

An Adventure for *TORG: ROLEPLAYING THE POSSIBILITY WARS*™

TM

TORG

OPERATION: HARD SELL



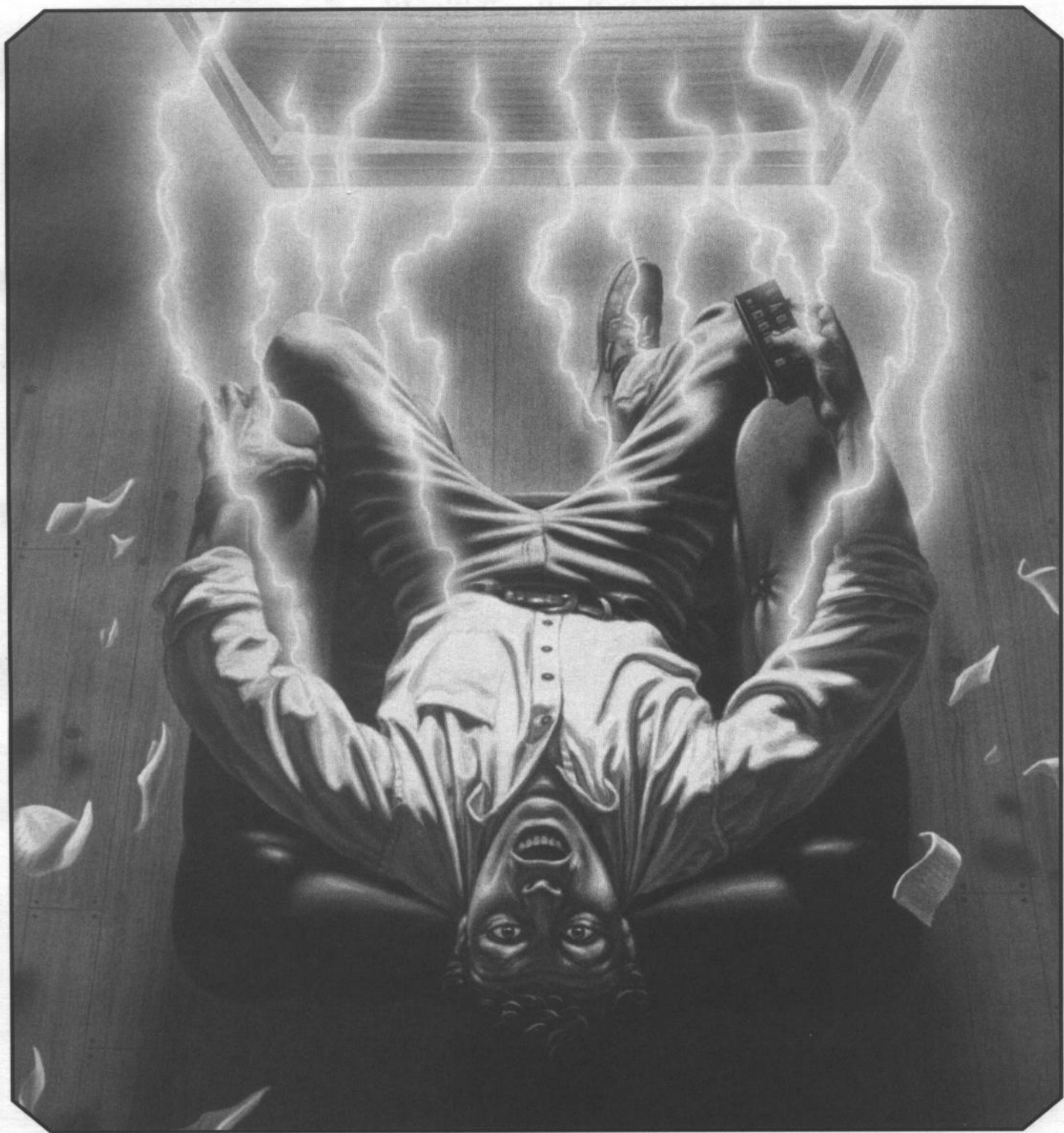
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Espionage in Nippon and the Living Land™

OPERATION: HARD SELL

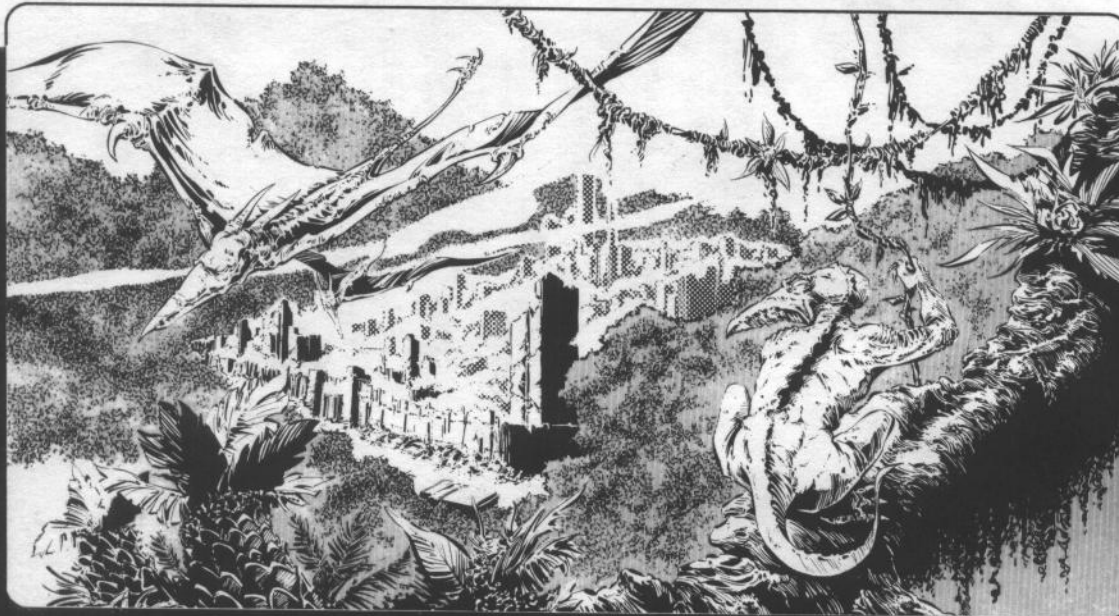
By Ed Stark

Espionage in Nippon and the Western Living Land



TORG™

Roleplaying the Possibility Wars™



Operation: Hard Sell

Brad Freeman
Original Story

Ed Stark
Design

Bill Smith
Additional Material

Bill Smith, Ed Stark
Development and Editing

Stephen Crane, Richard Hawran, Cathleen Hunter
Graphics

Roger Loveless
Cover Illustration

Allen Nunis
Interior Illustration

Published by



RD 3 Box 2345
Honesdale, PA 18431

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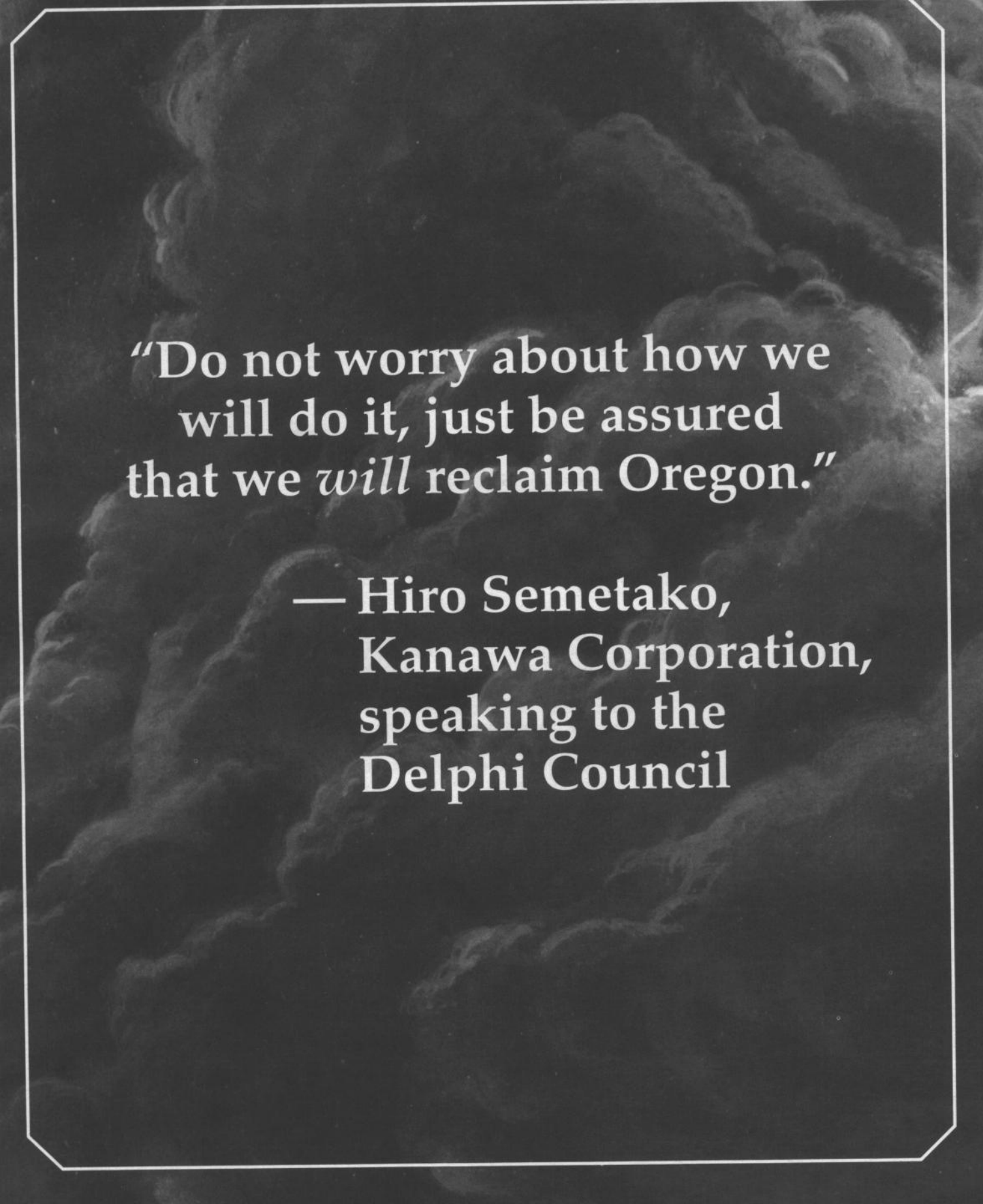
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Assistant Editors: **Bill Smith, Ed Stark** • Art Director: **Stephen Crane** • Graphic Artists: **Cathleen Hunter, Allen Nunis**
Production Manager: **Steve Porpora** • Sales Manager: **Fitzroy Bonterre** • Sales Assistant: **Maria Kammeier-Kean**
Special Projects Manager: **Ron Seiden** • Warehouse Manager: **Ed Hill** • Treasurer: **Janet Riccio**

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“Do not worry about how we
will do it, just be assured
that we *will* reclaim Oregon.”

— Hiro Semetako,
Kanawa Corporation,
speaking to the
Delphi Council

Introduction



Operation: Hard Sell is an adventure for *Torg: Role-playing the Possibility Wars*. You must have the role-playing game to run this

adventure. Adventures for *Torg* take place on Earth in the Near Now. Earth has been invaded by several powerful beings from other realities. The *High Lords*, the leaders of the invaders, have the power to conquer realities different from their own and impose their reality upon their victims.

Although the High Lords worked together in the invasion of Earth, the disappearance of the Gaunt Man has allowed each of the former allies to pursue his goals unchecked. Each of the High Lords is attempting to secure enough Possibility Energy to become the Torg, a being of near infinite power and destruction.

The contents of this adventure are for the gamemaster only. Any player reading this adventure will ruin the adventure for herself and everyone else.

Gamemasters must familiarize themselves with the entire adventure before running it. This adventure is designed for veteran characters.

Adventure Background

High Lords gain *possibility energy* by invading other lands and gradually stealing each individual's minute amount of energy. High Lords bound their territory with devices called *stelae*, which hold their reality in check while keeping out other realities, including Core Earth's. After a time, so much possibility energy has been removed that the realm must expand to accumulate more power.

Such is the case in northern California. Baruk Kaah, leader of the primitive Living Land realm, claimed most of the state in the initial invasion of Core Earth. However, a team of

Storm Knights, heroes of the Reality Wars, helped defeat Kaah and claim back the state. Or so everyone thought.

Kanawa operatives from the Nippon Tech realm ripped out the stelae. The agents planted several Nippon Tech stelae in the same area and dropped a near invisible maelstrom bridge. The land once occupied by the Living Land has not been liberated, but instead it has been invaded by the treacherous Kanawa Corporation.

The Delphi Council is unaware of this action and Kanawa is making every effort to hide the maelstrom bridge's existence from the government. The people of the United States have swelled with pride, thinking that they have won an important victory with American know-how. In reality, Kanawa Corporation and the criminal Yakuza have sunk their claws into the West Coast.

Adventure Synopsis

In this adventure, Storm Knights, at the request of U.S. Congress Representative David Okano, are investigating rumored criminal infiltration of the Sacramento business community and police force.

After some investigation, the characters will discover that a much larger plan is in motion. Most of the land in occupied Oregon is now owned by Kanawa front companies. The Storm Knights also find a map of Oregon cryptically labeled "Operation: Hard Sell."

Escaping an ambush set up by the Kanawa leader in Sacramento, the characters must travel north for Oregon. The Knights and a trio of Portland, Oregon computer hackers known as "Ghost in the Machine" will be able to piece together all the clues, and uncover Kanawa's deadly plans for the Columbia River valley. The Storm Knights must stop Maji Khenoto and Operation: Hard Sell.

The Law of Intrigue

In this adventure, the Nippon Tech Law of Intrigue works in the favor of the Storm Knights. When the characters discover the Kanawa plan, Tak Lo Chien, Kanawa's Sacramento area leader, will make every effort to stop them (including telling the Spartans that the Storm Knights are dangerous criminals). However, Chien will not risk Maji Khenoto, project leader of Operation: Hard Sell, discovering that Chien's organization is at fault for the Storm Knights finding out about Hard Sell. It is quite possible for Khenoto not to know about the existence of the Storm Knight party until it is too late.

Travel in the Northwest

A large portion of this adventure is the journey from Sacramento into the Living Land. Sacramento is in a Nippon Tech pure zone. About midway between Sacramento and the Oregon border, the characters will cross into the Nippon Tech/Living Land mixed zone. Just north of Cottage Grove, Oregon, the Storm Knights will enter the Living Land dominant zone, and will remain in the Living Land for the balance of the adventure.

If using the truck in Act One, Scene Four, Storm Knights will be able to travel an average of 100 kilometers per hour in the Nippon Tech pure zone. They will have to slow to about 60 kilometers per hour in the mixed zone. They will be hard pressed to exceed 20 kilometers per hour in the Living Land because the roads have deteriorated so much since the invasion.

It is about 520 kilometers from Sacramento to the Oregon border, another 280 to Cottage Grove, 35 more to Fort Eugene, 225 more to Portland



and another 40 kilometers to the Operation: Hard Sell base (total journey of approximately 1100 kilometers, or 685 miles).

The Mixed Zone

The Nippon Tech/Living Land mixed zone is a very dangerous place to adventure. Reality storms constantly sweep the area, as the two realities battle for control. The storms take on many forms, and often create temporary realities. Some of them bash anyone caught in the way with high winds, lightning or ice pellets. Other storms rain fire from the sky, while some induce vivid hallucinations. More information on reality storms is included in Act Two.

Perception Skills

Scholar (Computer Science)

Scholar (computer science) is the ability to manipulate existing computer programs to enter, retrieve and alter information. A character with this skill cannot change a program, although creative users can often access restricted information in a roundabout way.

A character must have *science (computers)* to alter or program a computer.

Scholar (Gambling)

Scholar (gambling) is the character's ability to manipulate games of chance. Games which rely on luck, such as slots and roulette, cannot be manipulated with this skill. Games which can be altered with this skill include blackjack, poker and any other game that involves strategy, manipulating opponents and taking calculated risks.

The *scholar (gambling)* roll reflects how well the character has manipulated the odds. The skill can be used offensively or defensively (acts as an active dodge).

Mind Skills

Science (Computers)

This skill is used to create and alter computer software and hardware. Characters may create new programs with no equipment beyond the computer itself. Creating new hardware, such as chips, disk drives, processors and monitors, requires a well-equipped lab.

Use the difficulty numbers from the Science chart on page 56 of the *Torg Rulebook*. Add a minimum +3 modifier to difficulty when designing new hardware which exceeds the capabilities of commonly available equipment without entering a higher axiom level.

Science (computers) cannot be used unskilled.

Unskilled Penalty

Operation: Hard Sell introduces the concept of the Unskilled Penalty. Very specialized skills, such as *scholar (computer science)* are difficult, but not impossible, when attempted unskilled. The unskilled penalty modifier is applied any time a character with no training attempts to do something in one of these fields. The modifier reflects the character's ignorance of the skill's basic concepts. If an unskilled penalty is to be applied, it will be included in the text.

The additional difficulty for unskilled use is generally +3, although the modifier should be customized on a case-by-case basis (use the "Difficulty Number Scale" on page 42 of the *Torg Rulebook*).

Skills that often use the unskilled penalty include acrobatics, beast riding, prestidigitation, evidence analysis, language, scholar, tracking, survival, and disguise (*Torg Worldbook*, page 54). More information on unskilled penalties will be presented in future *Torg* supplements.

Gambling Rules

Scholar (gambling) may only be used for games which involve the use of skill. Pure luck games, such as slots and roulette, are resolved by rolling the die only. The following games are the only ones in the casino in Act One, Scene One.

Slots

Slots is a game of luck, using no skill. The character may spend one to five dollars on a slot machine. When spending more money, the odds of winning increase slightly, but the potential payoff is much larger.

To equal the amount listed, the roll must win to or higher than the number. Reroll on a 10 or 20. No possibilities or cards may be spent on the roll. The maximum payoff depends on the money spent.

Money Won	Money Spent				
	1	2	3	4	5
\$1	19	18	—	—	16
\$2	20	19	17	16	19
\$3	22	—	19	19	—
\$4	25	20	20	20	—
\$5	30	25	22	22	20
\$10	35	30	25	25	22
\$15	40	35	30	30	25
\$25	45	40	35	35	30
\$50	50	45	40	40	35
\$100	75	50	45	45	40
\$250	—	60	50	50	45
\$500	—	75	60	60	50
\$1000	—	—	75	75	60
\$2500	—	—	—	85	75
\$5000	—	—	—	—	85
\$10,000	—	—	—	—	95
\$25,000	—	—	—	—	105
\$50,000	—	—	—	—	125

Roulette

Roulette is based purely on luck and does not use the *scholar (gambling)* skill. The casino has devised an unusual variation on the standard roulette game.



The wheel is numbered one to 32, with a zero and a double zero. The number the ball lands on pays. If the ball lands on zero or double zero, the house wins. The Storm Knights may bet on any one number or a block of four numbers (the house doesn't allow anyone to bet on more than one number or block).

Winning characters who bet on a single number receive double their money. Characters who bet on a block win their money plus 25 percent.

The game mechanics are simulated as follows:

The gamemaster rolls the die first. If a 19 or 20 is rolled, the house wins. If the house doesn't win, each character rolls. The first to roll a 20 wins. A block wins on 18 through 20. Characters roll in *Dexterity* and, in the case of a tie, *Perception* order. The house wins if none of the characters roll a win.

According to house rules, any winner who leaves all of winnings on the same square for two consecutive rolls will double her money if she wins a second time. This technique may also be used for a block, but they only win 150 percent more. This is an excellent way to tempt money from unwary and overconfident characters. Possibilities or cards may not be used for roulette.

Blackjack

A character can use his *scholar (gambling)* skill to increase his odds of winning. Blackjack is resolved like combat. Anyone gambling makes an "attack" on the dealer. The dealer will always make an active gamble (active defense, *Torg Rulebook*, page 78) unless he want the gambler(s) to win. Dealers and other gamblers frequently use *taunt*, *test*, *intimidation* and *trick* while gambling.

The difficulty to win is the dealer's gambling total, plus five for the inherent difficulty of the game. The unskilled penalty is +3 to difficulty. Everyone who beats the dealer wins double their wager.

Craps

Craps is another skill-based game. The minimum bet is \$5. The gambler must make a gambling roll, while the house almost always uses active gamble. The unskilled difficulty is +3. On a minimal success, the character wins back half his money. Average success allows the character to break even. Good success give the character one and a half-times his money. Superior success gets double the money. Spectacular success gets back five times the wager.



Prologue



he head of the Sacramento Spartans looked at his watch and fidgeted in his chair. Eight-thirty. He sighed anxiously and

looked around the room.

Two entrances, front and back, he thought. Both covered. Snipers and look-outs on the surrounding buildings, early-warning system downstairs. No one's getting in or out without my boys knowing, his mind assured him. But, unwanted and inevitable, the rising apprehension pushed another thought to the fore.

Unless they really want to.

His name was Derek Ginz, and he remained in his chair, staring at its twin across the table. He frowned. All the furniture and, indeed, the warehouse itself, was wooden. Wood imported into Sacramento after the "miracle." Only a few months ago, Sacramento had been home to dinosaurs and lizard men, then suddenly—inexplicably—they were defeated and the city was returning to normal. True, virtually everything needed to be rebuilt; but between his Spartans, the returning populace of Sacramento and the surrounding area, and the assistance of the rest of the country, they could do it.

But that prideful thought rang hollow. Though the Delphi Council would never admit it, and the general populace had no clues pointing to it, the fact was that *They* had driven out the dinosaurs; *They* had made it possible for Ginz and his Spartans to "liberate" Sacramento; and now Ginz and the country needed *Their* help to hold it. Japan.

That stuck in his craw. Derek Ginz, former American businessman and now American Spartan, was sitting here, in the dark, in an American warehouse, waiting for the Japanese to help him with his problem. Even though America was largely a defunct confederation, Ginz still thought of himself as an American, and he was not, to say the least, fond of the situation.

Still, his superiors, though they kowtowed to the Japanese at every pass, were his superiors. Ginz struggled to remind himself that he was just a minor leader in a big organization.

But he could not help but feel cheated.

Suddenly, Ginz heard a buzzing in his left ear. Reflexively, he stiffened and put his hand over the ear mike. Glancing down at his tie clip he asked, "Yes? Are they here yet?"

A voice replaced the low frequency buzzing, "A limo just pulled up front. Came down Cherry, then west on the Boulevard."

"Anyone out yet?" Ginz knew the answer, but he asked anyway.

After a brief pause, the voice answered, "Nope. Could be our fish, boss."

Our "fish," my eye, Ginz thought cynically. His voice was steady, however, when he continued.

"Okay; they're probably ours, all right. Get somebody down there—SOP—to greet our guests. I'll be waiting up here." Ginz leaned back in his chair and eyed the door.

"Right, boss," came the answer.

"That will not be necessary, Mr. Ginz."

Derek had been operating in the Living Land, fighting in the jungle and living off of his wits since the Possibility Wars began. Even so, when the soft, melodious voice spoke from two inches behind his head, he practically had a heart attack. As he jumped out of his sitting position and whirled toward the voice, his nerves screaming alarm signals and adrenalin shooting into his bloodstream, he fumbled clumsily for his pistol in its shoulder holster.

The pistol may as well have been left in the next state. A pair of small but firm hands grasped his shoulders from behind, a small foot caught his instep gracefully yet insistently, and, with a motion that was as quick as it was

effective, Ginz found himself turned back toward the table and sitting down.

Across the table, in the chair that had been empty only seconds before, sat a middle-aged Oriental gentleman. Behind him were two larger, young orientals, and a fourth who seemed to stick to the shadows. Derek also though he caught a glance of the owner of the "small but firm hands" retreating into the shadows at his side, but he wasn't sure. He didn't look, morbidly confident that it wouldn't make a difference anyway.

"Mr. Ginz, I presume?" The leader of the Orientals said. It was not a question, and Ginz knew it. A facade of politeness, he assumed.

"Yes," Derek affirmed. He resisted saying, *Correct as always, Mr. Stanley. A little sarcasm might settle him down, but the orientals looked as if they had the sense of humor of a gospog.*

"I am Tak Lo Chien. I represent certain businesses that are helping to finance the rebuilding of Sacramento." He gestured over his shoulder absently and continued, "These are my bodyguards. I hope you do not mind me bringing them along; Sacramento is a rough city." Chien's mouth smiled at his implied joke, but it was almost as if the rest of his face had forgotten how. Derek felt a chill creep down his spine.

"Uh, no, I don't mind, Mr. Chien," he stammered. He cursed silently that he had allowed the Oriental to assume so much control. In an effort to reassert control, Derek said, "But that man doesn't look like a bodyguard to me. And the one I was dancing with sure doesn't move like one." He leaned forward in his chair and put his hands on the table. "Mind introducing them before we conduct business?" he continued.

