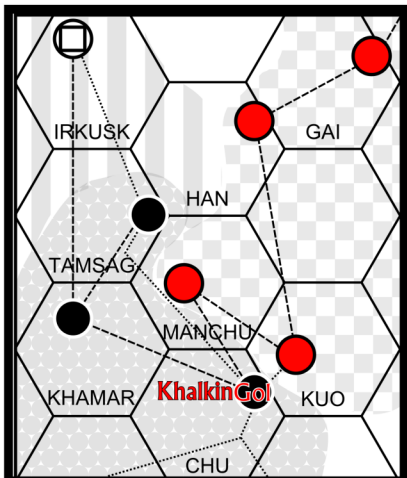


Last Transmission

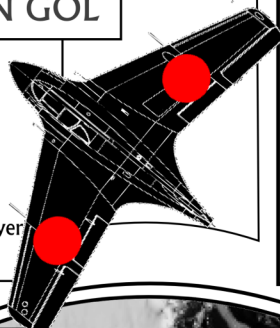


- Worlds
- SOVIET SPACE REPUBLIC (SSR)
 - Galactic Sector
 - DAI NIPPON TEIKOKU
 - ZHONGYINGUO (GRC)
- Secret Space Lane
 ----- Known Space Lane

WELCOME TO KHALKIN GOL

NIPPON INVASION FORCES (Khalkin Gol)
Asagumo - Asashio Class Destroyer
 Shushui - Jump Fighter (350)
 Dropships (200)

ALLIED DEFENSE FORCES
 Сердитый (*Enraged*) Gnevny Class SSR Destroyer
 CHU X-PO Chinese Jump Fighters (120)



BY ORDER OF SOE-HQ, UNITED KINGDOM OF PLANETS

Brief: SOE Team Jakob has lost contact with HQ after obtaining valuable intelligence on the Chinese world of Khalkin Gol.

Location: Khalkin Gol, Chu Sector, Zhongyinguo (Galactic Republic of China)

SITREP: Border dispute escalating between Dai Nippon Teikoku against GRC and SSR. SOE team out of contact for three standard weeks. Team retrieved valuable intelligence on radiofilm.

Objective: Determine fate of SOE Team Jakob; Retrieve radiofilm; Avoid detection by allied GRC forces.

Opposition: None. GRC maintains small garrison. No Axis forces reported.

NIPPON ROBOT INVASION!



At T+12 hours the Nippon Invasion commences!
 Thousands of Laser Bots descend on Khalkin Gol!

Japanese Laser Bot Squad (6)

AC: 3 (16); HD: 4+4; ThB: +4;
 ATT: Laser Eye (2d6) or Large sword (1d10); Save: 15; Special: Fly; half damage from light weapons; Move: 12 (Fly 6)

Chinese Squad (6)

The besieged GRC Forces put up a valiant defense!
 AC: 6 (13); HD: 1+1; ThB: +1; ATT: Laser pistol (1d6+2); Save: 18; Move 12

The Fate of SOE Team JAKOB

Conditions: Exposure on the icy planet requires a Save each hour or lose 1d3 CON from the bitter cold.

In a lonely ice cave (1d3+Int check hours to find), rests the remains of SOE team JAKOB, seemingly ripped apart by wild animals. The Radiofilms are found with a successful secret doors roll.

Analysis of the Radiofilms (1d6+Int check hours) reveals the location of a secret Soviet laboratory. Further analysis (1d3+Int check hours) reveals photographs, movies, and documents detailing a Soviet program to create wild BEASTMEN super soldiers.

There is a 1 in 6 chance per 3 hours that a GRC patrol (6), a pack of Russian beastmen (12), or Japanese Laser Bot patrol (6) happens by.

THE SECRET SSR LABORATORY

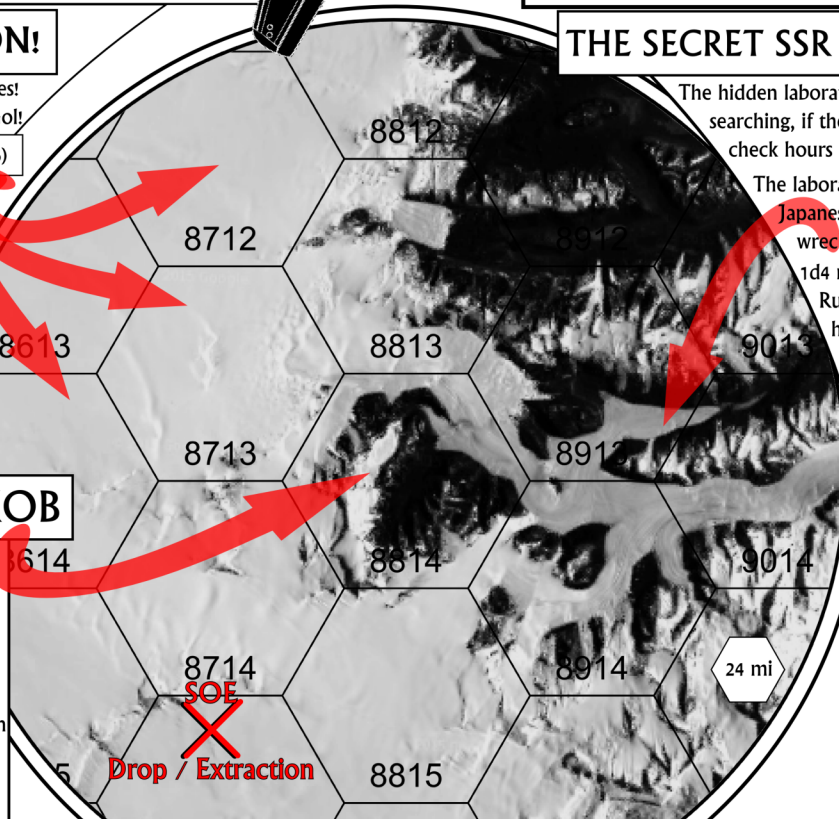
The hidden laboratory is found after 1d6+Int check hours of searching, if the location is known. Otherwise, 2d12+Int check hours is required.

The laboratory is a smoking ruin. Three squads of Japanese Laser Bots (18) sift through the wreckage.

1d4 rounds after combat commences, a pack of Russian beastmen (12) attack from the frozen hills!

Soviet Beastmen Super Soldiers

AC: 4 (15); HD: 5; ThB: +5; ATT Bite (1d8) and claws (1d6 x 2); Save 14; Special: Scent tracking, Howl: Save or Fear effects; Move: 12



The Ice World of Khalkin Gol
 Lynchpin of the Chu Sector and GRC Possession

By: Paul Wolfe

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