usually relating to his trauma. The obsession becomes the focus of the character's very existence, frequently disrupting other facets of his life.

Paralysed

The character is paralyzed in fright, completely unable to react. Paranoia — This causes the character to be suspicious of everyone and everything. As a result of his suspicious nature, the difficulty of rolls involving social interaction are increased by one grade. Conversely paranoid characters are frequently harder to surprise, deceive, ambush, or manipulate.

Phobia

The character develops an overwhelming, unreasoning fear of something. The object of fear is typically related to the experience that caused the derangement to develop. Whenever the phobic character encounters the object of his fear he must make a Willpower check, or be overcome by the effects of a failed Fear or Horror check.

Sickened

The character is sickened at the awful sights he has witnessed, rendering him unable to act except in self defence.

Recovering Tenacity

Tenacity Points are regained at the character's Healing Rate in Hours, if at 0 or a positive level, and in Days if negative (and until they reach 0 where the gain then changes to Hours). Recovering Tenacity requires the character to rest, avoid stress, and desist from using psionic powers. In Anathaym's example, she recovers her Tenacity Points at her Healing Rate of 2 in Hours, meaning that, after a decent night's sleep, she should be back to full strength.

Any deferred Conditions remain for the noted period irrespective of Tenacity Point recovery (and, if Conditions were incurred while Tenacity Points were negative, then the Conditions are permanent until treated).

Games Masters are free to adjust the rate of Tenacity Point recovery according to circumstances and other game events. For example, Anna needed a drink following the investigation of the Disruptor basement. The Games Master rules that Anna downs several large glasses of wine as a result of her Alcohol Dependency and so her Tenacity Point recovery is delayed until the following day, owing to her inebriation.

Curing Psychological Conditions

Deferred Conditions last until they have run their course or until help is sought. In the case of permanent Conditions, the only recourse is professional help, in the form of clinical treatment and psychotherapy. Of course, such things might not exist in some settings, so Games Masters must use appropriate discretion. Contemporary and Science Fiction settings may have exceptional facilities for dealing with mental illness and emotional breakdowns, but this will be largely dependent on the time period, attitudes towards mental health, and the degree to which such sciences have been actively explored.

Where and when it is available, treatment requires time and patience. Very few psychological disorders are cured swiftly; drugs and therapy might bring them under control in the short term, but proper treatment requires months and even years. For simplicity, consider that every permanent, deferred Condition requires a minimum of 4d6 months of treatment. This can be increased by 1d6 months for each level of Intensity of the event that resulted in the Condition, if the Games Master wishes - so a Phobia resulting from a Shocking event might require 7d6 months (between 7 months and 3.5 years) of treatment and therapy. Access to advanced, magical, or superior resources may reduce this time by a third; poor or inexperienced facilities might double it. Again, Games Master discretion applies.

It is assumed that the early stages of the treatment – at least the first month – will be intensive, requiring either confinement or daily therapeutic sessions. This may well take a character out of active participation for this period of the treatment. Thereafter, treatment is less intensive – perhaps a couple of times per week, dropping to a couple of sessions per month over time. The character can participate actively but remains susceptible to the Condition until treatment formally ends and he or she is cured.

If a Condition is temporary then it can run its course without treatment; however seeking treatment halves the duration of the Condition (for example Nightmares for 1d6 weeks would last for 1d3 weeks instead).

WHITE DEATH

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Forever.



White Death is a Science Fiction and Espionage scenario for Mythras and other percentile roleplaying systems. Fully compatible with *Luther Arkwright*, or usable in any modern day espionage campaign, White Death includes rules for Sanity and six pregenerated characters.

TDM123

Mythras

THE DESIGN MECHANISM