But Chien appeared to be expecting this. "Of course. This," and he gestured to the man in back, "is Mr. Kyotal. He will be assisting us in our endeavors."

The man called Mr. Kyotal stepped forward, out of the shadows and bowed. *If this guy's a businessman, Ginz*



thought, *then the Big Bad Wolf was a Fuller Brush man.* The man was fairly young, maybe a little older than Ginz himself, but his face was hard and lean. He bore a bright red scar across his forehead and his mouth was a thin slit cut into the granite of his face. He stepped back into the shadows.

Mr. Chien continued, "And the one in the shadows? Well, she is not important to your end of the operation. Suffice it to say that her loyalty is mine." Chien leaned forward and put his hands on the table in, if Ginz could believe his senses, an imitation of Derek's own manner. Ginz did not know whether to feel complimented or mocked. He decided to let it pass.

"So," Ginz said as he nodded assent, "what exactly is 'my side' of the operation? Upstairs said to assist you and that your plans were already approved."

The Oriental stared briefly at Derek and then looked over his shoulder at one of the bodyguards. The man made a manila folder appear out of his suit jacket and handed it to his employer.

"This," Chien said as he turned back to Derek, "is the plan that will allow the Delphi Council to keep Sacramento ... and retake the rest of the Western United States." Chien put the document in front of Derek. It was paper thin and written in what Derek assumed was Japanese. "I did not have time to translate it, as it returned only minutes ago from the approval meeting in Tokyo."

Something was fishy, but Derek chose to ignore it. "Does the Delphi Council have a copy of the plan?"

Chien nodded, "They approved it before Kanawa did," he said. Derek knew that, at least, was a lie, and he knew Chien knew Derek knew it was a lie, but it didn't matter.

"Then I don't need to know it," Ginz said as he pushed the paper back across the table, "just my part."

"Good," Chien said, "then let me explain ..."

An hour later, as the Orientals drove off into the Free Sacramento night, Derek Ginz stood with his men near a rebuilt, empty warehouse. They

watched the departing limousine and relaxed only when its lights were no longer visible.

"Man-oh-man," one of the Spartans said in a tone of forced relief, "I thought you were a dead man, Derek."

Another Spartan, a small woman carrying a sniper rifle, chimed in, "Yeah, Derek; we checked the limo, found it was empty, and thought it was a trap. When we couldn't raise you on the chatterbox, we thought you were fried for sure." She paused and wiped the sweat off her brow. Living Land or no Living Land, Sacramento was still hot in the summer. "We were just about to assault when you came back on line."

The head of the Sacramento Spartans still stood, looking off in the direction the limo had gone. His squad shifted nervously and looked at the empty, ruined buildings on the street. Finally, he said, "C'mon, let's go."

"Where?" The first Spartan asked.

"Back to the War," Ginz stated flatly, "where it's safe."



Act One

Sacramento Shuffle

The Major Beat

The Storm Knights have been asked by U.S. Representative David Okano to investigate rumors of organized crime in the area. Since arriving in Sacramento, they have heard rumors of casinos, moneylenders, drug rings and other illegal activities. Some people believe that the police force is overlooking all of these activities.

An unusual number of Japanese immigrants have been arriving since the defeat of the Living Land invaders. Many of the new arrivals are buying or occupying the deserted warehouses and buildings in and around Northern Sacramento.

The Storm Knights will discover that Kanawa Corporation has set its sights on the West Coast.

SCENE ONE: Exposing the Hole Card

The Situation

Standard. The Storm Knights should be steered to the area's largest casino, the Gold Chrysanthemum. This is the most likely place to find useful information. This scene begins with the Knights' arrival at the Chrysanthemum. This scene will probably be run at night.

The Exterior

The building used to be a brownstone housing urban professionals. Only the first floor and basement are intact. Now, the basement is used for storage and apartments, while the first floor houses the casino. Read or paraphrase the following for the characters:

The Gold Chrysanthemum is located on the first floor of an old, but rebuilt, brownstone. The walls look very sturdy, and of the four doors, only one seems to be admitting customers.

Have the Storm Knights make a *Perception* roll. If any generate a total of eight or higher, they will notice that there are rotating security cameras on each exterior wall.

The Interior

If the Knights go to the front door and ask to be admitted, the doorman (a Yakuza bouncer) will let them in. He will politely direct them to the coat check in the corner and will confiscate any weapon more powerful than a pistol or knife.

After the Knights have entered and have a chance to look around, read or paraphrase the following:

It's only about eight o'clock at night, but the place is already packed. The noise of slot machines paying off and the shouts of winning customers come from the eastern end, while the bar's lounge singer performs on stage to the north.

Most of the patrons are Anglo, African, or Mexican Americans, while all of the casino's employees are of Japanese descent. There are a few Japanese customers, but all of them are watching the Japanese singer and ignoring the gambling.

The Action

Map One shows the casino's layout. The main entrance is to the west, while there are patrons' exits to the north and south. The bar, the stage, and the casino are the only areas the Storm Knights will be able to enter. They may sneak into the guard room or Mr. Kyotal's office. The



basement, which can only be reached by going down the stairs behind stage or in Mr. Kyotal's office, is also off limits. There are apartments for Mr. Kyotal, the bouncers, and the lounge singer in the basement.

Allow the Storm Knights to question the casino's workers and patrons. The Storm Knights will probably want to do a little gambling (see the Introduction). The difficulties for the games of skill are designed with Ords in mind, so Storm Knights may clean out the house. If the Storm Knights do too well (win more than \$15,000), have the bodyguards politely mention that their luck has been a little too good. They will suggest another casino in a different part of town.

Anyone attempting to go behind the curtain to the east or backstage will be intercepted by a bouncer (Yakuza) and asked to return to the patrons' areas. After the Storm Knights have been in the casino for approximately ten minutes, skip to the Event (below).

Dealers

DEXTERITY 11

Fire combat 12, prestidigitation 14

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Scholar (gambling) 14, trick 13

MIND 9

Test 12, willpower 11

CHARISMA 9

Persuade 11, taunt 13

SPIRIT 10

Intimidation 12

Possibilities: none

Equipment: Chiang 67 (damage value 16, ammo 8, range 3-10/25/50), deck of cards, button com.

Note: Each dealer's button com will transmit directly into the Guard Lounge.

Behind the Curtain

If the Storm Knights go behind the curtain and investigate the office and supply area, they will find the following:

The Supply Room

There are several boxes and crates containing bar supplies. There are also kegs of beer and wine bottles in a small rack.

The Guard Lounge

There are eight guards in the Gold Chrysanthemum. Four patrol the casino and four remain in this room watching the surveillance systems. The cameras, located both inside and outside the Chrysanthemum, rotate 180 degrees and may be controlled from inside the guard lounge. The guards normally have the cameras' microphones turned off.

If any guards have to leave the casino, the guards in the lounge will replace them. If all the guards in the lounge have to leave at any one time, the cameras will be set to record.

Bodyguards

(Nippon Tech Yakuza)

DEXTERITY 9

Dodge 11, fire combat 13, melee weapons 10, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 8

Find 10, trick 9

MIND 7

Test 8

CHARISMA 8

Taunt 9

SPIRIT 7

Intimidation 9

Possibilities: none

Equipment: 13mm Chunyokai (damage value 18, ammo 9, range 3-10/40/50), Irimesh (+3/ armor value 13), concussion glove (use *unarmed combat* skill, damage value STR+4/13, stun damage only).

Note: These are the statistics for the six non-Possibility rated guards. The other two are detailed in "Right Up Your Alley" (below).

There is a large weapons cabinet on the east wall. If shooting starts in the casino, the guards in the lounge will use these weapons.

Weapons Locker Contents

- Five SC Kyogo 144's (damage value 18, ammo 15, 3-15/40/150). Fifteen clips of ammo.

- One 7mm Brandeis (damage value 20, ammo 18, range 3-75/220/550). Five clips of ammo.

- Ten clips of ammo for the Chiang 67. Twenty clips of ammo for the 13 mm Chunyokai.

- Three sets of Micro-Link armor (armor value +5/22). Micro-Link armor covers the torso only. Micro transponders help the user compensate for the armor's bulk so there is no fatigue penalty.

- Twelve GG-3 gas grenades (damage value 30, stun damage only, range 1-8/15/40). The GG-3 has a 3-meter blast radius first round, which expands to five meters during the second round but attacks at -4 to damage. The gas is totally dissipated in three rounds.

- Five gas masks.

Mr. Kyotal's Office

Although less formal than a typical Nippon office, this room is still spartan. The bouncers will accompany Mr. Kyotal into his office with any guest (unless he specifically orders otherwise).

The desk is bare except for a computer. On a scholar (computer science), evidence analysis or Perception total of 8, the Storm Knights will realize it is a Kanawa Tech 24 computer. The computer has no useful information.

On the table are bar supply receipts and a record of the day's business. On a *Perception* or *find* total of 8 or higher, the Storm Knights will discover a business card:

Joe Reynolds, Private Eye
"Their Business is Your Business"

8860 Watson Blvd.
Sacramento, California

"Watch!" is written in red ink on the back of the card.

During the evening, Mr. Kyotal spends his time in the casino or near the bar area. He mingles with his guests and keeps an eye out for trouble. After the casino closes, he enters the day's receipts into the computer and then retires to his apartment downstairs. In the afternoon, he will either be in his office or out in Sacramento.

Mr. Kyotal

DEXTERITY 9

Dodge 10, fire combat 11, maneuver 10

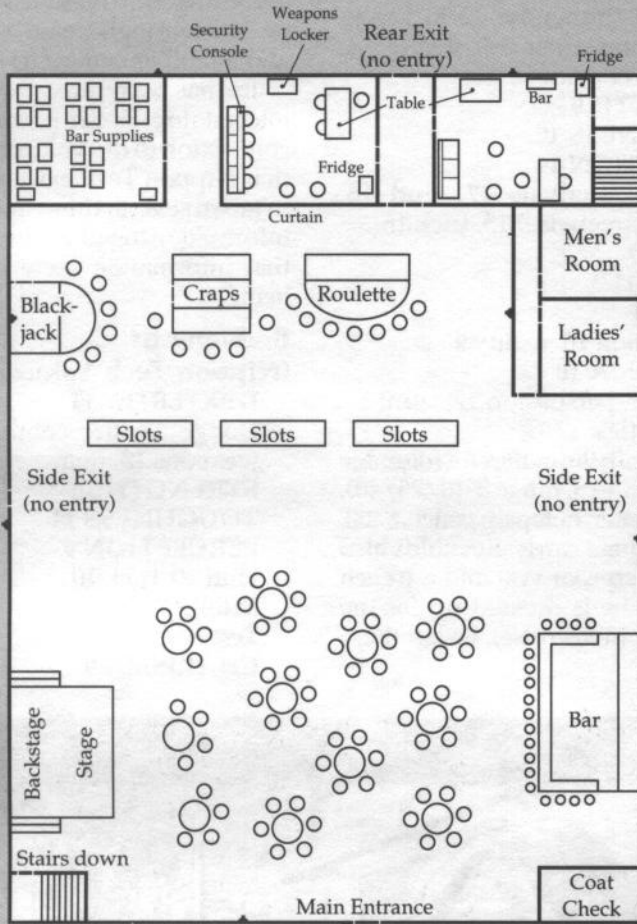
STRENGTH 8

TOUGHNESS 10





Operation: Hard Sell — Map 1 The Gold Chrysanthemum



▶ Disguised Surveillance Camera (as dragon, Asian lantern, etc.)

PERCEPTION 10

Evidence analysis 11, find 12, language 11, scholar (business) 12, scholar (Yakuza) 13, scholar (gambling) 15, trick 11, science (computer) 12

MIND 9

Willpower 12

CHARISMA 11

Charm 13, persuade 15, taunt 12

SPIRIT 8

Intimidation 11

Possibilities: 4

Equipment: LOV 9mm (damage value 15, ammo 12, range 3-20/30/50), Irimesh (armor value +3/11), button com, keys to all rooms and computer, \$500.

Note: The button com is a miniature transmitter mounted on one cuff and appears to be an ordinary button. The user activates it by saying a specific code, and messages can be sent to every receiver or only specific ones. Each Yakuza has an earpiece receiver. The device's range is 50 meters.

The Polite Approach

The Storm Knights can learn some information from the employees and patrons of The Gold Chrysanthemum, if they are subtle and pick their words carefully.

Kyn Ti, the bartender, is an amiable sort who will empathize about the rising crime wave (ignoring the illegality of the casino) and provide some speculation as to why the police are no help (roleplay this and make it up as you wish). Kyn Ti is also the casino's assistant manager and will listen to anything said at the bar.

Event: A Disgruntled Patron

The event takes place about ten minutes after the Storm Knights enter. From the other side of the casino, the Knights will hear some shouting about "cheating Japs," and will see a scuffle move towards the side exit. The man being escorted out is skinny, of indeterminate age and is wearing an out-dated suit that has seen lots of use. He is Joe Reynolds, a detective investigating suspicious activities in the casino.

Joe is causing trouble so that Kyotal will take him to his office behind the well-guarded curtain. Kyotal has no intention of doing this. He has instructed his bouncers to put Joe out the next time he causes trouble (which he is), and give him a "good scare."

On a *Perception* total of eight or higher, the Storm Knights will witness one of the bouncers pull a pistol out of a shoulder holster as the trio exit into the alley.

Following the Lead

If the Storm Knights decide to interfere with the removal of Joe Reynolds, Mr. Kyotal, flanked by two bodyguards, will attempt to intervene. He will be cordial, apologize for any disturbance, and even, if pressed, offer the Storm Knights up to twenty dollars in chips "as a further apology."

Kyotal, although a criminal, is also a businessman who wants to cultivate satisfied clients. He will not put up with any trouble in the Chrysanthemum, however, and the longer the Knights argue, the more suspicious he will become. His Yakuza bodyguards and the bouncers in the lounge will take strong action if there is any difficulty with the Storm Knights (see "Variables").



After the disturbance, the Storm Knights may leave the casino unobserved through either the south or main exit. They can easily make their way to the north alley in the round following their exit.

Right Up Your Alley

When the Storm Knights enter the alley to the north of the Chrysanthemum, they will see one of two scenes.

If they arrive more than one minute after Joe has been escorted out, then they see one bouncer picking himself up out of the garbage piled near the far wall and the other limping back toward his partner.

If the Storm Knights leave the casino before a minute has passed, they will see the following (read or paraphrase):

One of the bouncers has pinned the disgruntled patron against the outer wall of the casino and is threatening him with a king-sized, brass knuckle adorned fist. The other

has a strange-looking pistol pointed at the trapped man.

Joe Reynolds (Core Earth Detective)

DEXTERITY 11

Dodge 13, fire combat 12, lockpicking 12, maneuver 12, stealth 14, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 14

Evidence analysis 17, find 16, scholar (streetwise) 15, trick 16

MIND 10

Survival 11

SPIRIT 8

Intimidation 10, reality 9

CHARISMA 10

Charm 11, persuasion 12, taunt 11

Possibilities: 12

Equipment: 9mm Beretta (damage value 15, ammo 9, range 3-10/25/40), shoulder holster, notepad, pencil, \$200, several business cards. Reynolds also owns a bulletproof vest and a trench coat but, as he is dressed up for the evening (i.e. in disguise), he left these at his office.

Description: In the alley and in the Gold Chrysanthemum, Reynolds is dressed in a cheap black suit and black tie. His shoes, though polished, are worn, and his face, though shaved, is sprouting an irregular shadow. Still, he has a rough-hewn attractiveness and a kind of cynical appeal.

Joe has been hired by Rauru Block interests to establish proof of Kanawa's connection to the Yakuza. He is aware that Nippon Tech exists (he has been to Japan several times and has put the information together), but he will keep that information secret for the time being.

Bodyguards (Nippon Tech Yakuza)

DEXTERITY 11

Dodge 13, fire combat 14, melee weapons 13, unarmed combat 14

STRENGTH 10

TOUGHNESS 11

PERCEPTION 9

Find 10, trick 10

MIND 7

Test 8

CHARISMA 9



Taunt 11

SPIRIT 7

Intimidation 9

Possibilities: 3 each

Equipment: 13 mm Chunyokai (damage value 18, ammo 9, range 3-10/40/50), Irimesh (+3/ armor value 14), brass knuckles, damage value STR+3/13.

The Heroic Rescue

At this point, Joe or one of the Yakuza will notice the Storm Knights' arrival. Read or paraphrase the following:

The young man in the cheap suit starts as you round the corner of the building. He looks at you and then smiles.

"Ah," he says with apparent smugness, "it's about time you got here."

Joe is trying to trick the Yakuza holding him against the wall. If he is successful, he will attempt to kick the bouncer with a vital blow and squirm free next round.

After the Battle

The Storm Knights will undoubtedly be drawn into the battle. After beating up or subduing the bouncers, the Storm Knights can examine them if they wish. If they roll up the thugs' sleeves or open their shirts, they will see the large, complicated designs that indicate Yakuza (any Nippon Storm Knight will realize this immediately, and others can make a *scholar* (Nippon culture) or *Perception* total of 8 or higher).

Joe will brush off any attempts at questioning by the Knights, pointing to the surveillance camera overhead. Pressing one of his business cards into the nearest Storm Knight's hand, he will run down the alley.

If the Storm Knights attempt to pursue, Joe will make his best effort to lose them and go to his hideout across town (two blocks from his office). If the Storm Knights follow, he will arrange a distraction by having some of his friends on the street delay them.

If the Storm Knights linger at the casino, they should realize that the video camera is tracking them. They

Joe Reynolds, Private Eye

Joe has been operating out of the Sacramento area since before the Possibility Wars began. He was always a hard-nosed, down and dirty detective, investigating cases other people in his profession wouldn't touch. He has a reputation for toughness, persistence, and honesty.

When the invasion occurred, Reynolds was in Mexico on a bail bond case. When he heard that Sacramento had been invaded, he took it personally. Joe traveled, learning plenty about the Possibility Wars, and returned when Sacramento was

reclaimed. At first, he was as ecstatic as the rest of the survivors, but after a couple of weeks and some educated guesses, he realized that the Kanawa Corporation that had so ruthlessly claimed Japan was now in his home town.

About a week ago, Reynolds was approached by representatives of the Rauru Block, a consortium of Japanese businessmen. He took the case they offered: investigate Kanawa interests in the American West Coast and report back to the Rauru Block.

will face resistance if they try to reenter, but will be allowed to leave the area unharmed. Mr. Kyotal will have spies sent to track them.

Flag

- If a Storm Knight has a *Connection* card, then she will recognize Joe Reynolds as he is being dragged from the casino, and he will be a little less suspicious after the alley incident. A *Mistaken Identity* card, however, will cause the detective to believe that the Storm Knight is a Yakuza plant. He will still play along, but he will be likely to try a test or a trap on the Knights.

Variables

If the Knights cause trouble in the casino (i.e., drawing a *fire combat* weapon or attacking someone with lethal force), *every casino employee and the "Japanese businessmen" will take arms against them!* There are 12 businessmen (use the bodyguard statistics on page 10). They will do everything possible to make sure the Storm Knights do not leave the building alive, and they will not be deterred by the possibility of "civilian casualties."

If the Knights survive a battle in the Chrysanthemum, they will be marked men unless all evidence is destroyed. The Yakuza will believe they are hit men from a rival crime organization.

In the event the Knights are caught in the back rooms of the casino, they will be expelled from the building. Mr. Kyotal will act very indignant at their trespassing, and will threaten to call the police. What he will really do, however, is call Tak Lo Chien ("Scene Four: The Chemical Connection") who will arrange for ninjas to shadow the Knights and discover their motives.

If the Knights help Joe battle the bouncers and then try to reenter the Chrysanthemum, the bouncers at the door will politely suggest that they patronize another establishment — or else. If the Knights argue, the bouncers will simply bar the door.

If the Knights don't find out about Joe, have them encounter him while he is investigating a case tomorrow. This leads into Scene Two.

Cut To ...

If the Storm Knights "call it a night" and have not done anything too outrageous, then allow them to rest peacefully and resume the action in "Scene Two: The Source of Information."



SCENE TWO: The Source of Information The Situation

Standard. A meeting with Joe Reynolds brings forth his suspicions about Yakuza involvement. He has several leads that he hasn't been able to investigate.

The Action

Assuming events in Scene One went reasonably well, you can pick up the scene with the arrival of the Storm Knights at the office of Joe Reynolds, Private Detective. The office is located in a reconstructed building on the South Side of the city. Joe's office is on the second floor, above "Lean Dog Literature," a science fiction and fantasy bookstore.

The Reception Area

The door to Reynolds' office reads simply "Joe Reynolds, Private Eye: 'Their Business is Your Business.'" Behind it is a twenty by twenty foot room. The reception area contains two beat-up sofas, a desk (for the properly apathetic Beth, Joe's receptionist), a filing cabinet, a dying rubber tree plant, and an old battery-operated rotating fan. The door to Joe's office is behind the receptionist's desk.

On a *find* or *Perception* total of 13 or higher, the Storm Knights will realize there is a hidden camera on the wall behind the receptionist.

Further Investigation

If the Storm Knights are here at Joe's request, they will be kept in the reception area for only a few minutes before being admitted to Reynold's office. If they learned of Joe through some third party (the card in Mr. Kyotal's office, for example), their wait will be considerably longer.

As part of Joe's payment, the Rauru Block installed a very sophisticated security system within his reception

area. Before the Knights are admitted to his office, Reynolds will be looking the Knights over and examining them for weapons, bugs, etc. Joe uses his *find*, *evidence analysis* and other *Perception* skills.

If Joe does not know the Knights, and they are heavily armed, then he will sneak out a hidden back door and round up some friends to capture the Knights for questioning. Unless he already has suspicions about the Knights, he will see them. He may be very reticent to discuss his investigations, however.

Joe's Office

The office proper appears even smaller than the reception area. All the furniture — Joe's desk, the sofa, the filing cabinet, and the bookcase — are covered with debris of one form or another. Most of the stuff consists of papers and files about long-standing cases (there's even one about Jimmy Hoffa, if the Knights were to dig far enough), but none contain any information about current caseloads.

Joe keeps all his important information in a secret compartment behind the bookcase. It is a refurbished closet and is as clean as the rest of the office is dirty. Not only are there files on Kanawa activity on the American West Coast, but there is information regarding just about every major Possibility War event to date.

If Joe has suspicions that the Knights are here about the Yakuza, he will have pulled the file about this before the Knights enter his office. He will under no circumstances reveal his secret compartment willingly, and only a *find* or *Perception* total of 17 by the Knights will uncover its existence. A *lockpicking* total of 19 or higher is required to enter the closet without a key.

The Information

Joe will be hesitant to provide information if he has not met them before. If they say the right things, like mentioning a concern over Yakuza involvement or Japanese investment, he will use his speech below.

If the Storm Knights helped him in



"Scene One: Exposing the Hole Card," he will be more willing to talk. Read or paraphrase Joe's following speech:

"So," he says leaning back in his chair and putting his feet on his desk, "you're interested in the Yakuza, huh? I've been working in this city for over ten years and I know when something's wrong," he states. "The air's wrong. At first I thought it was the stink of the lizards, but it's not. It's something worse."

Reynolds leans forward and stares at you intently.

"With the lizards we knew what we were fighting. We knew they could be killed. We could take them with the right information. We don't know what we're up against here. Everyone is so busy celebrating, they've become careless. The Yakuza is here. Kanawa is here, too. That spells trouble."

Joe will then explain to the Knights that he has been watching the dealings of various Yakuza and Kanawa operatives for about a month. He won't mention the Rauru Block, but he might hint at "outside sources" of information. He will also talk of an "operative" inside the casino.

This operative has made a definite connection between the Yakuza, Ishiyama Lumber and Supply, and Lunton Biochemical.

Joe has maps to both areas. He is being trailed so he can't investigate, but since the Storm Knights are new in town, it may take a little time for the Yakuza to catch on. He says Mr. Kyotal goes to Ishiyama several times a week. He says something appears to be up because there is a tremendous amount of traffic between Ishiyama and Lunton, and a lot of Lunton shipments are headed north. Of course, there isn't much left to the north.

Flags

The card flags for "Scene Two: The Source of Information" are the same as for "Scene One: Exposing the Hole Card," with the following exceptions:

- If one of the Storm Knights plays an *Alertness* card before entering Joe's office, she will see, out of the corner of her eye, a dark figure moving on one

of the surrounding rooftops. This is a ninja sent by Tak Lo Chien to spy on Reynolds, but he will take no action. The ninja will flee if chased.

Cut To ...

"Scene Three: Lumbering Along," or "Scene Four: The Chemical Connection."

Scene Three: Lumbering Along The Situation

This scene takes place in and around the Ishiyama Lumber & Supply Co., a small, apparently independent company owned and operated by a newly formed Japanese company. The company is in northwest Sacramento, an area that hasn't seen much rebuilding yet.

The Storm Knights will probably want to access the computer for information. They may also get clues on the grounds. The Knights should be reminded that what they are doing is illegal (whether or not it is the right thing to do), and the guards will react accordingly.

The Action

The Storm Knights, if they are following Joe Reynolds' advice, will arrive at Ishiyama Lumber & Supply after midnight. They will see a typical lumber yard: stacks of raw wood, lumber, bundles of packaged boards, a few forklifts, etc. There are two buildings in the yard. One is an open-walled pavilion that stores finished lumber and smaller heavy machinery, and the other is a small office area. Inside the pavilion is a stack of pallets, with several barrels behind.

The compound is surrounded by a chain-link fence. There is a large gate on the western end and a smaller one to the east. A *lockpicking* total of 12 is necessary to open either of the gates.

The lumber yard is poorly lit, but there are security cameras by both

gates and the entrance to the main building. The building's six windows are locked.

Four guards patrol the yard, while two are in the office building's receptionist area watching the security cameras.

Corporate Enforcers

DEXTERITY 10

Dodge 12, fire combat 13, maneuver 12, unarmed combat 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 10

Evidence Analysis 13, find 12, tracking 13, trick (18)

MIND 8

CHARISMA 8

Persuasion (14)

SPIRIT 7

Possibilities: none

Of the six enforcers, four have this equipment:

SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150), one replacement clip of ammo, bullet proof vest (armor value +6/15), radio, flashlight, hand cuffs.

These two are watching the security cameras:

7mm Brandeis (damage value 20, ammo 18, range 3-75/220/550), Kevlar armor (armor value +5/14), Infra-Red goggles, radio.

All of the enforcers have blue uniforms with gold pinstriping and Ishiyama security badges.

Infiltrating the Yard

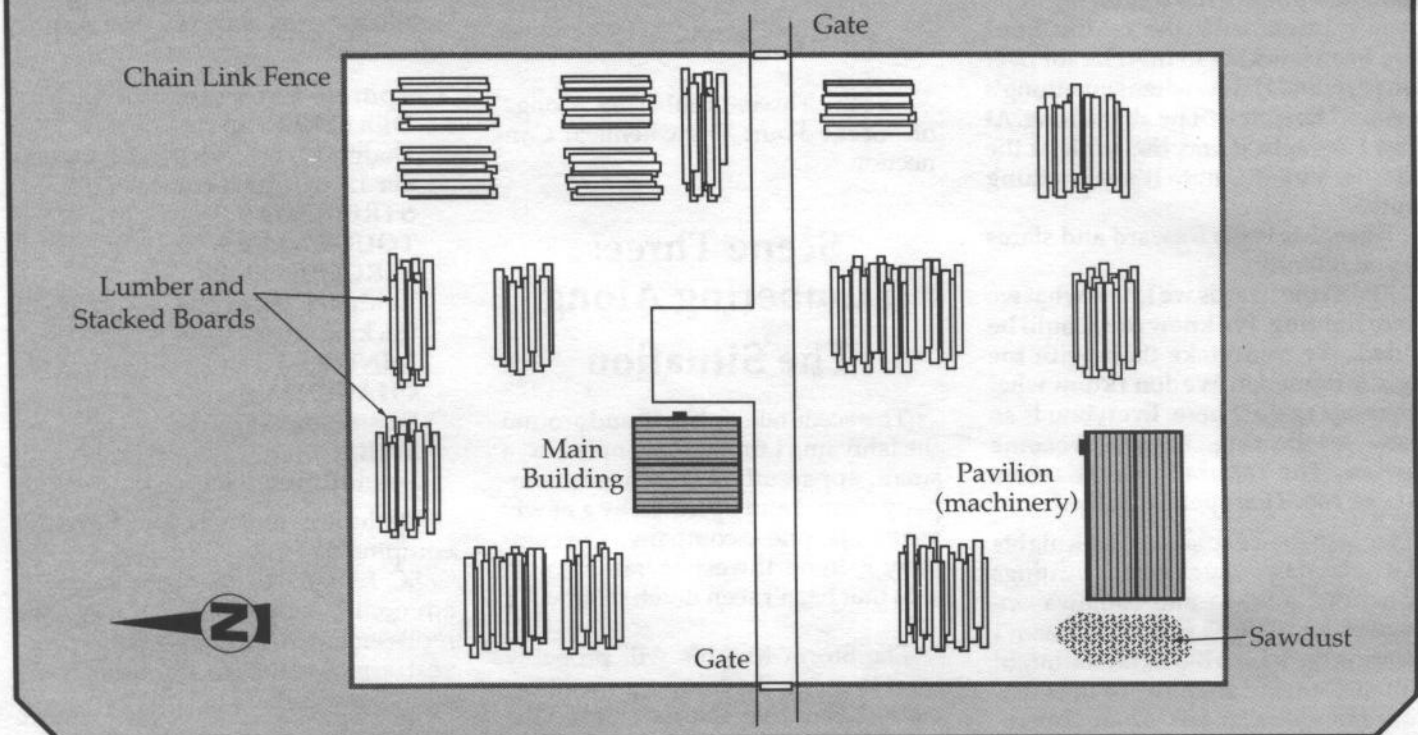
The Storm Knights may pose as customers and walk around the yard during the day. However, it will be almost impossible to get to the computer during daytime hours.

If they go near the barrels, a *Perception* total of 10 will let them find a transfer form listing several barrels bound for Lunton Biochemical. The unusual thing is that there is no cost listed for this transfer and it is initialed by Ishiyama himself. The barrels contain a colorless, odorless liquid stabilizer chemical, which is mixed with the Operation: Hard Sell poison.





Operation: Hard Sell — Map 2 Ishiyama Lumber & Supply Company



The Main Building

The main office building is a one-floor pre-fab construction in the compound's center. There are five rooms and the reception area. Four junior offices are for sales managers and foremen, while Mr. Ishiyama's office is a little larger. Each office has one shuttered window, except for the receptionist area, which has two. To open the window from the inside, a *lockpicking* total of 14 is needed. A *lifting* total of 16 is required to force the window from outside.

All of the offices have computers. However, the only computer with any important information is in Mr. Ishiyama's office. This computer is hooked up to the mainframe run by Tak Lo Chien ("Scene Four: The Chemical Connection").

Assignment: Unobtrusive

Iko Ishiyama, apparent owner of the company, keeps an office atypical of most Nippon executives. When

Ishiyama received the assignment to establish a lumber company that could be used to buy up land and lumber rights, he was told to "fit in" as much as possible.

Ishiyama considered this a distasteful proposition, but he had no choice but to accept it. His tour of Las Vegas and Texas allowed him to gather several "typical" office decorations: store-bought picture frames (with the models' pictures still in them), tourist-trap knick-knacks from all over the Southwest, and even a stuffed boar's head over his upholstered chair. His computer, however, is unmistakably Kanawa top-of-the-line equipment.

The case of the computer is locked. Characters must generate a *lockpicking* total of 14 to open the case. A *find* or *Perception* roll of 15 will let the Storm Knights find the key taped to the bottom of the desk. Tak Lo Chien's computer system will know when Ishiyama's computer is turned on. The computer will show that the last file accessed was named Operation: Hard Sell.

If the characters mention they are looking for any tie-ins to Luntan Biochemical, Operation: Hard Sell, any interests north of Sacramento, Mr. Kyotal or any connection to the Yakuza, they are on the right track, but the mainframe watchdog will alert Chien. Ishiyama is allowed access to files regarding Operation: Hard Sell, so suspicions will not be raised immediately.

At the mainframe, Chien will wait ten minutes, while he determines what the Knights are looking for. He then calls the security squad at the lumber yard. If the Knights have incapacitated all of the corporate enforcers, then Chien will send a dozen of his own men (use the same stats for them as for the enforcers) and he will try to keep the Knights on line until they arrive. Chien's security guards will take about twenty minutes to get to the lumber yard.

Computer Cloak and Dagger

In order to get any useful information, the Storm Knights must generate a *scholar* (computer science) total of 12.



This will be a macro skill use (*Torg Rulebook*, page 49), requiring at least ten minutes to get anything useful. The user will get a +1 bonus for each additional time value she uses when negotiating the system (a +1 if she takes 15 minutes, a +2 if she takes 25, etc.). Of course, taking longer also increases the risk of discovery (below). Read the result points on the Power Push Table. The unskilled penalty is +3 to difficulty.

- *Minimal*: Ishiyama Lumber & Supply has made several recent deliveries of some undisclosed product to Lunton Biochemical.

- *Average*: The lumber company has purchased twelve major lumber companies' rights to the Northwestern United States (from Portland, Oregon to Big Timber, Montana) — territory which is currently part of the Living Land.

- *Good*: There are several references to recent shipments of some undisclosed product to and from Eugene, Oregon through Lunton Biochemical.

- *Superior* or *Spectacular*: There are several coded reports going through the satellite network to Japan every week since the company's founding three months ago.

If any of the Storm Knights have *language* or *scholar* (code breaking), then they can attempt to break the code, which has a difficulty of 16 (unskilled penalty is +3 to difficulty). If successful, they realize the transmissions are sent through a variety of red herrings and on to Kanawa Corporation.

Discovered!

The Storm Knights will have 10 minutes from the time they access the computer until Tak Lo Chien calls the enforcers at the lumber yard. If Chien dispatches more firepower, they arrive 20 minutes after the call is made. These numbers assume that the Storm Knights did not draw undue attention to themselves by turning on lights in the office or leaving unconscious or dead bodies in the lumber yard.

If the characters did something obvious, they are discovered within three minutes.

Trapping the Storm Knights

When the enforcers have learned that someone is in the office, or after Tak Lo Chien's men have arrived, a trap will be set for the Knights. Half of the guards will sneak toward Ishiyama's office and open fire on the Knights. The guards will not try to be quiet.

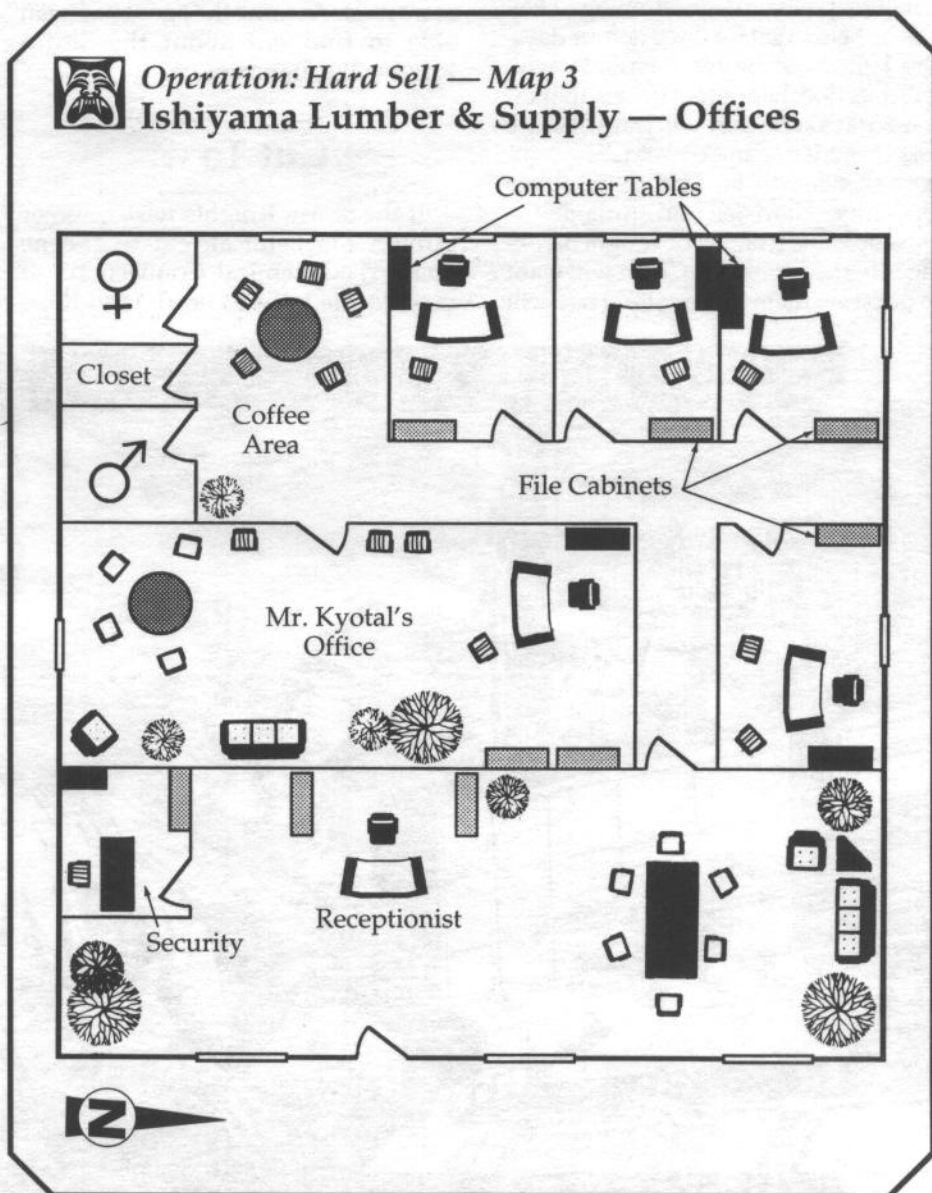
The other half of the guard force will wait outside Ishiyama's window and hide behind the cover of the lumber (have the guards make *stealth* rolls versus the Knights' *find* or *Perception* skill). They will shine flashlights on the burglars when they crawl out the

window and demand surrender. The guards will try to keep at least one Knight alive for questioning by Chien.

Flags

- If one of the Storm Knights plays an *Alertness* card during this scene, she will realize that the computer has a silent alarm and that someone has been notified of their activities surrounding Ishiyama's computer.

- In the event an *Escape!* card is played, the enforcers will make a loud noise before heading for their positions. This will give the Storm Knights an extra



minute to crawl out the window and hide while the enforcers take their positions.

Variables

If the Storm Knights don't use the computer, have the enforcers make a *find* check every time they circle the compound (about once every four minutes). The difficulty for finding the Knights depends on what actions they have taken.

If they are captured, but were not able to break into Ishiyama's computer and don't indicate that they were trying to, they will be turned over to the Sacramento police for questioning. They will be held in jail for three or four days, and bailed out by Joe Reynolds, who will question them about their activities. A few days later, they will learn of some sort of epidemic in Portland. The Nippon agents will be able to complete Operation: Hard Sell undisturbed.

Should the Knights be caught breaking into the computer, Chien will want to question them personally. They will

be brought to Luntun Biochemical, and Chien will torture them for information (see "Scene Four: The Chemical Connection" for personnel and layout). If the Storm Knights free themselves and put up a good fight, Chien will allow them to escape on foot so they can be followed back to their employer.

If the Storm Knights don't get any clues that something bad is going to happen, have them encounter a Rauru Block agent who knows that Kanawa is up to no good in Oregon. He will hand the Storm Knights the map from "Scene Four: The Chemical Connection," explaining that he cannot afford to get personally involved in the matter, but they would probably find this of interest. Assume the agent has been able to find out about the Storm Knights through rumors.

Cut To ...

If the Storm Knights wish to enter Luntun Biochemical, cut to "Scene Four: The Chemical Connection." If they decide to head north (and hope

things just fall into place), cut to "Act Two, Scene One: Dragon Attack."

SCENE FOUR: The Chemical Connection

Standard/Dramatic. If the Knights decide to go directly to Luntun Biochemical and investigate, then skip to "Luntun Biochemical" later in the scene. They may contact Joe Reynolds ("Returning with the Prize (or Not)") or head north ("Act Two, Scene One: Dragon Attack").

Returning with the Prize (or Not)

When the Knights return with whatever information they were able to obtain about Ishiyama, Joe will be waiting for them. He will listen to their tale and comment on it (read or paraphrase):



"Y'know," Joe says, leaning back in his chair and lighting a cigarette, "this Tak Lo Chien guy just doesn't add up. Comes in, wants to be a reputable business man. He's clean, too clean. I found out where his dirty laundry is. Former Kanawa involvement. Can't prove a thing, but it just doesn't feel right."

Joe will encourage the Knights to investigate Luntun to find out what Chien is doing.

The Action

Joe will propose the following plan (read or paraphrase):

"Look, we just don't know what's going on. But why send something north? There's nothing up there but jungle and lizards. I know these guys — it's all profit. There's no way they can make money up there. There's something we don't know about."

"Tak Lo Chien has an office on the second floor of Luntun, so the best bet would be to get in there. I figure, though, that you might be able to find out something inside the shipping office on the first floor as well."

Joe recommends either sneaking into Luntun during the day somehow (perhaps in the back of a truck) or trying to beat the security at night. The latter is probably, he believes, the more viable option.

Luntun Biochemical

Luntun is heavily fortified, unlike Ishiyama Lumber and Supply. Somebody doesn't want the outside to know what's going on. The complex is in the northeast section of town.

Since Luntun was originally an American company, Tak Lo Chien decided to keep the name. He felt, and Kanawa agreed, that the Nippon takeover of the West Coast would be more effective if the Americans remained blissfully unaware that they were being invaded. Likewise, when Chien moved into the old warehouse/factory, he decided not to change the layout that much. He did, however, rip out all the old machinery (which had provided a Core Earth hardpoint)



and the sadly ineffective security system, and replaced them with Nippon Tech equipment.

Now, Luntun is part factory, part fortress. Because the biochemicals vital to the Operation: Hard Sell project are produced here, Tak Lo Chien is almost paranoid about security. He believes that if the Delphi Council knew what Nippon was really trying to accomplish here, they would move against Nippon. The general populace certainly would. Therefore, he has employed his best and brightest security agents to guard Luntun, and he has spared no expense on equipment. The compound is surrounded by a high fence. There is a main entrance, flanked by two security cameras, a truck in the loading dock and a service entrance.

The Not-so-tragic Flaw

Since Chien has been watching Joe Reynold's office, and probably has heard about the Storm Knights because of their actions in Scenes One

and Three, he is expecting some trouble. He has set a trap.

Chien has deliberately softened security at Luntun to allow the Knights in, but not out. He wants to learn what they know and who they are working for.

The Mouse and the Cheese

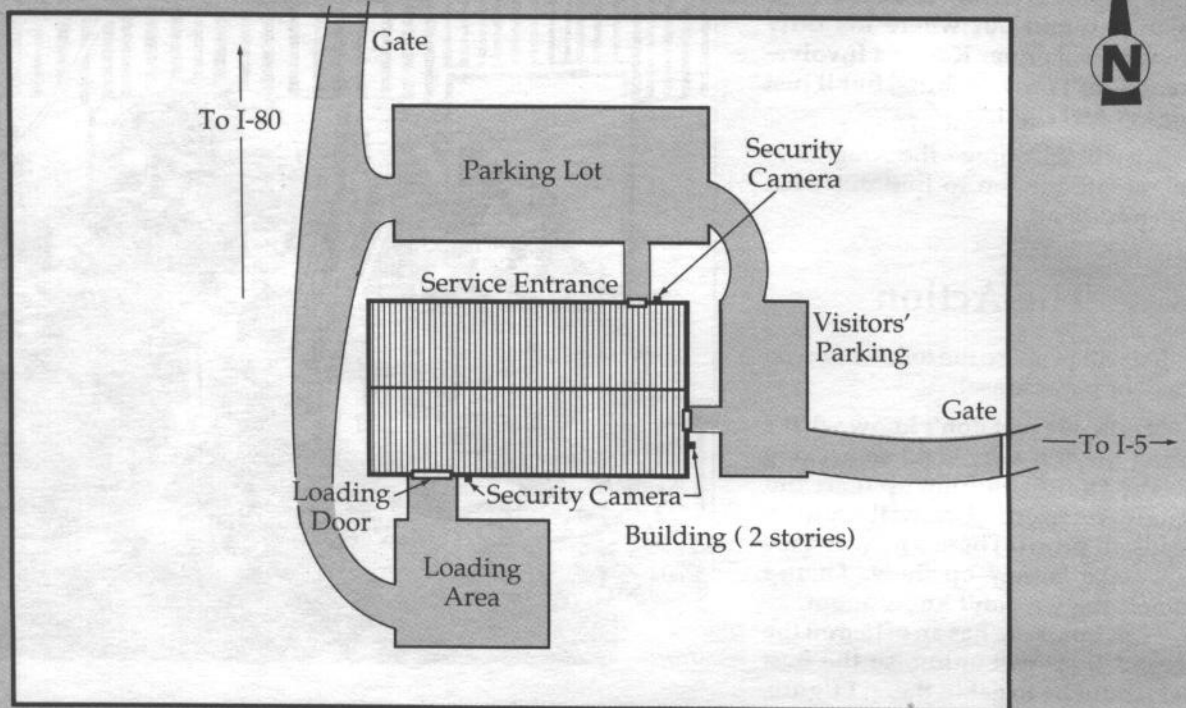
When the Storm Knights plan the break-in, Joe will point out the two places the information is most likely to be: Chien's own office and the shipping office. Joe will emphasize that security at the plant is tight, and that the party should stay together. He figures that if there are a lot of individuals roaming around Luntun, then there will be a greater chance of discovery.

Unfortunately, this is the plan Tak Lo Chien expects. He has disabled portions of the security system in an attempt to herd them into the trap. The Knights will notice, on an *evidence analysis* or *Perception* result of 11, the security camera near the service entrance door is malfunctioning slightly.





Operation: Hard Sell — Map 4 Lunton Biochemical



The service entrance camera's rotation has been slowed (quick-moving Knights, with a *running* or *Dexterity* result of 9, could run from the parking lot and through the service entrance door before the camera swings around to the door). The door is unlocked (the patrolling guards go in and out of it occasionally, so they see no need to lock it).

Chien has two enforcers positioned at each gate entrance, which is normal, but none patrolling the grounds. Chien wants the Storm Knights to enter, but not to leave.

Once Inside

If the Knights enter the building by the service entrance, it is possible Chien will not see them on his security monitor. There is a camera in the general office area, but it is slow moving and the service entrance is on the edge of its vision. Due to the low lighting, the Knights will have to make *find* or *Perception* rolls of 13 or higher to spot

it, and then *stealth* or *Dexterity* rolls of 10 or above to avoid its field of vision. All security cameras in the complex have the same statistics.

The Next Step towards Disaster

Getting into the shipping office is simple if the Knights have Joe's map with them. It is the only enclosed office on this floor. If they attempt to use the computers in the general office area (there are several), they will not be able to link up with the mainframe (and they will have to avoid the camera every round). Only the shipping office's computer can get the information they want.

The shipping office is plain, with a desk, two chairs, a map of the world with little multi-colored flags on pins, and a computer. If the Knights search the room, they will find nothing to indicate shipments north of Sacramento. On an *evidence analysis* or *Perception* result of 11, they will be able to

figure out from the map that Lunton receives shipments from Japan and Houston, and there are very few exports to anywhere.

Into the Computer, Once Again

Because Chien wants the Knights to probe his mainframe and show him what they are looking for (he is monitoring the shipping office's computer from upstairs), he has ordered the computer to be unlocked, and he has simplified some of the commands. While Chien observes the Storm Knights, the trap is set into motion.

Getting information from the computer is a macro skill use, with a minimum time of six minutes (value 13). For each time value the Storm Knights take, add a bonus of +1 to their roll (for example, taking ten minutes, value 14, gets a +1 bonus; taking 15 minutes, value 15, gets a +2). On a *scholar (computer science)* result of nine, the Storm Knights

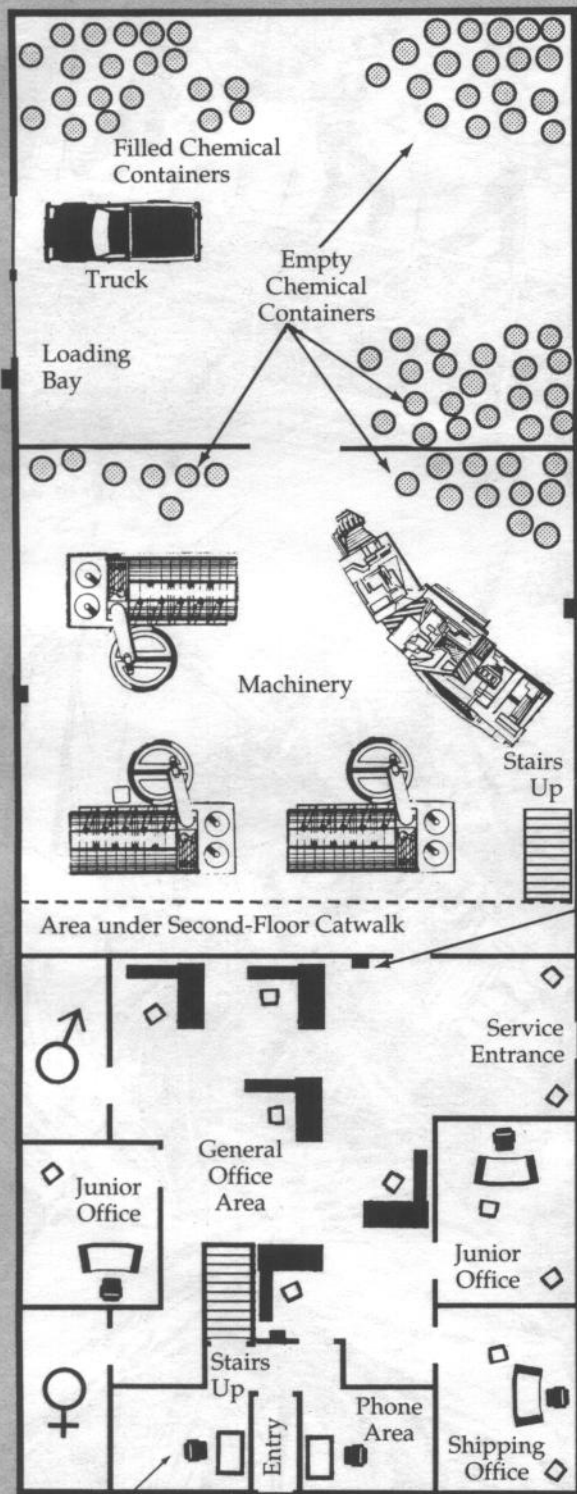




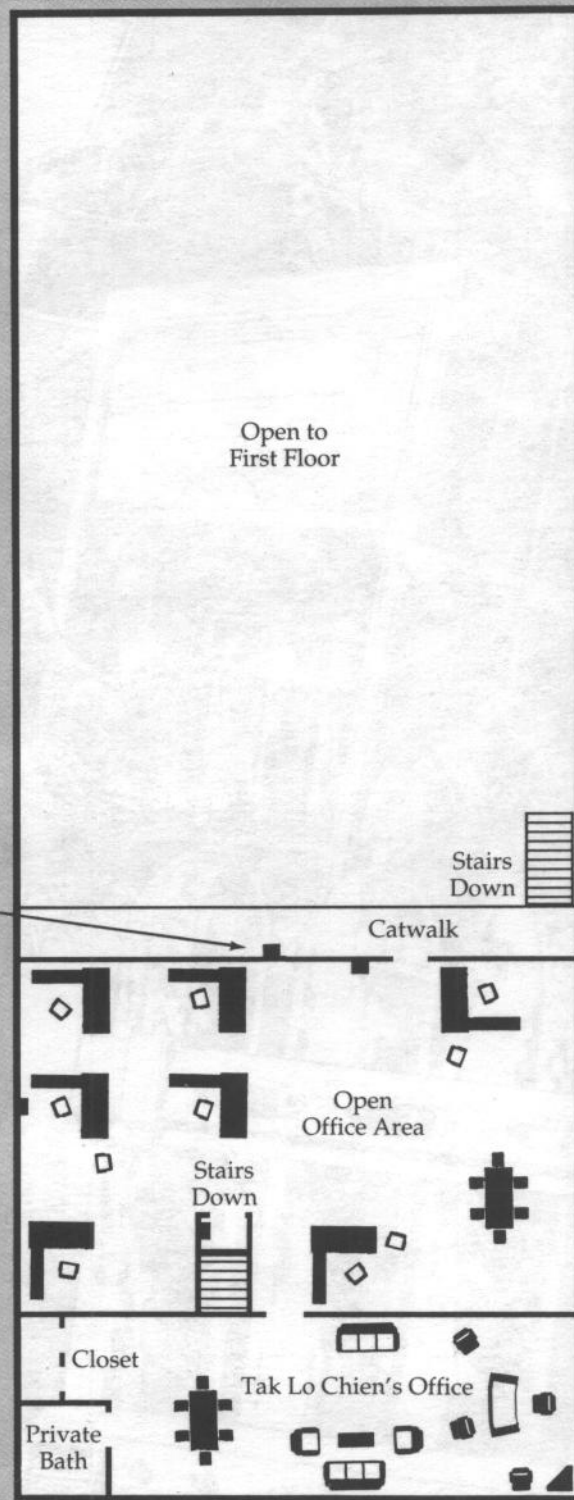
Operation: Hard Sell — Map 5
Lunton Biochemical — Offices



First Floor



Second Floor



Security Cameras





will discover the following information (unskilled penalty of +3):

- *Minimal*: Luntun Biochemical pays Kanawa Corporation, through subsidiaries, a substantial amount of its profits every quarter (though it is unclear where these profits come from);

- *Average*: Ishiyama Lumber & Supply was ordered by Luntun to purchase the lumber rights for the northwestern Living Land;

- *Average*: Luntun Biochemical has been shipping chemical mixtures (content undisclosed) north to a secret base referred to as "Operation: Hard Sell" east of Portland, Oregon;

- *Good*: A report from the base states "edeinos and humans respond to virus predictably; vaccine less reliable; testing will continue";

- *Superior or spectacular*: A map of California, Oregon, and some of the surrounding states (enclosed) with stelae lines drawn, Eugene, Oregon circled, Portland circled, and an "X" east of Portland; and

- *Superior or spectacular*: A report dated yesterday stating that "virus perfected; sufficient supplies for Portland resistance community and nearby edeinos being manufactured; results within days."

Chien will send his enforcers after 15 minutes even if the Storm Knights haven't found anything interesting.

The Trap is Sprung!

When Chien notices the Knights accessing the shipping computer, he will order his men into position. Six of his best enforcers hide in the machine area adjacent to the general office area. He and his four ninja bodyguards will position themselves on the catwalk overlooking the machine area. When the Knights are just about finished, he will send four enforcers either down the stairs or through the door linking the machine and general office areas, where they will act as guards "on patrol."

The four guards, if no one appears to be in the general office area, will proceed to the shipping office imme-

diately. They have flashlights and make no attempt to be stealthy.

The plan calls for the enforcers to engage the Storm Knights briefly, then run towards the machine area.

Corporate Enforcers (four as decoys)

DEXTERITY 11

Dodge 13, fire combat 13, maneuver 13, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 10

evidence analysis 13, find 12, tracking 13, trick 12

MIND 8

CHARISMA 8

SPIRIT 7

Intimidation 11

Possibilities: none.

Equipment: flashlight, bullet proof vest (armor value +6/16), Chiang 67 (damage value 16, ammo 8, range 3-10/25/50).

These guards will try to fall back towards the machine area without getting killed. Even if they begin to win (highly unlikely), they will head in that direction. The idea is to get the Knights to chase the decoys.

Snap! The Jaws Close

If the guards are able to entice the Knights into the machine area, Chien will wait one round (to make sure most of the Knights are in) and then flip on the lights. At this point, the scene switches from **Standard** to **Dramatic**.

When the lights come on, the decoys will dive for the nearest cover. An automatic mechanism swings the door shut behind the Knights (a *Strength* roll of 16 is required to keep it from closing each round it is active), and a laugh will sound from above. Read or paraphrase the following:

The lights of the room come on suddenly, leaving you blinking. As the guards you chased dive for cover, the door behind you swings shut and a harsh, cruel laugh rings out from above and behind you. You look up to see a tall, grey-haired but solid Oriental surrounded by four black-garbed men

and women. He grins evilly and there is a flash of malice in his eye as he says:

"So, my little detectives, you attempt to beard the lion in his lair. I am Tak Lo Chien, honorable scientist and businessman, and you are my prisoners."

You hear, from behind the machinery, the unmistakable sound of submachinegun bolts being locked into place. From all over the warehouse, Enforcers rise up out of their hiding places and point their weapons at you.

"Surrender, little detectives. I bear no malice towards you. We are businessmen. I just wish to know who my competitors are."

Chien will not be expecting the Storm Knights to surrender, but he will be expecting some sort of banter before the lead starts flying. There are two enforcers per Storm Knight. They will delay their actions until the Storm Knights make a hostile move, and then they will fire. Chien wants some of the Knights alive, however, so they will try not to kill them all ... if they can help it.

Corporate Enforcers

DEXTERITY 11

Dodge 12, fire combat 14, maneuver 13, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 10

Evidence Analysis 13, find 12, tracking 13, trick 12

MIND 8

CHARISMA 8

SPIRIT 7

Intimidation 11

Possibilities: Two of the enforcers have two possibilities each, and *reality* skill adds of one. The rest are not possibility rated.

Equipment: Most of the enforcers are armed with a SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150), one replacement clip of ammo, bullet proof vest (armor value +6/16) and a Chiang 67 (damage value 16, ammo 8, range 3-10/25/50).

The possibility-rated enforcers each have a SC Kyogo T11 (damage value 21, ammo 40, range 3-40/150/400), and Kyoto armor (armor value +7/17).

The four ninjas are to protect Chien but may join the battle if most of the enforcers are incapacitated. The ninjas



appear to be unarmed. With their *prestidigitation* skill, they will be able to draw weapons from their suits in the blink of an eye. The ninjas will use their *stealth* to sneak up on unsuspecting Storm Knights and then engage in melee. They will use the throwing stars as a distraction if necessary.

Corporate Ninjas

DEXTERITY 13

Acrobatics 14, fire combat 14, maneuver 14, martial arts 16, melee weapons 14, missile weapons 14, prestidigitation 15, stealth 14, unarmed combat 14

STRENGTH 9

Climbing 11

TOUGHNESS 9

PERCEPTION 9

Tracking 11

MIND 9

CHARISMA 8

SPIRIT 9

Reality 10

Additional Skills: Three at +1 adds

Possibilities: 8

Equipment: All of the ninjas carry Shimsi Swords (damage value STR +5/14), a standard sai (damage value STR +3/12), three smoke screen pellets, a smoke screen lens, sorubu gloves and boots (+2 to *climbing*) and a Niyoki camouflage suit (black, +1 to *stealth*). Three of the ninjas are carrying three heat-seeking throwing stars (+2 to *missile weapons* with vital blows, damage value STR +3/17, range 3-10/15/20). The final ninja has five heat seeking throwing stars and three electrostars (damage value STR +5/18, automatic "K" result, double any shock damage, and an additional wound is inflicted if there is a wound result, range 3-5/10/15).

Tak Lo Chien

DEXTERITY 10

Dodge 12, fire combat 13, stealth 14

STRENGTH 9

TOUGHNESS 10

PERCEPTION 11

Air vehicles 12, evidence analysis 14, find 13, land vehicles 12, language 13, scholar (Yakuza lore) 16, scholar (business) 14, scholar (Nippon law) 15, trick 17, scholar (computers) 14

MIND 12

Science (chemistry) 13, science (computers) 15, test 15, willpower

15

CHARISMA 10

Charm 14, persuasion 16, taunt 12

SPIRIT 10

Intimidation 15, reality 14

Possibilities: 14

Equipment: Kanawa KM11 (damage value 18, ammo 12, range 3-10/25/40), micro radio, very expensive suit, \$2500.

During the battle, Chien will direct his troops. He will also use his non-combatant skills (*intimidate, test*) to try to get the Storm Knights to surrender or, at least, to throw them off guard.

He will be completely defended by the Ninjas, and will use his possibilities to counter theirs.

Fighting it Out

The villains attempt to subdue the characters before killing them. Chien believes he has the resources to wear them down. If the battle seems to turn against Chien, he will tell his enforcers to use whatever force is necessary to stop the Storm Knights.

The enforcers will flee if Chien is killed or knocked unconscious, al-



though the ninjas will fight to the death.

Nine barrels are stored in the north section and they are filled with the poison that will be used in Operation: Hard Sell. Any failed attacks in that direction have a two in 20 chance of striking the barrels and causing a huge explosion (the poison is highly flammable).

If the barrels explode, the blast radius is 6/15/40 and the effect value is 24. Fortunately, the poison evaporates in three rounds if it has not been mixed with the other biochemical agents (stored separately in the facility). Once the first barrel explodes, the rest will follow within two minutes, so Chien will order an evacuation of the facility.

When the Bullets Stop Flying

After the Knights have defeated or driven off Chien, they can go upstairs to Chien's office.

Unfortunately, Chien has planned even for this eventuality. He has planted bombs all over the factory and set them to detonate if anyone turned on the computer without first disarming the hidden bombs.

If the Storm Knights search the room, then they will find a bomb underneath the desk, with the timer set to detonate soon (fifteen minutes after the battle began). The Storm Knights should realize that Chien has probably planted more than one bomb.

At this point, someone (probably the gamemaster) should mention the truck in the loading area as a means of escape.

Other Options

The only way to disarm all the bombs is to use the remote control Chien carries with him.

If he has escaped, then the remote control is with him. If he was wounded during the battle, one of the shots hit and destroyed the remote control. If Chien has been subdued without being wounded, the Storm Knights may be able to disarm the bombs with the controller (make an *evidence analysis* or *Perception* roll with a difficulty of 12). There is no other way, including playing an *Opponent Fails* card, to stop the bombs from exploding.

Chien hopes the bombs will kill any Storm Knights, but his prime objective is to destroy any evidence of Kanawa's presence, eliminating the link between Kanawa and Operation: Hard Sell.

The Escape

The keys are in the truck, the loading dock door can be unlocked easily (difficulty of five), and there's a full charge to the truck's battery (it's electric). If the Knights look in the glove compartment, they will find a map (identical to the one in Chien's computer) with Interstate Five highlighted.

Variables

Chien will not report his failure to his superiors or Maji Khenoto. However, Chien will dispatch operatives after the Storm Knights and will inform the Spartans that "dangerous criminals have stolen a truck of highly dangerous chemicals." If Chien dies,

Mr. Kyotal will take the same actions (as he gets comfortable in his new position as head of Kanawa's Sacramento activities).

Should the Knights not take the truck for some reason, it will hamper their activities in Act Two. The truck will greatly speed their progress, although it will be a liability when they get to Cottage Grove. If they have taken another vehicle, assume that Chien's operatives have spotted them and reported it.

In the event that the Storm Knights give up or are captured by Chien, he will tie them up and torture them to find out what they know and, most importantly, who sent them. See the "Variables" section in Scene Three for a description of this procedure.

If it seems unfeasible for the Storm Knights to escape, Joe Reynolds may lead some Rauru Block agents in to rescue them.

Awards

Every Storm Knight who survives this Act should receive three possibilities each. If the Knights did not obtain enough information for them to continue on their own, then reduce the award to two each. If they killed Chien, then give each an extra possibility.

Cut to ...

Act Two, north of Sacramento on I-5. The Storm Knights are on their own and off to stop Operation: Hard Sell.





Act Two

North on I-5

The Major Beat

In this act, the Storm Knights must drive north on Interstate Five toward Portland, Oregon. They must avoid Kanawa agents and hostile Spartans while trying to stop Operation: Hard Sell.

During the first scene, the Knights encounter an unusual Nippon Tech creature. They will face an ambush just before entering the Living Land dominant zone, and must finally infiltrate a heavily-armed Spartan camp just inside the Living Land for fuel.

SCENE ONE: Dragon Attack The Situation

Standard. In this scene, the Storm Knights will leave Sacramento and head north along Interstate Five. They will begin the scene in the Nippon Tech pure zone surrounding Sacramento and end it just inside the adjoining Nippon Tech-Living Land mixed zone 180 kilometers to the north. It will take the Knights three hours to drive the distance in the Nippon Tech truck.

The High-Tech Truck

The truck from Lunton Biochemical appears to be a plain army truck, but inside it is obviously not from Core Earth. While the steering wheel, gas and break pedals, and other simple mechanisms are the same, there are also fuel monitoring systems, radar and communications gear. The truck is electrical and, on an *evidence analysis* or *science (mechanical)* skill roll of 8 or higher, it appears to have enough of a

charge to travel about 700 kilometers. After this, the battery will have to be replaced or recharged.

The communications and radar systems require a *science* total of 12 or higher to activate. Use the *science* skill modifiers on page 56 of the *Torg Rulebook* (a Core Earther would have a difficulty of 22 to operate it).

The communications console has a range of 200 kilometers and the radar is useful for up to 10 kilometers. In order to detect a moving object within the 10-kilometer range, the operating character must make a *science* roll against the object's *stealth*. If the object is not operating in a stealthy manner, then the base difficulty is seven. The object must be at least the size of a man for the radar to detect. Cover adds to the difficulty number.

Cargo

In the back of the truck are six large cylindrical containers. Three are marked "Biochemical Agricultural Stimulant" (this product gives the poison a longer active life and makes it stable) and the other three are labelled "Reseeding Catalyst" (the poison is in these barrels). The labels are printed in Japanese. These biochemicals, when combined, produce the deadly virus for Operation: Hard Sell. The barrels are sealed, with no lids. The first barrels contain a colorless, odorless liquid stabilizer chemical to be mixed with the poison. The chemical is not explosive or dangerous by itself.

If the Storm Knights are unwise enough to open the barrels with the poison, everyone within three meters suffers damage from the poison (damage value 24). The poison is highly flammable and evaporates in three rounds unless mixed with the other chemical. The range of an explosion for one container is 6/15/40 and the effect value is 24.



If the Knights choose to keep the lethal cargo in the truck, then keep in mind the explosive value of the three containers. If the Knights get involved in a gun battle, there is a chance that the containers will get hit and explode.

Sky Sleds

Hidden underneath the truck on a rack are two Nippon sky sleds. They look very much like jet skis, but they are used in the air. To operate the Oda II Sky Sled (Tech 24, Speed 125/80/13, fatigue 1, passengers 1), the character must first make a *science* total of 10 or higher to turn it on and figure out the basic controls. The Sleds operate on electricity and may run for an hour. They may be recharged by hooking them into the truck while it is running (ten minutes to fully recharge).

The Action

Aside from escaping the reach of the Sacramento Yakuza, this scene involves little but driving and examin-

ing the vehicle the Knights have liberated. At the end of the scene, when the Knights have entered the Nippon-Living Land mixed zone, there will be an encounter with an unusual beast.

Almost a Dragon

Upon crossing into the mixed zone, the Knights will notice a change in the environment. While the road they have driven on remains in reasonable shape, the jungle is much denser. It grows right up to the road, and nearly eclipses most of the ruined buildings they pass. In the Sacramento area, it is likely that they Knights passed a few travelers or occupied houses, but here there is no sign of civilization save the road they travel. A fine mist hangs over the area.

If anyone is able to use the radar system in the truck, and is able to penetrate the cover of the jungle, they will perceive a large object closing from the northeast ten seconds (one round) before it bursts out of the jungle and attacks the truck.

The creature is a Living Land dinosaur which has transformed into a

Nippon Tech dragon. Any Nippon Tech characters will recognize the creature from their mythology.

Nippon Dragon (Transformed)

DEXTERITY 14

Unarmed combat 19

STRENGTH 17

TOUGHNESS 19

PERCEPTION 5

Find 14, Trick (12)

MIND 5

Survival 13, test (16)

CHARISMA 4

Taunt (13)

SPIRIT 4

Intimidation 16

Possibilities: none

Natural Tools: Scales (armor value +3/22), teeth (damage value STR +4/21), trample (damage value STR +3/20), running limit value 14

Note: While more intelligent than most animals, keep in mind that this oriental dragon is still only an animal and will act like one. It is a strong predator, and cunning in some respects, but the law of the jungle—self-preservation—rules it entirely.

R eality Storms

The Nippon Tech/Living Land mixed zone is home to some of the most vicious reality storms so far in the Possibility Wars. The mixed zone is composed of stelae from two different realms. Because of this, the zone cannot “flip” to either Living Land or Nippon Tech, so the area will be buffeted by the storms until one realm’s stelae are removed.

Reality storms can appear instantly. They can last for hours or maybe only seconds, and might travel for dozens of miles or be limited to a small area. A storm will be attuned to either Nippon Tech or the Living Land. Reality storms attack things that directly contradict the attuned realm’s reality.

Reality storms are best when used for drama in the adventure. Not only will these storms pose a

physical threat to the Storm Knights, they could cause mental damage. Of course, if the truck is caught in a storm and still has the chemicals on board, things might be over for the Storm Knights very quickly. Here are some guidelines on what they can do:

- The majority of the storms should have an effect value of 18 or less (for damage), with dramatic but not spectacular effects. The storm’s winds could make a physical attack, or the storm may make a mental attack. Such storms often last less than ten minutes, and have few lingering effects. A few items might be transformed in the storm. Perceptions of distance would be affected by the reality warping of the storm (a -3 penalty or more

to any *Perception-* or *Dexterity-*based skill).

- Bigger storms should have correspondingly bigger effects and longer durations. Effect values in the mid-20’s would be enough to shatter houses (with attacks) or create temporary realities that can last for a couple of hours. Inflict larger penalties for *Perception-* and *Dexterity-*based skills.

- The rarest storms will cause vivid hallucinations and fear-inspiring alterations to reality. Most characters will be shocked into inaction, able to do nothing but try to hold on to their sanity (for example, make a *Spirit* check with a difficulty of 14; failure should cause a penalty while remaining in the zone).





The dragon is eight meters long and three meters tall, with a huge bony ridge around its neck. Its ornately colored red and blue scales terrorize any smaller animals unfortunate enough to cross its path. The dragon will attack anything which appears edible or may pose a threat.

Looking Up Old Friends

After dealing with the dragon, the Knights will hear the sound of a prop-engine plane flying overhead. If they generate a *find* or *Perception* total of 14 or higher, they can actually see it. They may, of course, use the radar equipment in the truck. The plane is about 500 meters up. It will fly over the area, circle, and head back south. If the Knights attempt to pursue (on the sleds or on the ground), they may, but they should realize that the plane has a much greater speed than they do and

a much greater range. If pursued, the plane will pour on the throttle and head south as fast as possible.

Flags

- An *Idea* card could tell the Knights that the dragon is a transformed dinosaur (if they haven't already figured that out) or it could help them realize that the Sacramento Nippon agents have used some means to locate them and the truck.

SCENE TWO: Ambush at Cottage Grove

The Situation

Standard. The Storm Knights will be passed over by small, private planes at least two more times during the next day. The road will get rougher as they go.

Three hundred and fifty kilometers after the dragon attack (maximum maintainable speed on this road is about 50 kph), the Knights will reach the outskirts of a community once known as Cottage Grove.

The Action

Since its "emancipation," the Spartans have used Cottage Grove as a stopover before entering the Living Land dominant zone to the north. The planes that have been flying overhead are the communications link between the Sacramento Kanawa organization and the Spartans stationed at Fort Eugene. After the Knights escaped Tak Lo Chien, he contacted the Spartans and told them that dangerous criminals had stolen a truck loaded with explosive chemicals.

The Spartans have been ordered to stop the Storm Knights and hold the truck for the Nippon agents that will soon arrive.



Running the Gauntlet

The trap is simple. Some Spartans have gone to the burnt-out remnants of Cottage Grove. They have blocked off all the streets except for I-5, which goes right through the middle of the old resistance community. The Spartans have hidden themselves in buildings on either side of the road and will attempt to shoot out the tires of the vehicle as it drives by. When the Knights disembark, the Spartans will finish them off.

Since the Spartans have been warned that the chemicals in the truck are toxic and explosive, they will try not to shoot at anyone in the truck unless absolutely necessary. The Nippon agents (who will arrive one day after the ambush) hope to recover the expensive biochemicals. Both parties, however, would rather see the Knights dead even if they lose the chemicals in the process.

There are thirteen Spartans. They have the same stats, and three of them have two possibilities each.

Spartans (13)

DEXTERITY 10

Beast riding 11, dodge 12, melee weapons 12, missile weapons 13, stealth 12, unarmed combat 11

STRENGTH 10

TOUGHNESS 11

PERCEPTION 9

Evidence analysis 10, find 11, tracking 10, trick 11

MIND 8

CHARISMA 9

Charm 11, persuasion 12, taunt 10

SPIRIT 9

Intimidation 10

Possibilities: three of the Spartans have two possibilities each

Equipment: Hunting rifle (damage value 19, ammo 8, range 3-40/300/600), 100 meters of rope, spear (damage value STR +3/19), horse (one kilometer north of town).

Because of the light mist of the mixed zone, the Knights will be unable to see the Spartans if they are driving into the town—until it's too late. If, however, the Knights scout ahead—either on foot or using the sky sleds—they may be able to detect the ambush. Although the Spartans have put up obvious barricades in the town's

side streets, they could easily be misconstrued as harmless rubble.

Spartan Attitudes

The Spartans are a combination of patriots, mercenaries, and ruthless killers. Most of them believe their assignments are the right thing to do. However, a few are bloodthirsty murderers, such as Pete "Uproot 'em and Shoot 'em" Combes, the leader of this assault. He will observe the ambush from the roof of one of the few intact buildings in Cottage Grove and flee immediately if it seems like the Knights are winning. Though he enjoys shooting people, he is under orders to report to his superior Derek Ginz (below).

Pete "Uproot 'em and Shoot 'em" Combes

DEXTERITY 11

Beast riding 12, dodge 13, fire combat 13, heavy weapons 13, maneuver 12, melee weapons 13, running 12, unarmed combat 13

STRENGTH 10

Lifting 12

TOUGHNESS 11

PERCEPTION 9

Find 10, first aid 11, land vehicles 11, scholar (military tactics) 11, tracking 12

MIND 9

Survival 13, willpower 11

CHARISMA 9

Taunt 11

SPIRIT 9

Possibilities: 8

Equipment: three knives (damage value STR +3/17), compound bow (damage value +7/25, range 3-10/100/250), M-16 (damage value 20, ammo 10, range 3-40/250/400), cigar, bull horn, combat fatigues, cowboy hat, motorcycle (hidden in supermarket).

After the Ambush

If the Knights survive the ambush they will probably hear, if not see, Combes streaking north on his motorcycle. Surviving Spartans will head for their horses and try to make for Fort Eugene. It will be almost impossible to catch Combes in their truck (assuming it's still functioning) since he has a much more maneuverable vehicle and knows the terrain.

If the Knights question any of the Spartans (if any are alive), the men and women who participated in the ambush will seem self-righteous and arrogant. They feel that they are the last defense of their country.

If one is able to be interrogated effectively, however, the Knights will learn the following things:

- The Knights are wanted by the Delphi Council for terrorism;
- The Nippon businessmen have been communicating with Fort Eugene; and

Cottage Grove: Posthumous Report

Before the Possibility Wars, Cottage Grove was a mid-sized community similar to many other towns in the American Northwest. When Baruk Kaah invaded, however, all that changed. Most of the citizens died in the initial invasion, or transformed and then died in the aftermath. Few survived. Some fled north to Free Canada, while others headed for the Pacific Ocean. Most, however, decided to stay. They formed the Cottage Grove resistance community. The community managed to

keep in touch with Eugene and Portland, Oregon. Realm runners brought news and supplies.

When it looked as if the Cottage Grove community would survive, the Spartans showed up. Brash, heavily-armed men came into town and demanded that the resistance community relocate... or else. The townspeople, enraged at the demand and doubting the authority of the so-called "Delphi Council," refused. The Spartans destroyed the town, killing anyone who couldn't flee into the jungle in time.





Operation: Hard Sell — Map 6 Cottage Grove


Dense Jungle

Destroyed
Houses

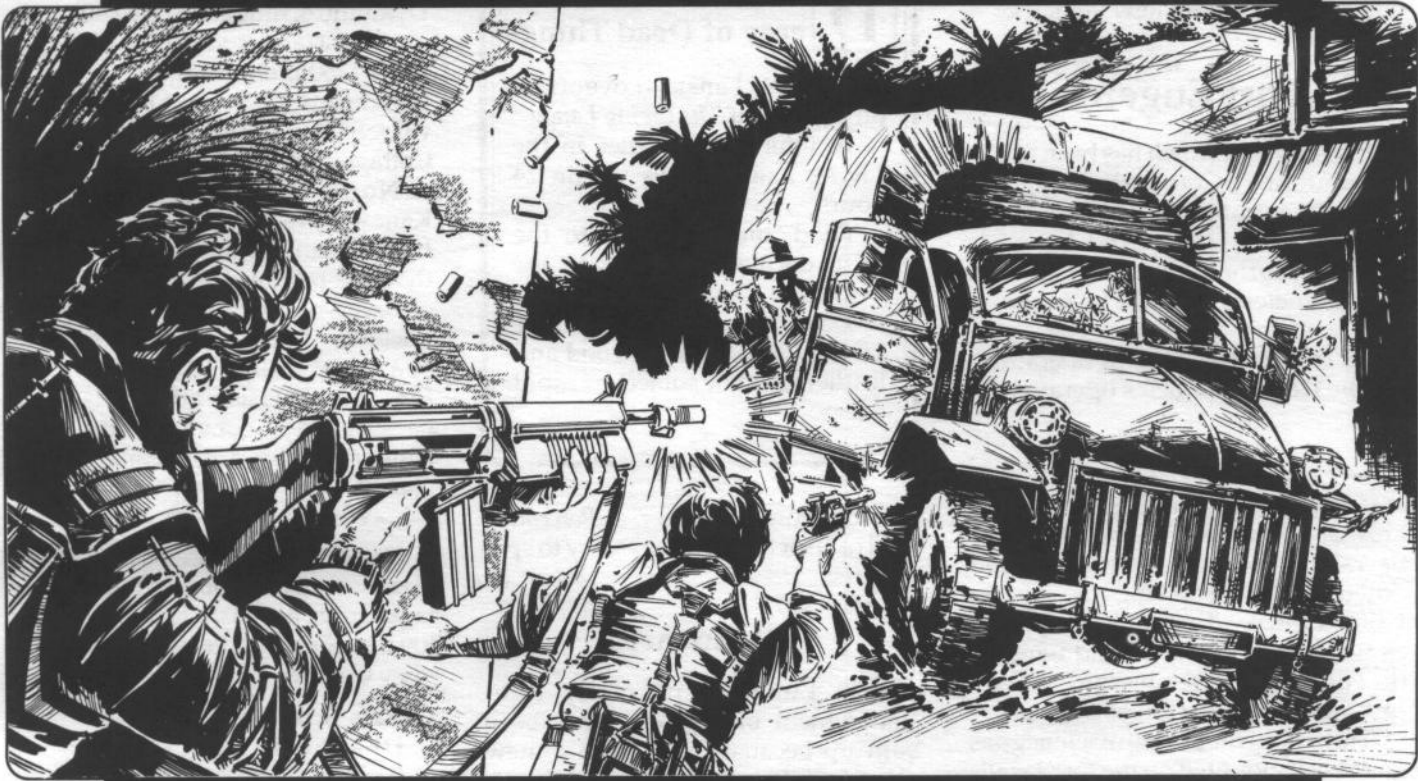
Stream

Dense Jungle

1. Interstate 5
2. Old "Timber Trucking Co." building
(3 "average" Spartans, 1 with MAC-10)
3. School
(3 "average" Spartans, 1 with MAC-10)
4. Town square and WW II monument
(1 Spartan with MAC-10)
5. House
(4 Spartans)
6. Supermarket
(Pete Combes observing from rooftop)

 Barricades





•Fort Eugene has an airstrip and a hardpoint.

This is information that will not be difficult to get out of a defeated Spartan. The Spartans know nothing about a Nippon realm or Operation: Hard Sell, though they do know Japanese “loggers” went north, near Portland, about a month ago.

If Combes himself is captured, which is possible but unlikely, he will know more about Fort Eugene and the Japanese traffic, but not a lot. He is not very loyal “to the cause,” so may actually talk easier than some of the men and women he commands. He will tell the Knights that a plane travels to Fort Eugene every day, and then travels north to an area near Portland.

Flags

•If an *Alertness* card is played, the Knights may notice that something is moving in Cottage Grove, or that the rubble in the streets looks man-made.

•If an *Escape!* card is played, the Knights may be able to slip off into the jungle ... minus their truck. In this case only, the Spartans will let them run away as long as they leave the vehicle.

Variables

While the Spartans are not interested in taking prisoners, if the Knights surrender early in the combat (before they have seriously injured anybody), the attackers will let them. They will strip them of any weapons—including obvious cyberware—bind them, and take them to Fort Eugene.

Cut To ...

“Scene Three: Refueling and Reconnaissance.”

SCENE THREE: Refueling and Reconnaissance

The Situation

Standard/Dramatic. The truck is running dangerously low on electric current. Fort Eugene is the only place to get a replacement battery.

Just up ahead on Interstate Five is the old city of Eugene, Oregon. If the Knights were able to get a map in Act One, or if they were able to interrogate one of the Spartans that participated in the ambush, then they will know that Eugene as a city no longer exists, but the new Fort Eugene stands nearby.

The Action

If the Storm Knights and their vehicle both survived the ambush at Cottage Grove (Scene Two), then they will need to get a new battery for their



truck before going on to Portland. If the truck was destroyed, then they will have to capture new vehicles.

Fort Eugene

Fort Eugene, which has been established around a Core Earth hardpoint, was once a primary base for the Spartans within the Living Land. Now, it is a gateway to the wilderness. Less than five kilometers inside the Living Land dominant zone, the Spartan base provides an excellent base of operations for the Delphi Council's operatives.

Armaments

The walls and buildings of the fort are made of wood brought in from the Sacramento area. Since the wood "died" before entering the Living Land, it will not decompose as quickly as wood in the Living Land tends to do. Fort Eugene resembles an Old West fort more than anything else.

Three Marmont M60 machineguns have been mounted on the fort's walls and are crewed by the possibility-rated Spartans. They have damage value 23, with range 3-100/600/1.5k. They are fed by a gunner's assistant and will not run out of ammunition for several minutes even if continuously fired.

The Spartans have built three "rock tubes" as a more primitive means of defense. The tubes are five meters high and are made of wood. The tubes are at a sharp angle, ending just over the fort's wall. The tube's platform is wheeled, so it may be pushed to any point on the wall (weight value 15). The platform has a three by three meter pen to hold the rocks.

To work the weapon, a Spartan lifts a large, round rock onto the elevated portion of the tube. The rock simply rolls down the tube, over the wall and smashes into whatever is in the way. The rocks cause damage with weight value +2. *Heavy weapons* skill is appropriate for this weapon, but it can also be used unskilled. The Spartans keep extra rocks near the north wall.

The Spartans have dug nearly three dozen pits near the compound to discourage approaching dinosaurs. The pits are four meters deep, with damage equal to the victim's weight plus 3

Decay of Dead Things

To clarify Lanala's Love of Life on page 67 of *The Living Land*:

Anything which dies in the Living Land decays within 24 hours.

Food, once exposed to the mist, decays according to the Corrosion Chart on page 66.

Dead things brought into the Living Land, such as wood and leather, are not subject to rapid decay.

plus the bonus number. A *Perception* total of 10 or better is necessary to spot the pits.

Personnel

Fort Eugene's normally light complement of personnel has been built up because of Kanawa's "new plan" for taking back the Living Land.

Derek Ginz is Fort Eugene's commander, as well as head of the Sacramento-based Spartans. Unlike Combes, Ginz is in this war because of his patriotism. He is probably the most efficient and capable leader the Delphi Council has in the area.

Derek Ginz, Spartan Commander

DEXTERITY 11

Beast riding 12, dodge 13, fire combat 14, melee weapons 12, missile weapons 15, stealth 13, unarmed combat 12

STRENGTH 10

TOUGHNESS 11

PERCEPTION 11

Evidence analysis 12, find 13, tracking 12, trick 12

MIND 8

CHARISMA 10

Charm 12, persuasion 13, taunt 11

SPIRIT 9

Intimidation 12, reality 10

Possibilities: 8

Equipment: Compound bow (damage value STR +7/25, range 3-10/100/250), 15 arrows, three explosive tip arrows (damage value STR +9/26), three tear gas arrows (damage

value 21 in 3-meter sphere, stun damage only), .44 Magnum (damage value 17, ammo 6, range 3-10/15/40), bullet proof vest (armor value +6/22), walkie talkie (150 meter range), first aid kit, 100 meters of rope, knife (damage value STR +3/17), map of Oregon with Cottage Grove and Fort Eugene circled.

Note: Ginz is suspicious of Kanawa's motives and "assistance." If the Storm Knights are able to prove that Operation: Hard Sell will wipe out everyone in the Living Land areas (including his Spartans), then he would be a valuable ally. His starting attitude for any persuasion attempt is enemy because he is convinced the Storm Knights are terrorists. Ginz will also consider the reaction of the bloodthirsty Spartans he is trying to control.

Fifteen Spartans remained at Fort Eugene when Combes set up the Cottage Grove ambush. Five of them are loyal to Ginz, but the rest would rather obey Combes.

Ginz's Spartans (5)

DEXTERITY 11

Beast riding 12, dodge 14, heavy weapons 14, melee weapons 13, missile weapons 13, stealth 12, unarmed combat 12

STRENGTH 10

TOUGHNESS 11

PERCEPTION 9

Evidence analysis 10, find 11, tracking 10, trick 11, first aid 12

MIND 8

CHARISMA 9

Charm 11, persuasion 12, taunt 10

SPIRIT 9

Intimidation 10

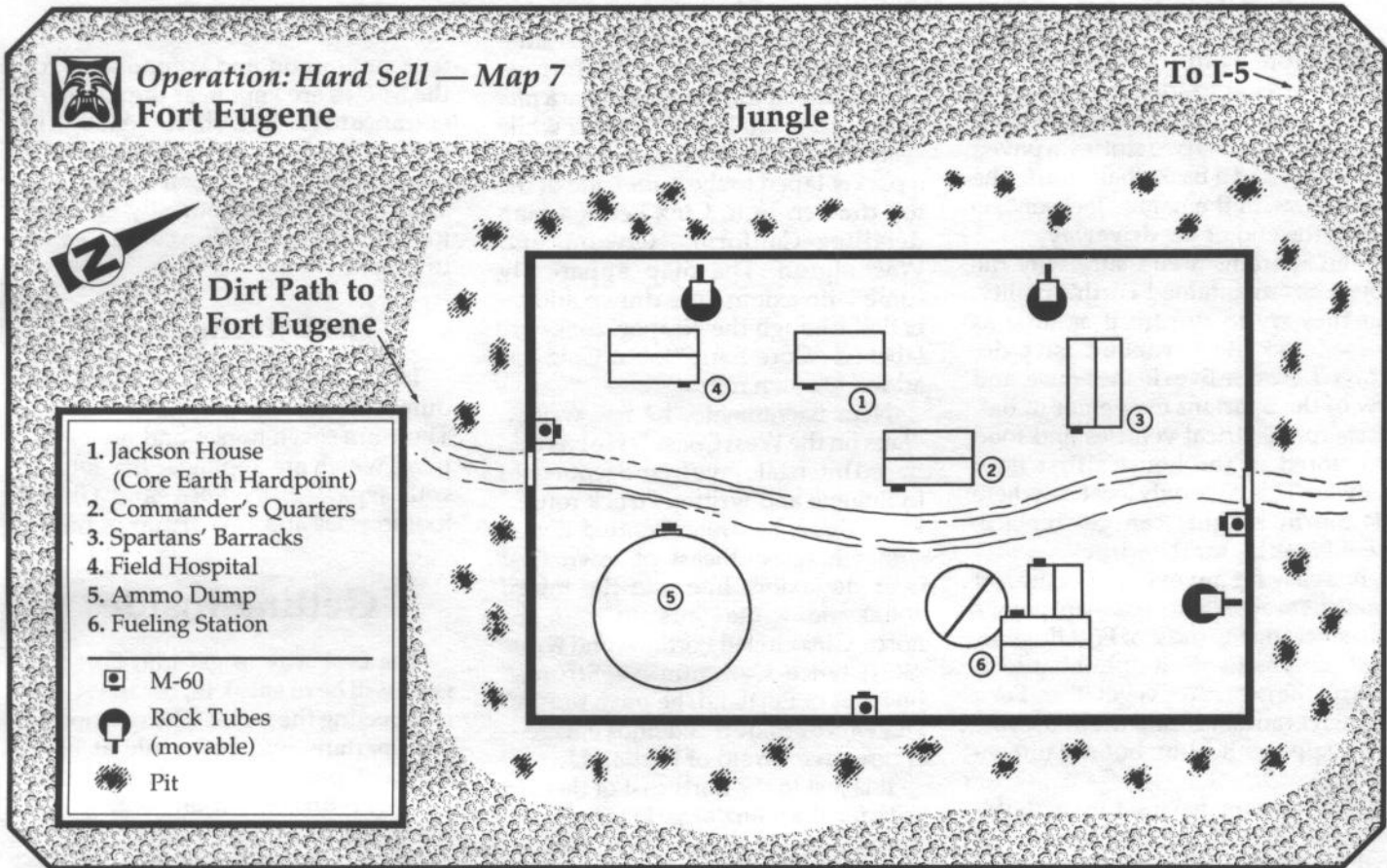
Possibilities: 3

Equipment: .44 Magnum (damage value 17, ammo 6, range 3-10/15/40), 100 meters of rope, spear (damage value STR +4/18), throwing knife (damage value STR +3/17, range 3-5/10/15), bullet proof vest (armor value +6/22), compound bow (damage value STR +7/25, range 3-10/100/250), 15 arrows

Note: These Spartans all have attitudes similar to Ginz. However, they are under orders to shoot first and ask questions later, so they probably won't get to talk much.

The remaining ten Spartans are under Ginz's command, but they follow Combes' lead. For their stats and





equipment, use the non-possibility-rated Spartans from Scene Two. Remember to include Combes and any of his men that made it back to Fort Eugene after the ambush.

The Scouts

There are ten patrolling Spartans in addition to those stationed in the fort. They have equipped themselves in native fashion to avoid disconnection. They do carry guns, but will only use them in emergencies. Their primary interest is scouting the surrounding ten-kilometer area for trouble and reporting in once or twice a week to the fort. They travel in groups of three and four, and they generally don't set up camps. These Spartans are lookouts and will avoid trouble if at all possible.

Spartan Scouts

DEXTERITY 10

Beast riding 11, dodge 12, melee weapons 12, missile weapons 13, stealth 14, unarmed combat 11

STRENGTH 10

TOUGHNESS 11

PERCEPTION 9

Evidence analysis 10, find 11, tracking 12, trick 11, first aid 11

MIND 8

CHARISMA 9

Charm 11, persuasion 12, taunt 10

SPIRIT 9

Intimidation 10

Possibilities: only one of the scouts is possibility-rated. She is the leader, with three possibilities and one add in the *reality* skill.

Equipment: .44 Magnum (damage value 17, ammo 6, range 3-10/15/40), 100 meters of rope, spear (damage value STR +4/18), first aid kit, knife (damage value STR +3/17), one walkie talkie (leader only).

Description: These Spartans dress like Jakatts, but are distinguished from them by their hygiene and organization. They do everything they can to avoid disconnection, but old habits die hard.

Note: If Combes or one of the ambushing Spartans makes it back to Fort

Eugene, then Ginz will notify the scout leader of the Storm Knights' presence. She will take six scouts south and try to intercept the Knights before they reach the fort. If she does this, she will spy on them and attempt to warn Ginz of the Knights' actions. If the scout leader isn't warned, then there is only a slim chance that the Knights will encounter any of the Spartan scouts before reaching the fort.

Inside the Fort

There are two gates in the eight meter high wall of Fort Eugene, one in the north and one in the south. The gates slide and are nearly as strong as the wall. The exterior walls are made of a double layer of upright logs with sharpened points. On the inside of the wall, one meter below the top, is a walkway that circumnavigates the fort. There are usually at least four guards on the walls at night and two during the daytime.



The Hardpoint

The Core Earth hardpoint is the former Jackson residence (see Map 8, "Fort Eugene"). The house is in good condition and has two stories, a paved driveway, and a basketball court. The mailbox, with the name "Jackson", is still at the end of the driveway.

The Spartans aren't sure why the house has maintained Earth's reality, but they try to disturb it as little as possible so the hardpoint isn't destroyed. No one lives in the house, and few of the Spartans ever enter it. Batteries for electrical vehicles and food are stored in the house's first floor hallway. This is the only location where the Storm Knights can get replacement batteries for their truck.

It is easy for anyone within the fort to tell the exact extent of the hardpoint's influence. Inside most of Fort Eugene, the Spartans fight an uphill battle to control the growth of vegetation. For a 15-meter radius around the house, the lawn appears healthy but not uncontrolled.

The Spartans have set up a "holding area" just outside the house (next to the basketball court) where they put anyone who "goes native." Anyone who disconnects is kept there until they reconnect.

The hardpoint is a 20-foot long, scale model of the aircraft carrier U.S.S. Enterprise in the basement. The hardpoint has a dominant zone radius of 15 meters (value 6), with a pure zone area of 6 meters (value 4). The model weighs 250 kilograms (value 12), and if it is moved, it loses its properties within five hours.

The Commandant's Office

Next to the house is the commandant's office. It is a log cabin — like all of the buildings except for the Jackson house — but it is two stories high. Derek Ginz's office is on the first floor, with his bedroom on the second.

If the Knights search Ginz's office, they will find standing Delphi Council orders, requisitions and receipts,

and ammo for Ginz's weapons. He has ten extra clips of ammo for each side-arm, and twenty of each type of arrow.

Upstairs, if the Knights make a *find* or *Perception* total of 13 or higher while searching Ginz's dresser, they will find a packet taped to the underside of the top drawer. In it, Ginz keeps a map detailing California, Oregon, and Washington. The map apparently came with axiom lines drawn and labelled (though the Nippon zones are labelled "Core Earth"), but Ginz has added his own notes.

Near Sacramento, he has written "Japs on the West Coast." He has also traced Interstate Five from Sacramento to Eugene and written "truck route." From there, he drew a dotted line to somewhere southeast of town (just over the axiom line into the mixed zone) and wrote "airstrip." In the north, Ginz circled Portland and wrote "Resistance Community—Strong." Just east of Portland, he put a red "X" and wrote beside it "Edeinos village—Aggressive; afraid of Portland."

It is just to the northeast of this last notation that Ginz's markings get confusing. If a Knight makes an *evidence analysis* or *Perception* total of 15, she will realize that Ginz has been speculating on the location of something. This something is somewhere near Soda Peak, Oregon. There are no additional notations.

The Barracks

The Spartans' barracks are long and low, built to hold up to one hundred people on bunk beds. The building holds plenty of ammunition, weapons (three M-16's and a dozen pistols) and miscellaneous equipment, all Tech 23.

The Field Hospital

In the northeast corner of the fort lies the field hospital. There are various medical supplies (all brought in from Core Earth so they won't decompose). Most first aid is done here, although surgery is done within the hardpoint dominant zone.

The Ammo Dump

Ammunition and components for the M-60's are kept near the southern entrance to the fort. There is enough in the dump to keep all three guns firing continuously for several hours. The ammunition is periodically checked for damage, and the boxes are rotated to keep them dry.

The Refueling Area

In the northeast corner is the fuel dump, as well as the horse stables. There are seven horses and their supplies, which are kept near the gate. A wall separates Combes' and Ginz's motorcycles and two drums of fuel.

Getting Inside

The best way to get into Fort Eugene will be to sneak in, because Ginz is expecting the worst. The reaction of the Spartans will be hostile at best. Ginz will post extra guards if Combes has not returned within six hours of being sent to Cottage Grove.

There are no electric lights in the fort, but there are torches. If the Knights try to break in, they will have to get by the pits and over the walls without attracting the attention of the very watchful guards. Anyone trying to find the Knights should have a -3 penalty due to the poor visibility.

Once inside, the Knights must choose where to go in a hurry. At night, there are four guards on the wall, and usually one or two in the courtyard. Just about everyone is out during the daytime. Other than guard and scouting duty, the Spartans have very few duties while at Fort Eugene. It is very difficult to predict where exactly each man or woman will be during the day, but the armaments will be manned, and Ginz will be either in his office or in the compound.



Drama

Once the Knights reach sight of Fort Eugene, they should be informed that they are in a **dramatic** scene. This is because the Spartans are in their home turf and are prepared for trouble. A break-in will be difficult for the heroes, and a frontal assault will be near impossible.

Variables

The Knights may decide to avoid Fort Eugene entirely. They can do this by going into the jungle and risking getting lost (see *The Living Land*, pages 66 and 67).

If they do this, they will have to go on foot. The Sky Sleds will run out of power quickly, and the truck just can't

make it through the trees. If the Knights decide that this is still the better option, inform that *even if* they don't get lost, and *even if* they find their way to Portland, they will be far too late to do any good.

After a day or so of waiting, the Spartans will send men out to see what happened to the Knights. They will probably be able to track the Storm Knights and attack them in the jungle—which will put the Knights at nearly as bad a disadvantage. In this contingency, the fight will still be a dramatic episode.

Awards

If the Knights survive the act and are able to continue only on foot, the award is only one possibility each. If they are

able to obtain transportation — either horses, motorcycles, or a new battery for their truck — then give them two each. In the event that they break in and find Ginz's map, give them three possibilities each. If, by some ridiculous amount of good luck and skill, they are able to talk to Ginz and convince him to join them, give each Knight five possibilities each.

Cut To ...

"Act Three: On the Road to Portland." The Knights must continue north to Portland, in the hopes of finding out just what Nippon has planned for the northwestern United States ... and what they can do about it.



Act Three

Portland Puzzle

The Major Beat

If the Storm Knights were able to sneak in and out of Fort Eugene unnoticed, then the Spartans will, under orders from Tak Lo Chien, leave them alone. If not, they may be pursued by vengeful Spartans. Scene One introduces the characters to Outrunners from the Portland Resistance Community, while Scenes Two and Three wrap all the pieces of the puzzle together, thanks to the computer hackers known as "Ghost in the Machine." The Act will conclude with a fiery battle over the Ghost in the Machine's headquarters.

SCENE ONE: Outrunners

If the Storm Knights have managed to get past Fort Eugene with some sort of ready transportation, they can follow I-5 (or what's left of it) north to Portland. If they elect to investigate the airfield southeast of Fort Eugene, that can be run as an interlude between acts. There is nothing there. The planes used by the Nippon agents are in Sacramento and the Operation: Hard Sell base.

The Situation

Standard. The Knights' clumsy trek through the jungles will attract the attention of the Outrunners of Portland.

The Action

When the Storm Knights look up from one of the many episodes of cutting through trees, they realize they are being watched. Six humans, mounted on four-meter long lizards known as Tra, look down on the party.

The Storm Knights have encountered a band of six Portland Outrunners, who are hunting for food for the city residents. They heard the noise caused by the Knights hacking through the forest and have come to investigate.

Portland Outrunners

DEXTERITY 9

Beast riding 11, dodge 11, melee weapons 12, missile weapons 12, stealth 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 9

Evidence analysis 10, find 11, tracking 10, trick 11

MIND 8

CHARISMA 9

Charm 11, persuasion 12, taunt 10

SPIRIT 9

Intimidation 10

Possibilities: The leader has two possibilities and two reality adds.

Equipment: four spears (damage value STR +4/18), three throwing knives (damage value STR +3/17).

The leader of the Outrunners has a .44 Magnum (damage value 17, ammo 6, range 3-10/15/40). Another has a Savage 77E (damage value 18, ammo 5, range 3-15/40/60). These characters also have *fire combat* skill at 12. Even if the Knights attack them, the Outrunners will hesitate to use their Core Earth equipment.

Description: The Outrunners, except for the two Core Earth weapons, are equipped in native Living Land fashion. They are used to being in the Living Land for weeks at a time, so have learned the importance of adaptation.

The Outrunners will wait a few moments before speaking to the Storm Knights. They have seen no humans other than realm runners and Spartans since the Possibility Wars began. They will be suspicious, but not immediately hostile. If talked to, they can be easily



persuaded that the Knights are not Spartans (it is unlikely that the party looks like a group of Spartans). The Outrunners will still be suspicious, but will lead the party to Portland.

If the Knights attack the Outrunners, then four of them will engage while the other two flee to warn Portland. They will fortify the community against the Knights and will probably bring back more of their people to fend off this new threat.

Talking with the Outrunners

Assuming the Knights use their heads instead of their weapons, the Outrunners, after getting over some of their initial apprehension, will be more than happy to converse with the Knights. The leader, a woman named Katherine Burr, is especially talkative. She will discuss the history of the Portland Resistance Community, the prominent citizens of the area, and the many attempts by the Spartans to "steal our

homes." She will also discuss world news and events. With an *evidence analysis* or *Perception* total of 6, the Knights will realize that her knowledge of world events is ridiculously high for someone supposedly secluded in the Living Land for so long.

If the Knights ask her about her extensive knowledge, she will smile and be evasive. Katherine will, under no circumstances, tell the Knights about Ghost in the Machine (see below) or the Portland hardpoint.

SCENE TWO: Portland Resistance Community

The Situation

Standard. The Storm Knights will be led to Portland Resistance Community, one of the few cities remaining in the Living Land.

The Action

The Storm Knights meet the leaders of the community, who could become valuable allies.

If nothing disastrous happens in the jungle, the Knights will be led by the Outrunners to the remnants of the old city of Portland, Oregon. The place looks much like every other city in America or Canada taken by the Living Land. Buildings have been transformed or are crumbling, abandoned vehicles are slowly disintegrating in the street. Occasional Living Land creatures skitter or slither for cover in the alleyways.

To the Knights, this scene may be somewhat depressing. It is one they have seen many times before but it is made more poignant by the presence of the Outrunners. They ride through the city as if they were riding through the jungle. Their homes have been lost.

The party will continue through to the northern edge of the city. Through the mist and the trees they will finally see their destination: the resistance



community of Portland. It is located on the southern bank of the Columbia River. A small walled town in the midst of the wilderness.

A Community at Odds

The Portland Resistance Community is large for Living Land settlements, with just over one thousand people. The walls of the town are made of piled stone. Despite the ragged appearance, the walls are sturdy and able to repel most attacks. A sign proclaims, "Portland Resistance Community — hope, courage and a future worth fighting for." Spray painted at the base of the sign is a simple, "Spartans need not apply."

The Basic Structure

The resistance community is bordered by a high, rounded wall of piled stone. The Columbia River borders the town's northern rim, and there is no wall there. The town is circular, and doesn't have much vegetation inside its walls. This is in direct contrast to the thick jungle on the other side of the stone wall.

The oddest characteristic of the community is its center. In the exact center of the town, on a small hill, is a concrete bunker with a satellite dish on top. If the Knights make an *evidence analysis* or *Perception* total of 12, they will see the dish turn.

Inside the Community

When the Storm Knights have entered the community, which the residents still call Portland, they will be greeted by many curious citizens. Unlike the Outrunners, these people will, for the most part, be wearing Core Earth clothing. Also, if the Knights have arrived at night, or they make a *Perception* total of 10, they will realize that there are lights operating in some of the buildings.

If the Storm Knights ask about this phenomenon, the townsfolk will politely ignore the question. Forceful

Storm Knights will be asked to leave. But, before any more questions can be asked or evasions given, a tall, handsome man in jungle gear will step through the crowd and say, (read or paraphrase):

"Before we answer any of your questions, perhaps you would care to answer a few of mine."

Luco

The man is Luco, a Mexican-born American. When the Possibility Wars broke out, he was working for the CIA as an operative against the drug lords of South America. He was a deep operative in California at the time of the invasion. Though he has not told anyone, even his new family in Portland, many believe that he lost more than friends to Baruk Kaah's invaders.

Whatever happened, Luco found himself to be one of the few, the proud, the Storm Knights. He fought his way south to Texas and, finding that the newly formed "Delphi Council" was looking for stormers to fight the invasion, he signed on. At first, Luco was Derek Ginz's right-hand man. He respected Ginz, and they both believed in what they were doing — relocating civilians outside the Living Land.

But then things went bad. Pete Combes was assigned to their unit, and the order came down that any resistors who didn't relocate were to be shot on sight. After witnessing Combes' first massacre, Luco deserted.

His original intention was to head north to Free Canada, to see if things were any better there. However, on his way through Oregon, he was attacked and nearly killed by a group of Jakatts. He escaped and was found, half dead, by Tiri Tal (see below). After some initial hostility, the two joined forces and headed for the Portland Resistance Community.

Luco

DEXTERITY 11

Beast riding 14, dodge 13, fire combat 13, melee weapons 13, unarmed combat 13, missile weapons 12

STRENGTH 10

Climbing 12

TOUGHNESS 11

PERCEPTION 11

Evidence analysis 12, find 13,

scholar (government) 15, scholar (computer) 12, tracking 12, trick 12

MIND 10

Survival 12, willpower 12

CHARISMA 10

Charm 12, persuasion 13, taunt 11

SPIRIT 9

Intimidation 12, reality 11

Possibilities: 10

Equipment: .44 Magnum (damage value 17, ammo 6, range 3-10/15/40), bullet proof vest (armor value +6/22), first aid kit, 100 meters of rope, knife (damage value STR +3/17), pictures of family members killed in invasion, cigarettes, canteen, spear (STR +4/18).

Description: Luco is an intense young man. He dresses in jungle fatigues that used to bear the patches of many branches of service. He hates the Possibility Raiders and their servants but has learned, through the kindness of Tiri Tal and the Portland residents, that not all strangers are enemies.

Luco will question the Knights incessantly about what they are doing in Portland, what they have been doing in the Living Land, and what is going on in the outside world. He will deliberately throw in a few "red herrings" (questions to which he already knows the answers) to try to trip up the Knights. Play Luco as streetwise and tough, but not overly rude or obnoxious.

When Luco is fairly satisfied with the Knights answers, he will introduce them to Tiri Tal, an edeinos Storm Knight. Tiri has been in one of the nearby buildings listening to the conversation.

Tiri Tal

Like Luco, no one knows much about Tiri Tal's background. She is, obviously, an edeinos, but beyond that she is an enigma. When asked about her past dealings with others of her kind, she will simply state, "I was dead then; it is only now that I am truly alive."

Tiri Tal believes that the conquering and subjugation of another reality goes against the will of Lanala. She believes in "spreading the word," but not by force or coercion. She is very philosophical at times, in contrast to her normally inquisitive nature.





Tal will ask the Knights questions also, but she will be much more open with them in return. The Knights may respect Luco, but they should really like Tal.

Tiri Tal

DEXTERITY 10

Acrobatics 11, dodge 12, fire combat 11, missile weapons 13, running 12, stealth 12

STRENGTH 9

TOUGHNESS 12

PERCEPTION 9

Land vehicles 10, language 10, trick 11

MIND 9

Survival 12

CHARISMA 9

Persuasion 10, taunt 12

SPIRIT 8

Intimidation 9

Possibilities: 4

Equipment: long bow (damage value STR +6/20), 24 arrows, quiver, Mac 10 (damage value 18), dice, spear (STR +4/18)

Description: Tiri Tal finds the people of Portland immensely interesting and fights with them to hold their land. She believes that Baruk Kaah is wrong in his invasion attempts, and she feels other edeinos are being misled by the High Lord. She is amiable and enjoys playing craps for "neat stuff." Physically, the female edeinos looks the same as the many others the Storm Knights have encountered, although she seems more graceful than most edeinos.

Getting Help from the Town

Between Luco and Tiri Tal, one of them should convince the Knights to tell them what they have been doing. The two Portland adoptees will not know anything about Operation: Hard Sell, but they will mention (if the subject can be worked in normally):

- Outrunners have spotted planes going overhead to the northeast;
- The edeinos tribe located 10 kilometers to the east is very agitated about something;

- Luco is suspicious because the Spartans have not attacked Portland for over three months; and

- All the residents will express worry if the Knights mention that Japanese businessmen are taking an interest in Portland and the surrounding area.

If the Knights bring out any more details about Operation: Hard Sell, have Luco and Tiri Tal react accordingly. At the end of the interrogation, they will send the Knights to see "Ghost in the Machine."

General Attitude

The general attitude of the town is very close to the typical "small town Americana" seen in fifties sitcoms. The townsfolk are generally nice to one another and though there are a few bad apples, no one is really rotten. They have a basic system: if you don't work for the town, leave.

This attitude will affect the Storm Knights' quest in the following ways. If the Knights are generally nice to the people of Portland, they will be welcome. If the Knights can convince the townsfolk that Operation: Hard Sell presents some sort of danger to the town's welfare, the Portland citizens will try to help (though only Luco and Tiri Tal will actually leave the town with the Knights). If, however, the Knights come across as obnoxious, rude, insincere, or otherwise obstructive to the town's welfare, the town will respond in kind.

The average citizen of the town has the following characteristics:

Average Village Resident

DEXTERITY 8

Dodge 9, melee combat 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 7

First aid 8

MIND 7

Survival 9

CHARISMA 8

SPIRIT 8

Three other skills at +1 add each

Possibility Potential: some (25)

Equipment: clothes, knife (STR +3/17), equipment or tools with which to barter. Most have rifles or bows and

arrows as well, though they don't make a point of carrying them everywhere they go.

Description: The average Portland resident dresses in casual clothes and maintains close contact with the community. Everyone has some basic combat training and is expected to pitch in whenever asked — whether the task is to put out a fire or hold off edeinos, everyone, including children, is put to the task.

Flags

- A *Connection* card played during this scene could allow a Core Earth Storm Knight to know Katherine Burr, Luco, or even some miscellaneous Portland resident. A Living Land Knight would be able to know Tiri Tal.

- A *Suspicion* or *Mistaken Identity* card would cause Luco to believe that the Knights are here to either destroy the town or bring him back for deserting the Spartans. He will "keep an eye on them," hoping they will slip up somehow.

- If a Knight plays an *Idea* card, she could figure out that there is a really large hardpoint in the town, or what to say to make Luco believe they are here to help the town.

- A *Subplot* or *Campaign* card might make one of the Knights identify with the town of Portland, making it a base for further operations.

Variables

Since this scene involves a lot of talking and roleplaying, it is quite possible that the Knights, even with Tiri Tal and Luco "helping," will forget to mention important clues they have obtained during their quest (the map that led them here for one thing). If the gamemaster can find some way to get those things out in the open, "Oops, what's that piece of paper that fell out of your pocket?" or "Hey, look what I found in the back of your truck," it will make things a little easier on the Storm Knights.

Don't be too quick to do this, though. This is an opportunity for both the gamemaster and the Knights to exercise their roleplaying skills.



There is one simple variable in this scene, however. If the Knights attack and hurt *anyone* inside the town (attacking the Outrunners by mistake can be forgiven if corrected quickly enough), the gamemaster can feel free to end their quest here. Killing the offending Storm Knights, and running the rest of their buddies out of town, is perfectly acceptable in this situation.

Cut To ...

"Scene Three: Ghost in the Machine." This is where the Knights finally put all the clues together ... with a little outside help.

SCENE THREE: Ghost in the Machine The Situation

Standard. After meeting some of the townspeople and discussing some of the aspects of their quest, the Storm Knights will be told to seek help from "Ghost in the Machine." The townsfolk will direct the Knights to the center of town where a large, gray bunker sits alone on a hill.

"GitM"

The gray, pillbox-shaped building stands alone at the top of a steep, grassy hill. The building was originally an arcade and appears to be constructed of concrete and metal. There are no windows, and the only entrance is a steel door in the northwestern side. Above the door is a neon sign (not illuminated) that reads simply "GitM."

The Hardpoint

Ghost in the Machine, or GitM, became a Core Earth hardpoint when the Possibility Wars began. Because the bunker itself is the hardpoint, its strength is very great. The hardpoint's dominant zone range is one kilometer—enclosing the entire village of "new" Portland. The Core Earth pure zone range is 25 meters.

The computer hacker residents have actually raised the Tech axiom of the hardpoint to 24. This will only be apparent to those Storm Knights who attempt to use Tech 24 equipment within the hardpoint's influence, or those who are sensitive to such changes for one reason or another.

The Building

Anyone approaching the bunker will be observed, as there are five motion detectors (*stealth* difficulty of 16 to avoid, *find* or *Perception* of 12 to detect) surrounding the area, an infrared sensor at the front door (*stealth* of 17 to avoid), a computer analyzer at the door (looking for weapons with a *find* of 16; characters may generate a *prestidigitation* total to hide weapons), and computer controlled guns (inside the entrance). Once a target has been identified as an enemy, the guns have a *fire combat* skill of 14, damage value 16, ammo 16, range 3-10/20/40.

There are also exterior computer controlled guns (same statistics as above except damage value 20, and they are targeted outside the main entrance) mounted above the entrance (*find* or *Perception* of 12 to detect). The walls to the arcade have been reinforced to a *Toughness* of 22 and must have four "wound" results to be breached.

The GitM Team

The GitM team is three orphans who took refuge in the arcade after the initial invasion. They shut out the rest of the world and began working on computers, the things they relate to best. They have now set themselves up as protectors of the community.

Sidekick, aka Ron Trainor

DEXTERITY 9
STRENGTH 7
TOUGHNESS 7
PERCEPTION 10
Scholar (computer science) 14
MIND 11
Science (computer science) 16, science (surveillance equipment) 13
CHARISMA 7
SPIRIT 7

Possibilities: 3

Equipment: Laptop computer, desktop computer up-linked to satellite relay stations, eyeglasses, scientific calculator, candy bars, three sodas, watch, various computer text books, notes on his own research, plastic super hero figure, pens, Nike Air Jordans, soldering gun, blueprints for computers, small tools

Description: Sidekick, at 15, is the youngest Ghost member. He has been hacking at computers since he can remember and uses his skills to put Wizard and Jammer's theories into practice. Sidekick is keeping notes and someday intends to publish a book on the subject (assuming he lives long enough to talk to an agent). Sidekick is the most pessimistic of the group, having lost a large family in the invasion. He is convinced his days are numbered and that all of new Portland will be overrun very soon.

Wizard, aka Joshua

DEXTERITY 7
Prestidigitation 9
STRENGTH 6
TOUGHNESS 7
PERCEPTION 12
Evidence analysis 14, language 14, scholar (computer science) 16, scholar (security) 15
MIND 10
Science (computer science) 12
CHARISMA 8
Persuasion 10
SPIRIT 6

Possibilities: 6

Equipment: Desktop computer, expensive clothes (unkempt), expensive shoes, casual clothes, alarm clock, pocket watch, cigarettes, extensive research library

Description: Wizard is the Ghost in the Machine leader by default. He spent most of his childhood stealing minor trinkets; with adolescence, he moved on to car stereos. By his late teens he discovered the wonders of computer hacking and switched to data theft. Now 19, he believes that he is the best hacker alive, and uses his other companions to prove it. He is an excellent strategist and his security skill helps him plan strikes that are effective and unexpected. He is abrasive, arrogant and manipulative. He expects to get rich from his computer





exploits — once the war calms down.

Jammer, aka Kevin Brown

DEXTERITY 8

Fire combat 9

STRENGTH 7

TOUGHNESS 6

PERCEPTION 11

Find 12, scholar (computer science) 16

MIND 9

Artist (diagrams) 12, science (computers) 15

CHARISMA 9

SPIRIT 7

Possibilities: 4

Equipment: Laptop computer, comic books, desktop computer, primitive holograph generator, computer repair tools, finger pads (+1 to science (computer science)), pens, sketchbook

Description: Jammer is talented, but will also end up getting himself killed if he's not careful. He's read far too many comic books in his 17 years and thinks that he is invincible. He lives for the excitement of breaking into a computer

system and then altering it (he isn't really interested in data theft, but that's what Wizard wants). He is loyal to Wizard and 'Kick. Jammer is the most creative of the trio, and often comes up with the ideas for the big breakthroughs. He draws the diagrams and works with Sidekick to bring the devices to reality. Jammer is trusting and more intimidated by strangers than anything. Jammer's latest "pet project" is perfecting the holograph generator and adding a computer link so he can program games.

Inside the Arcade

The lock to the front door requires a *lock picking* total of 14 or higher, but anyone approaching peacefully will probably (*persuade* total of 8 or higher) be allowed into the entrance. If Luco or Tiri Tal accompany the Knights, then their entrance will be assured.

Once inside the entry hall, the GitM team will spend some time examining their guests. They will use their various detection devices to spot weapons

and they will insist that the Knights disarm completely before entering the arcade proper. All of the GitM teams will be *Enemy +3* versus letting anyone in with any kind of weapon, including obvious cyber weapons.

Note on role-playing the GitM team: The team is a trio of paranoid teens, whose perceptions of strangers are based on action/adventure films and the many bad personal experiences they have had. They have been placed in a position of responsibility that they take seriously. They are asocial and unused to being around anyone except themselves.

The "Game" Room

Once the Ghost in the Machine team has been assured that the Knights mean no harm, they will let them enter.

Upon entering, the Knights will be greeted by Jammer and Sidekick, who were behind the door talking through a microphone. The kids will be wary,



but they will lead them past the mechanical and electronic debris to the computer room where Wizard awaits.

As the Knights walk through the game room, they will notice all of the old video games are piled up near one wall, with the cannibalized mechanical and electronic parts stacked neatly on the floor. At the far end of the room is a big screen TV (three meters by three meters) and an HDTV compatible VCR. Everything that is running looks like it has been enhanced; everything else is a mess.

Mr. Wizard

If the Knights were impressed by the game room, then they cannot help but admire the computer room. Except for three swivel chairs, everything in this sizeable room is a computer or hardware add-on. Lights and sounds bathe the room in an incredible clash of sensory input. It is at once inspiring and annoying.

In the center of it all is Wizard. He is wearing an expensive, if rumpled, Brooks Brothers' suit he looted from one of Portland's abandoned department stores. He is trying to feed his ego as he says:

"So, puny mortals, how may the Wizard of Portland assist you?"

If the Storm Knights react by simply going ahead and talking to Wizard and the other members of GitM normally, then Wizard's ego will quickly take a back seat to his interest in their discoveries. On the other hand, if the Knights decide they just have to get into a battle of egos with the teenagers, let them. They can waste as much time as they want being snide and biting at the kids, who are going to help them regardless. Eventually, have one of the other GitM members step in (probably Jammer) and do some face-saving for both sides. Remember, however, how the Knights acted towards Wizard, because it could influence GitM's future actions.

Link-Up with Nippon

After the introductions and GitM has been informed of whatever the Knights know about Operation: Hard Sell (or at least about Japanese involvement in the region), one of the GitM team will suggest linking up to the Kanawa Communications Satellite and breaking into their computers. Read, paraphrase, or roleplay the scene:

"Yeah," Sidekick says, "we been breakin' into Nippon's comps for months now. They can't keep us out anymore."

Wizard says, "Jammer, get the uplink set; Sidekick, fire up the WD40." Wizard smiles at the Knights, "I call it that 'cause it gets into anything."

The three GitM members will then ignore the Storm Knights as they try to break through Kanawa's defenses. If the Storm Knights ask questions or interfere in any other way, they will be told "shut up and stay out of the way." It will take them about ten minutes to do what they call "breaking down the door and putting it back up." After a few minutes, Sidekick will explain how they found out about the Kanawa satellites (read or paraphrase):

"Yeah, a coupla' months ago, we were messin' around with Jammer's new holo projector, and we were thinking, 'boy, what we wouldn't give for some computer mags an' manuals.'"

Sidekick shrugs, "All we've been able to get our hands on is the old stuff from Portland, and whatever the realm runners could bring us. We got no manufacturers or bookstores around here."

Jammer laughs cynically. "Yeah. For once, we were on top of the world; the townies would give us anything we needed, but they couldn't give us anything we wanted."

"Well, anyway," Sidekick continues, "one day, Jammer goes in an' turns on the TV. We'd been linked into the Japanese satellites for a while. He gets some ad about Kanawa Corporation's new link-up net that's

running through Japan. Well, that hit me right between the eyes."

"All this time," Jammer laughs, "we'd been getting TV through the satellites—'cept once in a while when it'd go out temporarily — but we never thought to beam our computer signal out that way."

Wizard turns around from the computer and says, "So we did. Sidekick did the hardware, Jammer an' me did the software and — *voilà* — we've got our uplink."

With a sweep of his hand, Wizard gestures at three computer screens which go blank and come back up with the Kanawa symbol. He then says, "Okay; me an' Jammer need some privacy. You tell us what you wanna know, an' we'll go in and get it. You guys go watch TV or something."

If the Knights attempt to persuade Wizard that they should be allowed to stay in the small, cramped room while he and Jammer use the computer, they will have to beat a *Hostile* result on each. Both like their privacy while they work.

The Storm Knights may watch TV, they may play the video games, or they can just relax. The two hackers will assure them that the job will be done within a half hour at most.

The Big Crash

Within five minutes, Wizard will call the leader of the Storm Knights into the computer room. He will explain, "I think we have something. Kanawa has a definite interest up here. Operation: Hard Sell is the buzzword and it's mowing down security clearances like they aren't there (or change it to, "this Operation: Hard Sell code name you gave us is getting through an awful lot of doors. This is something important," if the Storm Knights already know the name).

"The local brain case for Kanawa is a guy named Maji Khenoto. Got his security code 'most by accident, but we're in. He's based out in the woods. Computer's not questioning us too much 'cause we're in the same neighborhood, far as it's concerned. We should have some hard copy for you in a few."



Fifteen minutes later, the Knights will hear the faint buzz of a laser printer working in the Computer Room. A few seconds later, every computer and working video game on the first floor will explode outwards in a storm of breaking glass and lightning.

Anyone within two meters of the video games, the computers, or the TV suffers an attack with a damage value of 26. Anyone between two and four meters faces a damage value 18 attack. Anyone within four to six meters suffers a damage value 12 attack.

All three of the hackers took a 5 Wnd KO5, but they spent a possibility to reduce to mortally wounded, with five shock points. They will explain that they had found and printed out information on Operation: Hard Sell. Seconds later, the uplink seemed to cut off, and the screens exploded.

In the Town

If the Storm Knights leave the bunker immediately, they will learn that everyone watching TV in their homes through the satellite link-up was overloaded, but the effect was much worse. GitM thought that their shielding could handle any kind of surge, but this one was too powerful and funnelled right into everyone's home. Most of the people watching TV were killed, while several houses exploded into flame. The streets of Portland will be chaotic, as everyone is asked to pitch in and put out the fire.

The Information

The three hackers will be battered and bloodied, but they are proud of themselves for how far they got. They will be talking about how Kanawa will be sending something after them, and they'll fight to the death, but it is painfully obvious that the boys are most of the way there already.

Before the computers exploded, the Wizard lived up to his name. He will explain that he went deeper into Kanawa's security files than he's ever gone before. Read or paraphrase:

"It was awesome, man. I saw stuff I never thought I'd get a look at. Problem is, we've got a serious problem, and since they flashed us, they know

where we are. It looks like this report came over yesterday. Take a second and look this over, but get comfortable 'cause we're gonna be gettin' company."

He found the following information on Operation: Hard Sell and printed it out:

- **Operation: Hard Sell**
- **Kanawa Expansion Agenda**
- **Maji Khenoto, Head of Op**
- **Preliminary Implementation: COMPLETE**
- **Secondary Implementation: PROCEEDING AHEAD OF SCHEDULE**
- **Final Stage Implementation: WITHIN 36 HOURS**
- **Hard Sell Virus Update:**

The Virus will kill anyone infected within ten days. We will be monitoring the edeinos in the Portland test area. A second team will be dispatched to convince the Portland Resistance Community to leave. They will offer "medical treatment" (the antidote), but explain that the facilities are to the south and the antidote is too unstable to bring to Portland. Once evacuated, they will be legally kept out because Kanawa owns most of the land.

If Portland experiment is successful, as I expect it will be, we can soon infect the rest of the Western Living Land. Although we are using the river to transport the virus, it appears to be just as effective when spread by plane.

■ Maji Khenoto

There is a printed map of Oregon, with Portland circled. On an area just east of Portland, there is an "X" near Mount Soda. If the Knights can't figure it out, Wizard will observe, "That must be the Hard Sell base!"

Flags

• A *Suspicion* card will cause Wizard to distrust one of the Knights, and he may withhold his help until the others can persuade him that he must put his feelings aside for the good of Portland.

• If one of the Knights enters GitM with an *Alertness* card up, she will realize that the hardpoint has a Tech of 24.

• A *Connection* card would allow one of the Core Earth Knights to know Wizard from before the Wars — he probably stole her car stereo.

Variables

Hostility to or from Ghost in the Machine, unwillingness of the Storm Knights to explain about their mission and clues, and other factors should be roleplayed out. Keep in mind, Hard Sell is on a time limit. It was intended to keep the characters moving and active. If they waste time, have them pay for it later.

Cut To ...

The Dramatic Scene of the Act: "Scene Three: Death from Above."

SCENE FOUR: Death from Above The Situation

Dramatic. After the explosion in the arcade, the Storm Knights and the team should be concentrating on putting out the fires in the bunker and checking for damage. The fires will take about five minutes to extinguish (the team has plenty of fire extinguishers lying around). The place is a complete loss, with all video games, active computers and the television/holo projector set up destroyed. Read or paraphrase:

"What a rush, man," says Sidekick, "but let's not do it again any time soon, okay?"

Wizard moans in disgust, as he checks out some wires behind the main computer console, "We can't. The whole exterior link up and broadcast is fried, and we don't have enough replacements. Our surge dampers stopped most of the flash."

Jammer rushes over to the damaged dampers. The look on his face is one of shock and horror, as he says, "Oh, God. We got lucky, but the rest of town got it bad. Look at these wires ... the surge chopped on down into town. It must



be a mess out there. They must know we're here and probably gonna be sendin' someone our way. Let's check the hole and see what we can do."

The Hole

The GitM team will then head downstairs to the "hole." It will take about 15 minutes to get down to the hole because several video games were knocked down and block the passage. The hole is where they keep a backup computer system — not nearly as impressive as the computer room, but serviceable. It is also where the generator is located.

GitM and the Knights will find that the backup computer and the generator are both undamaged. Breathing a sigh of relief, Sidekick plugs in and boots up the "hole" computer.

Almost immediately, red lights start flashing and a alarm starts to sound. Jammer pushes past everyone and sits in front of the backup. Read or paraphrase:

"Bogies!" he says, "two, coming in fast and low from the northeast. They look hot! Search bombs; probably a few miniature hole makers as well!"

Jammer turns to Wizard, pleading, "We gotta clear out the town, man. They'll fry everyone."

"No time. They'll have to take care of themselves."

If the Storm Knights can't follow Jammer's slang, the bogies are coming in fast, with armament and fired-up weapons systems. The system can't determine exactly what is coming at them.

If asked about the external defenses of the bunker, Wizard punches a few keys and affirms that they are fried as well. Jammer estimates that the bogies will arrive in less that three minutes.

"What Happened?"

When Wizard and Jammer broke into the Kanawa net, they were very careful. They were able to get most of the information they were looking for without arousing suspicion.

It was ordering the printout that set off the alarms. To get into the Operation: Hard Sell database, the two hackers posed as Maji Khenoto, leader of the Hard Sell project. When they accessed files he himself had written, the defense net saw no problems. But, when they asked for a printout of the information without rescinding Khenoto's own order restricting hard copy of the material, they were caught. They were able to circumvent the security, but another portion of the system called Khenoto over a separate line for confirmation.

Khenoto, working at the Hard Sell base, was more than a little surprised by this request. Thinking that someone in the Kanawa operation was trying to undercut him and usurp his authority (see the Law of Intrigue in the Introduction), he ordered the call traced. This gave the hackers time to actually get the printout. When he found it was coming from just a few kilometers west, Khenoto was alarmed. Sophisticated computer operation inside the Living Land could only be done by a group of Storm





Knights! He ordered the Kanawa computer to activate its primary offensive system (the power surge) and sent a team to deal with the Storm Knights.

The Action

Khenoto has sent out forces to destroy GitM. His team will arrive 25 minutes after the explosion.

There are four enforcers and four fourth-generation gospog on two Oda Attack Platforms. The enforcers will swing in low, discharging the gospog, and will withdraw to fire on the bunker itself. They consider the bunker to be their primary target and the gospog are expendable.

Enforcers (4)

DEXTERITY 11

Dodge 12, fire combat 14, maneuver 13, unarmed combat 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 10

Evidence Analysis 13, find 12, tracking 13, trick 12

MIND 8

CHARISMA 8

SPIRIT 7

Intimidation 11, reality 10

Possibilities: 4

Equipment: SC Kyogo T11 (damage value 21, ammo 40), Micro-Circuit Body Plate (+5/23, causes fatigue)

Oda Attack Platform

Speed 100/60/12, driver, gunner, two passengers, Toughness 18, satellite navigation system, cellular phone, on-board computer. Each platform has a Kanawa Sprite missile (damage value 29, range 10-100/250/400).

Note: The platform has been specially modified to accept two pilots. If one of the enforcers disconnects during the combat, the other will take over while his partner reconnects. Otherwise, one will fire the weapons while the other maneuvers away from incoming fire. As long as the bunker is

standing and the platforms are within one kilometer, the Nippon agents cannot disconnect.

The gospog will jump off the platform within 100 meters of the bunker. They will engage anyone in range. If the Knights choose to hide in the bunker, the gospog will enter even though the enforcers are firing upon it. If the Knights run away and do not attack the gospog or the platform, the gospog will surround the bunker and wait to attack anyone within range. If the enforcers flee or are destroyed, the gospog will try to kill as many people as the can before they are destroyed.

Fourth-Planting Gospog (4)

DEXTERITY 9

Energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10

STRENGTH 8

Climbing 9

TOUGHNESS 17

PERCEPTION 10

Find 13, tracking 11, trick (23)



MIND 8

Willpower 11

CHARISMA 7

Charm (20), persuasion (20), taunt (20)

SPIRIT 7

Intimidation (20)

Possibilities: none

Equipment: Kyoto armor (+7/24), shimsi sword (damage value STR +5/13), two SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150 — one mounted on each arm), chest-mounted flame-thrower (damage value 18, range 3-10/40/100), one dozen heat-seeking throwing stars (damage value 11, range 3-5/10/15), jet pack (speed value 13, Toughness 17)

The Combat

The gospog, of course, will fight to the death if necessary. The enforcers will not. They will attempt to cause as much damage to the bunker as possible, then return to Hard Sell base. This, of course, can be modified as the gamemaster sees fit. If the gospog are winning, or if they can be picked up safely after the bunker is destroyed, then the enforcers might wait to retrieve them.

Aftermath

There are several different possible outcomes to this battle, and each could affect the events in Act Four. If the enforcers are able to destroy the arcade and flee, they will do so and report that their mission was accomplished. If, however, the Knights easily destroy the gospog and/or one or both of the

attack platforms, any survivors will put the Hard Sell base on alert.

Khenoto believes that Chien is responsible for this espionage and, if Khenoto can destroy what he thinks is Chien's northern resource, then Khenoto will be satisfied.

Variables

It is possible that the Storm Knights figure out Khenoto will be satisfied if the arcade is destroyed and may let his operatives destroy it rather than risk their mission. The GitM team will be upset, as will the town, but the Knights may be able to persuade them that the action was best.

If the Knights destroy the attackers, Act Four will be much more difficult. While Khenoto knows there will be resistance from whoever was manning the computer, he does not believe anyone can stand up to the force he has sent against them.

Flags

- An *Alertness* card played at the beginning of the battle will tell the Storm Knights the enforcer's strategy — though not Khenoto's plan. They will realize that, unless fired upon, the enforcers will probably be content to bombard the bunker.
- If an *Idea* card is played during or immediately after this scene, then the Knights can determine Khenoto's plan. They may choose to let the enforcers destroy the arcade while defending themselves against the gospog.

Awards

If the Knights were able to survive this act with enough information to continue, give them two or three possibilities each, depending on their role-playing skills. If they figure out Khenoto's attitude towards the bunker and act accordingly (i.e., letting the enforcers destroy most of it and get away), give them each an extra possibility.

Interlude

If over 75 percent of the bunker has been destroyed, then the hardpoint is down for good. Otherwise, it will function normally.

If the Knights fought the gospog, then the residents will not blame them for the destruction, even if they did not engage the enforcers. When told of Khenoto's plan, most decide that they will stay despite the danger. The Knights must stop Hard Sell. Tiri Tal and Luco may volunteer to go after Hard Sell if the Knights have been helpful. They know something of the terrain the Knights will have to travel, and want to help.

Cut To ...

"Act Four: Live Free or Buy Hard." The Storm Knights must locate Hard Sell Base, somewhere in the Living Land, and destroy the operation. But they have to move through edeinos country to get there ...





Act Four

Live Free or Buy Hard

The Major Beat

In the concluding Act of *Operation: Hard Sell*, the Storm Knights are racing against time. They must travel on foot through the Living Land to the Hard Sell base. There, they must find some way to disrupt the use of the Hard Sell virus or the entire west coast of the United States will come under the sway of the Kanawa Corporation.

In the first scene, the Knights must sneak past or through an edeinos village located just a few kilometers upstream of the Portland resistance community. Since it is so easy to get lost in the Living Land, they must rely upon stealth to avoid a confrontation with the village.

SCENE ONE: Moving Fast

The Situation

When the Portland residents hear about the Hard Sell experiment from the Knights or the Ghost in the Machine team, they will urge the Knights to set out as quickly as possible. They will then start filling up all available containers with water, so that if the Knights fail, the community can head across the river, and north into Canada.

Luco and/or Tiri Tal will probably go as a guide for the Storm Knights. They will advise the Knights to stick to the riverbanks for as much of the journey as they can to avoid getting lost or attacked. They will warn them of the large, but so far peaceful village of edeinos to the east.

The Action

The edeinos village of Helet Senneck spreads over both banks of the river. The tribe is supposed to be rooting out pockets of resistance, and has not been involved in much of the front line combat. In fact, Baruk Kaah has ordered them to leave Portland alone. This frustrates them and they will enjoy any distraction the Knights can give them.

The tribe has 65 edeinos, 14 stalengers, six benthe, 50 humans, and 25 gospog of the First Planting.

The tribe has been greatly disturbed by the sounds of the "dead thing that acts as a lakten." They have sent several patrols in an attempt to follow the plane, but none have returned. They are preparing another patrol at the moment, with two flame warriors that have recently arrived from the lands to the north.

The tribe's village stretches for nearly a quarter-mile along the river, but it closely hugs the river banks. The gospog fields are just to the south (see Map 8, "Portland and Environs"). The flame warriors have camped at the eastern edge of the field.

The Knights will have to get around the village undetected. Both river banks will be dangerous because of the edeinos and gospog. Both methods require the use of *stealth* or *Dexterity*. The difficulty is the edeinos' or gospog's *find* or *Perception* skill, plus the Many-on-One penalty (no more than five edeinos or gospog at a time will be looking in the Storm Knights' general direction), -5 for the concealment of the jungle. The Storm Knights will receive an additional -2 to the difficulty if on the river's southern bank.



A Gospog Battle?

If the Knights are attacked by the gospog (see below for gospog of the First Planting statistics), then they must dispatch them quickly and quietly.

If there is no or little gunfire, then the other village residents and gospog will have to make a *Perception* total of 18 to realize the Storm Knights are there (only 15 residents will be close enough to hear, so they get a +6 to the roll). If the Storm Knights use any weapon louder than a pistol, the village residents and gospog get a +3 to hear the noise.

For villagers' statistics, see the statistics in "Battle Across the Water."

Crossing the River

Luco, if he is with the Knights, will have a rubber raft and oars that can be used to cross the river after they pass the village. If he is not, then the Knights will have been presented with this item upon leaving Portland. Tiri Tal will advise them to cross as soon as

they are out of sight of the edeinos village. The raft will hold four people.

Have the Knights generate a *water vehicles* total of 10 to cross the swift moving river. For every result point they fail by, they are swept downstream 20 meters toward the village each round. If they fail by more than ten result points, then the raft is captured.

Battle Across the Water

After crossing the river, the Knights should feel that they are far enough away from the village to be out of danger. They are, of course, wrong. If the Knights make a *Perception* total of 15 or higher, they will hear something up ahead.

The next round, the edeinos sortie sent toward Hard Sell base leaps out at them.

There is one Optant with the party, Jaalk Trecktan. Juth Ulg is a Gotak. There are six edeinos warriors and two human Jakatts. There is a stalenger

warrior, a pair of gospog of the First Planting, and two flame warriors.

Jaalk Trecktan, Optant

DEXTERITY 9

Melee weapons 10, unarmed combat 10

STRENGTH 9

TOUGHNESS 10

PERCEPTION 9

Find 10, language 11, tracking 10, trick 10

MIND 9

Survival 10

CHARISMA 8

SPIRIT 12

Faith (Keta Kalles) 15, focus 14

Possibilities: 3

Natural Tools: claws (damage value 12), tail (damage value 9), teeth (damage value 11)

Juth Ulg, Gotak

DEXTERITY 10

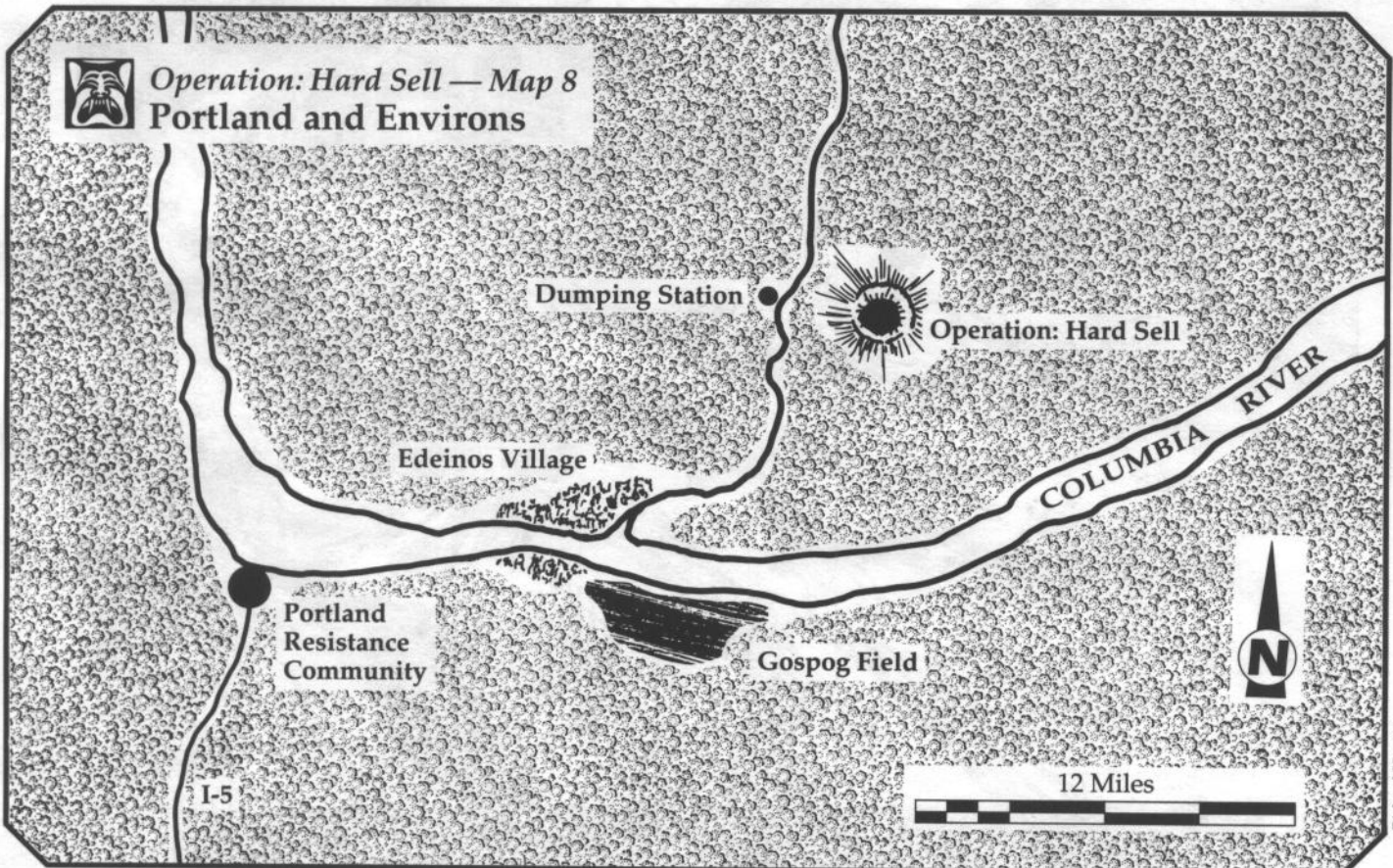
Dodge 11, maneuver 11, melee weapons 11,

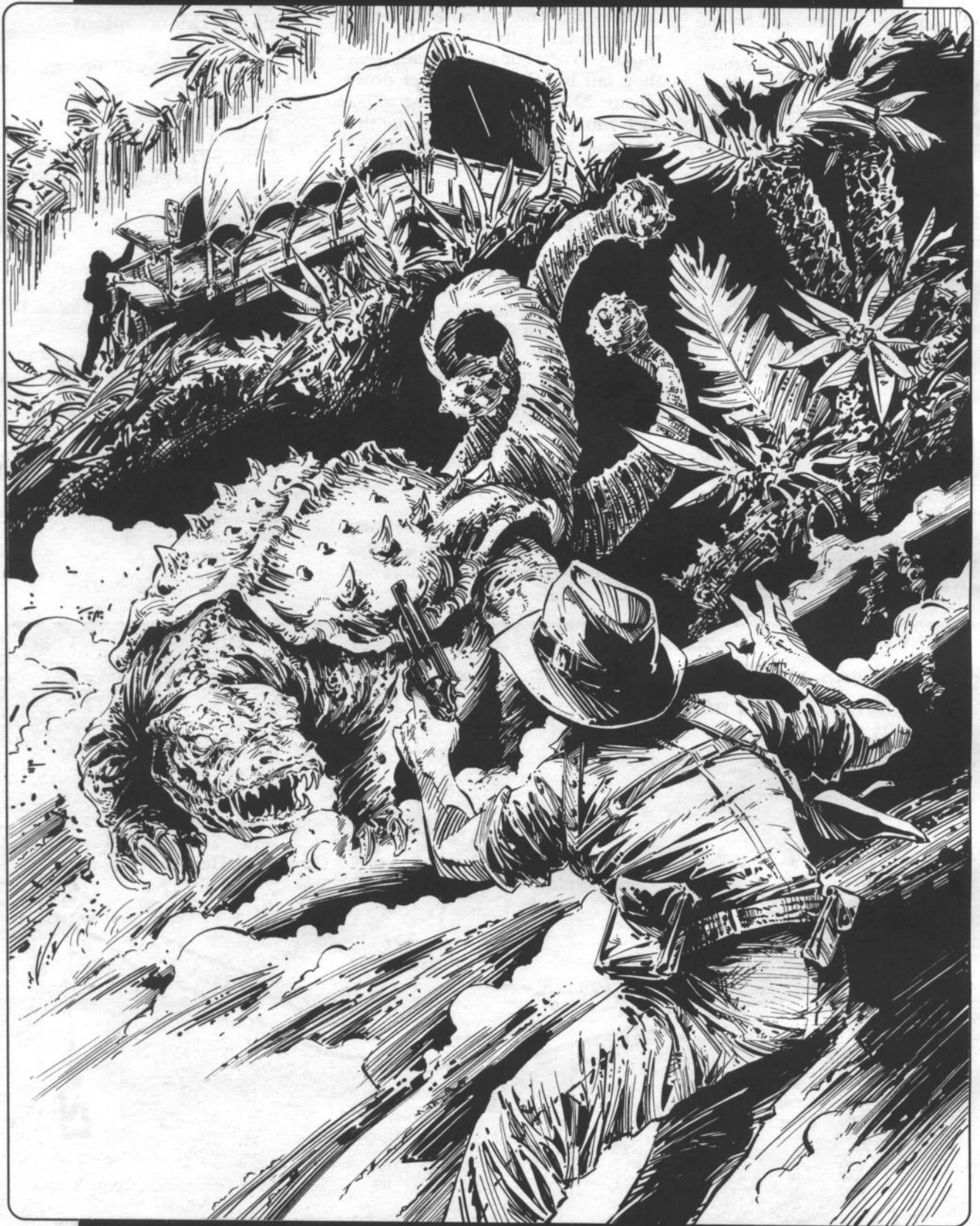
STRENGTH 10

TOUGHNESS 10

PERCEPTION 8

Scholar (Gospog) 9, trick 9





MIND 9

Test 10

CHARISMA 8**SPIRIT 11**

Faith (Keta Kalles/Baruk Kaah) 14, focus 13, intimidation 13

Possibilities: 2**Natural Tools:** claws (damage value 12), tail (damage value 9), teeth (damage value 11)**Edeinos Warrior (6)****DEXTERITY 11**

Dodge 12, melee weapons 12, missile weapons 14, running 12, unarmed combat 14

STRENGTH 9**TOUGHNESS 10****PERCEPTION 9**

Language 10, tracking 10

MIND 9

Survival 10

CHARISMA 9

Taunt 11

SPIRIT 9

Faith (Keta Kalles) 10

Possibilities: none**Natural Tools:** claws (damage value 12), tail (damage value 9), teeth (damage value 11)**Stalenger****DEXTERITY 8**

Dodge 11, flight 12, stealth 11, unarmed combat (tentacles) 12

STRENGTH 8**TOUGHNESS 8****PERCEPTION 9**

Find 11, tracking 11

MIND 8

Artist 10, survival 10,

CHARISMA 7**SPIRIT 8**

Faith (Keta Kalles) 11, focus 12

Possibilities: none**Natural Tools:** Flying pump (speed value 11), tentacles (damage value 12)**Human Jakatt Warrior (2)****DEXTERITY 8**

Dodge 10, melee weapons 10, missile weapons 10, unarmed combat 9

STRENGTH 8**TOUGHNESS 8****PERCEPTION 8**

Tracking 9

MIND 8

Survival 9, willpower 9

CHARISMA 8**SPIRIT 8**

Faith (Keta Kalles) 10, focus 9

Possibilities: none

The Gospog have been equipped with M-16s (damage value 20, ammo 10, range 3-40/400/600) that were discovered shortly after the invasion.

Gospog of the First Planting (2)**DEXTERITY 8**

Energy weapons 9, fire combat 9, melee weapons 9, missile weapons 9, unarmed combat 9

STRENGTH 8

Climbing 9

TOUGHNESS 8**PERCEPTION 7**

Find 10, tracking 8

MIND 7

Willpower 10

CHARISMA 7**SPIRIT 7****Possibilities:** none**Natural Tools:** Armor (armor value +2/10)**Equipment:** M-16, 6 extra clips of ammo

Flame Warrior (2)

DEXTERITY 14

Dodge 15, missile weapons 15, melee weapons 15, stealth 15, unarmed combat 15

STRENGTH 13

TOUGHNESS 14

PERCEPTION 10

Tracking 11, language 12

MIND 8

Test 10

CHARISMA 9

Intimidate 11

SPIRIT 11

Faith (Keta Kalles) 13

Possibilities: none

Natural Tools: claws (damage value 14), tail (damage value 13), teeth (damage value 15)

Power of the Flame: All damage inflicted in unarmed combat is at an additional +3 due to the flame.

The Fight

Allow the Jakatt party to employ miracles in their defense, and make them tough. They are anxious for action, although their prime motivation is to find out where the plane comes from.

"What Next?"

If the Knights are able to kill or drive off the Jakatt party, they will be safe for a while. They will be advised by their guides to keep moving, although no one in the village heard the battle.

Cut To ...

"Scene Two: Finding Hard Sell." The Storm Knights, using the map they obtained from Ghost in the Machine, must find the exact location of the base.

SCENE TWO: Finding Hard Sell

The Situation

Standard. The Knights will reach a the Wind River, a tributary to the Columbia. After crossing it, they travel

north to within sight of a mountain. Scouring the area with whatever means possible, they cannot find the base.

An Event: The Flying Clue

When the Knights have spent about an hour searching the area, they will suddenly hear the muffled sound of a plane overhead. Looking up through the mist, they see a single plane flying above the river. The plane looks identical to the one they saw in Act Two. It heads straight for the mountain.

Instead of crashing, however, it disappears through some hidden passage. When the Storm Knights reach the mountain, by beating a *find* or *Perception* difficulty of 15, they can see a cleverly disguised tunnel about two thirds of the way up the mountain. Using their *climbing* skill, they can scale the mountain on a result of 7 or higher. There appears to be no other way in.

The Inside of the Mountain

When the Knights reach the end of the tunnel, they will be amazed. The mountain was once volcanic, but now houses buildings and an airstrip on the volcano's floor.

The area has a slight haze from the Living Land mist that has seeped into the tunnels. Inside the great cavern is a base about 200 meters wide and 100 meters long. The plane rests at the end of an airstrip on the far side of the base.

On a *Perception* total of 16, the Storm Knights will see the northern tunnel.

The Buildings

The base's three meter high stone wall is hexagonal, and there are 12 buildings inside the perimeter. The area has been somehow swept clean of plants, and all the buildings are stone. The only visible gate is on the western side.

The Watchtowers

There are two watchtowers inside the wall; one is in the far northeastern

corner and the other in the near southwestern corner. On a *find* or *Perception* total of 14, the Knights can see two guards in the near tower and a switched off spotlight (see "The Barracks" for the guards' stats). This roll will also allow the Storm Knights to see the guards patrolling the grounds: if at night, they will see three, while during the day, they will see one dozen.

The Project Workers' Residences

There are four small, one-story buildings in the compound. Each of them houses four of the project workers. Inside, they are very plain, and the workers have no weapons and very few personal effects.

Project Workers

DEXTERITY 8

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10

Scholar (biology) 13, scholar (chemistry) 12, scholar (mechanical) 11

MIND 9

Science (biology) 12, science (chemistry) 11, willpower 11

CHARISMA 8

SPIRIT 8

Reality 9

Possibilities: 2

Equipment: Hand-held computers, lab coats, rubber gloves, mask

The lab assistants will not put up a struggle if surprised in their sleep, but they will try to alert the rest of the base. During the daytime, all the lab assistants are in the laboratory (below).

The Infirmary

Another one story building is the infirmary. It is slightly larger than the workers' barracks, but lower to the ground. Inside, the project's physician has his residence, and there are medical supplies and equipment. There are quite a few low-tech pieces of medical equipment in case a patient disconnects while being treated.

Doctor

DEXTERITY 8

STRENGTH 8

TOUGHNESS 8

PERCEPTION 10





Scholar (biology) 13, scholar (chemistry) 12, first aid 13

MIND 9

Science (biology) 12, science (chemistry) 11, willpower 11, medicine 14

CHARISMA 8

Persuasion 10

SPIRIT 8

Reality 9

Possibilities: 2

Equipment: Hand-held computers, lab coats, rubber gloves, mask

The Communications Tower

Smaller than the watchtowers, the communications tower lies well within the boundary of the walls. A radar dish is on top of the building. One guard is on duty at all times, and controls base communications and the alarm system.

The base's generator is connected to the comm tower and the laboratory. The generator can be accessed through either building.

The Barracks

One barracks building houses all of the guards. At night, the dozen guards not on duty remain inside the barracks. There is a weapons locker in the building containing the guards' primary and secondary weapons.

Weapons Locker Contents

- Eight 7mm Brandeis (damage value 20, ammo 18, range 3-75/220/550)
- Eight SC Kyogo 144s (damage value 18, ammo 15, range 3-15/40/150)
- Twelve sets of Micro-Link armor (armor value +5/22)
- Twelve 13mm Chunyokais (damage value 18, ammo 9, 3-10/40/50)
- ammo for all weapons
- Twenty-four grenades (damage value 24, ammo 1, range 1-6/15/40)

Enforcer Guards (12)

DEXTERITY 9

Dodge 11, fire combat 12, melee weapons 11

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Find 11, tracking 10, trick 9

MIND 7

Test of will 9, willpower 9

CHARISMA 8

SPIRIT 7

Reality 9

Possibilities: 2

Equipment: Micro-Link armor (armor value +5/22), SC Kyogo T11 (damage value 21, ammo 40, range 3-40/150/400)

Unless on guard duty, the enforcers are unarmed.

Officer's Quarters

This one story building houses the assistant project head and the chief of base security. It is a little nicer than the other buildings, but still very plain, inside and out. Colika Jenkatara, the assistant project head, lives in this building, but works in the laboratory. Toshi Senako lives and works in this building.



Toshi Senako, Security Head

DEXTERITY 10

Dodge 12, fire combat 13, heavy weapons 14, running 11, stealth 12

STRENGTH 9

TOUGHNESS 10

PERCEPTION 9

Evidence analysis 10, find 11, land vehicles 10, tracking 11, trick 12

MIND 8

CHARISMA 8

Persuasion 10, taunt 10

SPIRIT 7

Possibilities: 4

Equipment: Impala chain gun (damage value 26, ammo 200, range 3-40/150/400), IriMesh +3/22.

The Laboratory

Easily the largest of all the buildings, the lab is connected to the communications tower and generator building. The laboratory is two stories high and has a basement. The small basement is used to store the Hard Sell chemicals.

The first floor is where most of the work and experimentation is done.

Colika Jenkatara's office is on the second floor. This is one of the places the Storm Knights may need to go because the second floor computer has information on the dumping area for the virus (see below).

Maji Khenoto's Office and Residence

Near the northwest corner of the compound lies Maji Khenoto's domicile. It is a two story building and obviously a residence. If the Storm Knights enter the area at night, it will be the only area where something other than moonlight shines. Colika Jenkatara, Khenoto's assistant, is using one of the battery packs energized by the generator (see "Power for the Base" below) to do some last-minute checking on the operation. Downstairs is a computer (with a power pack) that has information on the Hard Sell dumping area (see below). Khenoto himself is at the dumping station.

Colika Jenkatara

DEXTERITY 10

Dodge 13, fire combat 14, unarmed combat 12

STRENGTH 10

TOUGHNESS 9

PERCEPTION 9

Air vehicles 10, language 11, water vehicles 10

MIND 9

Willpower 12

CHARISMA 9

Taunt 12

SPIRIT 8

Intimidation 11, reality 11

Possibilities: 8

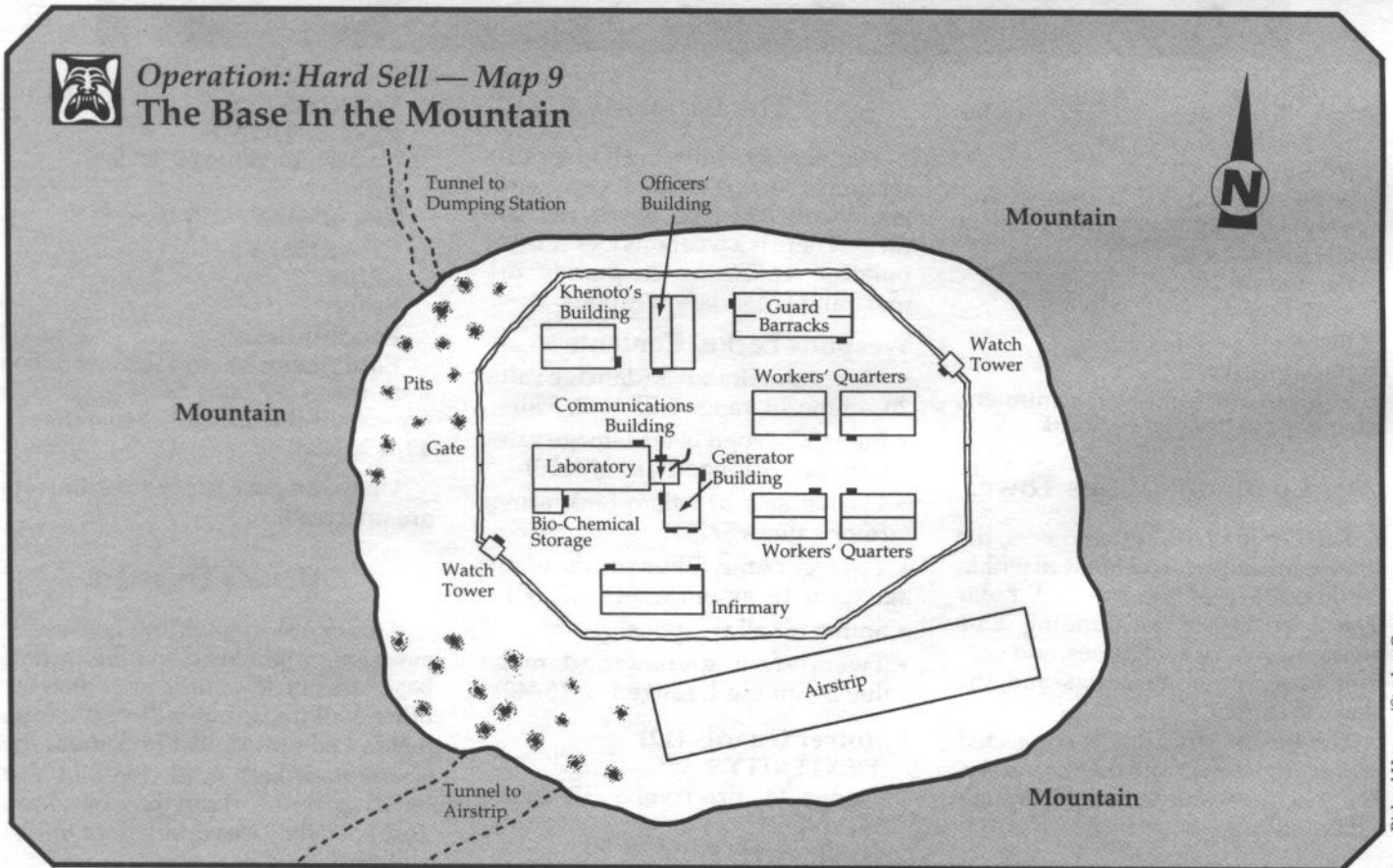
Equipment: IriMesh +3/20, 15mm Kana-blok (damage value 19, ammo 8, range 3-10/30/45), hand-held computer, grey jumpsuit, pocket radio

The Action

The Storm Knights should realize that this base is not the dumping site for the virus. There is no river within a kilometer of the base and it would take



**Operation: Hard Sell — Map 9
The Base In the Mountain**



Richard Hawran/Stephen Crane





more time than they have to search the riverbanks. They must break into the base and find the information.

The two places that have the information they need are the first floor of Maji Khenoto's house or the second floor of the laboratory. If they are there at night, the only light they will have to work by is that of the moon shining through the open volcano. During the day, the base is too busy for them to sneak in unnoticed.

Getting Inside

The walls will not appear hard to climb, but they must avoid the guards in the watchtowers. There is a series of hidden pits (used to deter wandering lizards), but they can be detected with a *find* or *Perception* total of 10. If the Knights do not find the pits, they will fall into the four meter deep hole laced with pungee sticks (damage value 18 due to the force of the fall). Of course, the Knights must make a *stealth* roll to avoid being seen.

The guards in the watchtowers must make their *Perception* rolls at +3 to the difficulty to see any stealthy Knights. Any Knight who falls into a pit must make a *willpower* roll at difficulty 13 not to scream in surprise and pain. Fortunately, the Nippon guards are used to having surveillance cameras and motion detectors do their work for them. Since coming to the Living Land they have been on full alert, but have had no action in nearly three weeks, so they have become careless.

If the Storm Knights try to open the gate, a heavy bar on the inside holds it closed. They can try to climb the wall, which is made of smooth stone. The *climbing* difficulty is 12.

The Compound

After getting inside, things become a little more difficult. The guards patrolling the compound are alert and will not hesitate to sound the alarm at the first sign of trouble.

All building doors are locked, but

the guards have keys to everything except Khenoto's building. A *lock picking* total of 16 is necessary to open them without the keys.

The Computer Information

The information the Storm Knights need is stored on CD files in both Khenoto's house and the Laboratory. To find the right CD, the Knights must generate a *find* total of 17, minus one to the difficulty for every five minutes spent looking. As the guards often enter buildings unexpectedly, this time limit could prove important.

Once the CD is found, a *scholar (computers)* total of 16 is needed in the laboratory, while only a 10 is needed in Khenoto's house. The CD gives the exact location of the Hard Sell dumping facility, located in an underground cavern near the Wind River. There is a map that shows all the machinery and the "escape hatch" to the facility. The



elevator is also pictured, but no outside coordinates are given. The map notes that the entrance is underneath a large pile of stone. There are no other labels on the map.

There is, however, a date and a time for the project's testing — tomorrow at dawn! The Knights only have a few hours to find the facility and destroy it, or Portland and the other resistance communities are doomed!

Tarry Too Long ...

The Storm Knights should feel the time pressure when they are looking for or through the files. None of the buildings, except for Khenoto's, have glass windows or shades. Even if they are being careful, it is only a matter of time before one of the guards notices the light of the computer or an inadvertent noise made by one of the Knights. As the gamemaster, stress the importance of speed as well as stealth.

Getting out again

Getting out should be no more, or no less, difficult than getting in was. The Knights will learn that they need to go through the smaller, northern passage to get to the facility, and it is plainly visible from the gate of the base. They should hurry, however, or it will be too late.

Variables

If a shoot out starts and the Knights, by the grace of high die rolls, survive, any surviving Kanawa agents will radio ahead to Khenoto (they must reach the communications tower to do this). If the Storm Knights are within ear shot of the tower, they will hear Khenoto explain that he will try to release the virus into the river ahead of schedule. Fortunately for the Storm Knights, technical difficulties won't allow this.

Cut To ...

"Scene Three: The Base of Death." The Knights must hurry to Hard Sell's final base and figure out some way to destroy it before Maji Khenoto can release the virus into the river.

SCENE THREE: The Base of Death The Situation

Standard. The Knights, having found the location of the dumping facility at the Hard Sell base, must infiltrate and destroy the underground base. They know there are two entrances: a ground level elevator and an underwater pipe.

The Action

The Knights can find the base by making a *tracking* or *Perception* total of 10. The facility is about one kilometer from the Hard Sell base and is underneath a large pile of stone near the river bank. If the Storm Knights haven't seen the map, if they make a *evidence analysis* or *Perception* total of 15, they will know that the pile of rocks is an artificial construction.

But how to get in? The Knights have two options: find the concealed elevator shaft (which they should guess would be guarded underneath), or swim underwater and try to find the cavern from that direction.

The Elevator Shaft

The elevator shaft is underneath the rocks and, unless the Knights are eager to dig, it will take a *find* or *Perception* total of 10 to find it. Khenoto has a controller to raise or lower the elevator shaft. The Storm Knights automatically find the elevator shaft if it is raised (only if personnel have just arrived at the base). They must cut through the shaft wall (*Toughness* of 24) to go down into the base. The elevator will be waiting at the top of the shaft.

Cutting through the wall will alert the guards below, especially if the Knights take the elevator instead of crawling down the shaft.

Going for a Swim

The river is slow-moving in this area, and any Knight who can swim should not have a problem staying afloat provided he is not weighed down. The Knights must make a *find* or *Perception* total of 8 to notice the pipe.

Event: Monster in the Water!

As the Knights are progressing towards shore, have them make a *Perception* roll. On a total of 10, they will notice something has followed them from the river — something small and vicious. It is a Living Land monster — a takakton.

Takakton

DEXTERITY 13
Swimming 16, unarmed combat 15

STRENGTH 15

TOUGHNESS 19

PERCEPTION 10

Find 12, tracking 13, trick 11

MIND 5

Survival 10, willpower 8

CHARISMA 5

Taunt (13)

SPIRIT 9

Intimidation 11

Possibilities: none

Natural Tools: Bite (damage value STR + 3/18), swimming (limit value 12)

The takakton is much more dangerous than its genial appearance would indicate. The creature is a small lizard, barely a meter and a half long. It has a short snout and the eyes are planted far back on the skull for excellent peripheral vision. The scales are green, with a series of brown bands running along its belly. The creature has a large dorsal fin and six smaller fins located on its sides and back.

It is quite intelligent and very aggressive. The creature was lured to the entrance of the base by Maji Khenoto, who



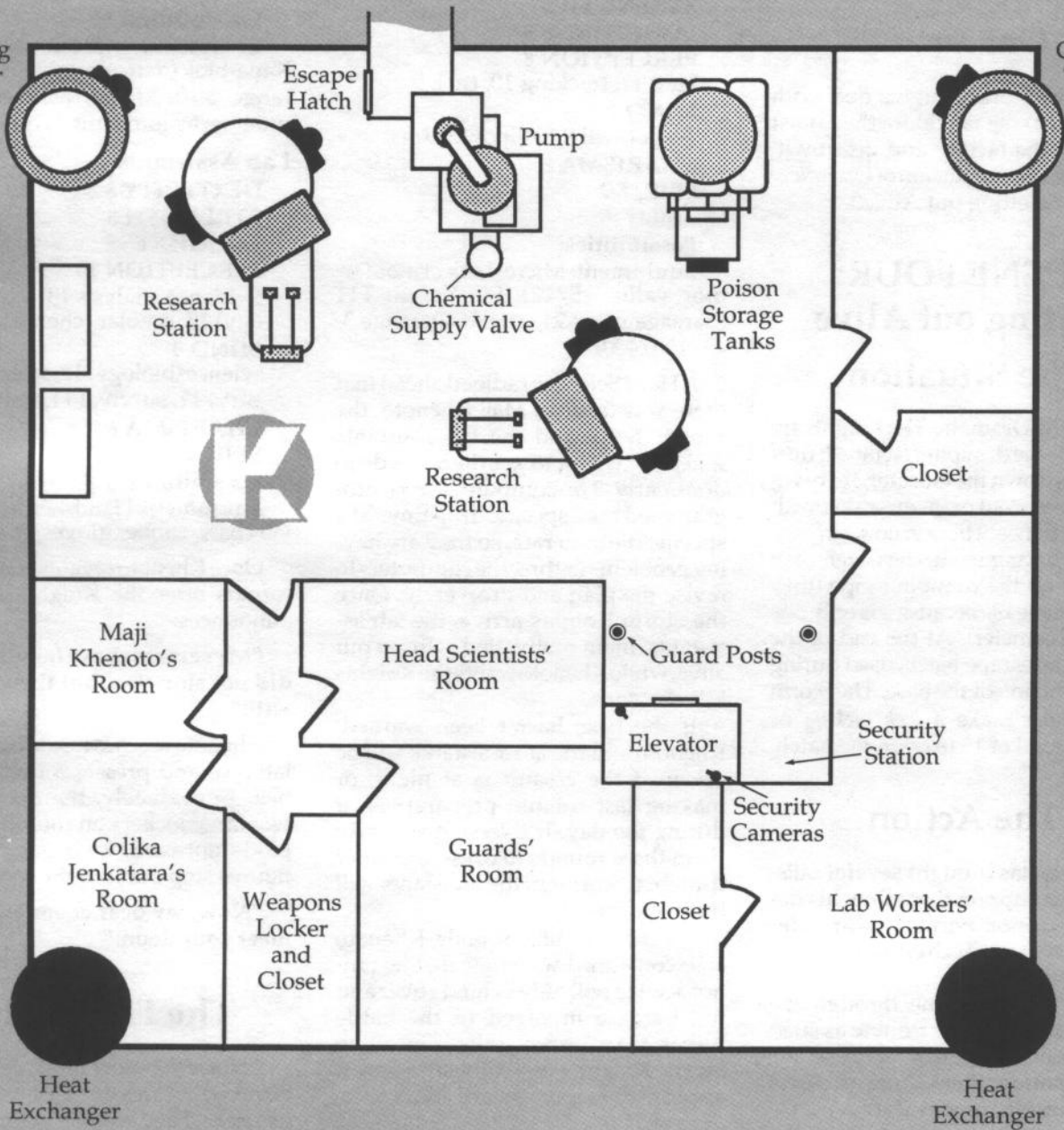


Operation: Hard Sell — Map 10 Hard Sell Station Interior



Cooling Tower

Cooling Tower



continues to feed it occasionally. The takakton has managed to drive off or kill all the other creatures in the area.

The takakton will attack the Storm Knights from behind and attempt to kill its victim and swim away with the body. Remember that Storm Knights in combat must make a *swimming* roll every round in addition to any action they take.

Cut To ...

After the Storm Knights deal with (or flee from) the takakton, they must break into the facility and destroy it. Scene Four, the conclusion of *Operation: Hard Sell*, "Getting out Alive."

SCENE FOUR: Getting out Alive The Situation

Standard/Dramatic. The Knights are just outside the dumping facility. If they have come down the elevator, there is a large door in front of them, sealed with a valve entrance. There is no lock.

If they have gone underwater, they can swim up the dumping pipe (they must go single file because it is only one meter in diameter). At the end of the tunnel is the escape hatch, used during the construction of the base. The Storm Knight must make a *lock picking* or *Dexterity* total of 15 to open the hatch.

The Action

Khenoto has brought several talismans from Nippon that allow his devices to function normally. Consider the area a Nippon Tech dominant zone for game purposes.

If the Knights come through the elevator, there will be trouble as soon as the door is opened because the agents spotted them from security cameras inside the elevator.

If the Knights crawled down the shaft, they must beat a *lock picking* difficulty of 15 to open the door, and they will face security guards ready to fight.

If the Knights have come in through the tunnel, they will lose any element of surprise when they force the escape hatch open. The only solution is to come through the hatch with guns blazing away.

Enforcer Guards (3)

DEXTERITY 9

Dodge 11, fire combat 12, melee weapons 11

STRENGTH 8

TOUGHNESS 9

PERCEPTION 8

Find 11, tracking 10, trick 9

MIND 7

Test of will 9, willpower 9

CHARISMA 8

SPIRIT 7

Reality 9

Possibilities: 2

Equipment: Micro-Link armor (armor value +5/22), SC Kyogo T11 (damage value 21, ammo 40, range 3-40/150/400)

If Hard Sell Base radioed ahead that there was trouble, Maji Khenoto, the project head, and the lab assistants will busy trying to get the virus drop done early. The computers were programmed for a specific drop time, at a specific dilution rate, so they are having problems getting the computers to revise the plan and drop early. Once the Storm Knights arrive, the lab assistants' main motivation is to get out alive, while Khenoto wants the Knights killed.

If the base hasn't been warned, Khenoto and the lab assistants will be asleep if the assault is at night, or making last minute preparations if during the day. If asleep, it will take them three rounds to dress and enter the lab. If working, the assistants will try to escape.

For the first three rounds, Khenoto is so consumed with rage that he cannot act. He will hide behind cover and not become involved in the battle (other than occasionally cancelling Storm Knight possibilities) unless it appears the enforcers are about to be defeated.

Maji Khenoto

DEXTERITY 9

Dodge 10, fire combat 11

STRENGTH 10

TOUGHNESS 9

PERCEPTION 10

Evidence analysis 12, language 11, scholar (biology) 12, trick 13

MIND 11

Science (biology) 14, science (chemistry) 13, survival 14, test of will 14, willpower 13

CHARISMA 9

Charm 10, persuasion 11, taunt 12

SPIRIT 9

Intimidation 11, reality 12

Possibilities: 15

Equipment: IriMesh +3/20, 15mm Kana-blok (damage value 19, ammo 8, range 3-10/30/45), hand-held computer, grey jumpsuit, white lab coat.

Lab Assistants

DEXTERITY 8

STRENGTH 8

TOUGHNESS

PERCEPTION 10

Evidence analysis 13, scholar (biology) 13, scholar (chemistry) 12

MIND 9

Science (biology) 12, science (chemistry) 11, survival 11, willpower 11

CHARISMA 8

SPIRIT 8

Possibilities: 1

Equipment: Hand-held computers, lab coats, rubber gloves, mask.

Once Khenoto regains control, three rounds after the Knights arrive, he announces:

"My servants have failed me. They did not stop you, but these servants will!"

Khenoto reaches inside his rumpled lab coat and presses a button on his belt. Immediately, the doors on the two large lockers on the side wall explode outward. Two giant armored figures step out into the room.

"Now, my dear enemies, you will meet your doom!"

The Final Battle

The scene is now dramatic. The two armored figures are Fifth-Generation gspog. They were "activated" by Khenoto's device, and can be "turned off" the same way. Outside of the device, Khenoto has no real control over them.





Gospog of the Fifth Planting

DEXTERITY 9

Energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10

STRENGTH 8

Climbing 9

TOUGHNESS 21

PERCEPTION 11

Find 14, tracking 12, trick (25)

MIND 8

Willpower 11, test (18)

CHARISMA 7

Charm (20), persuasion (20), taunt (20)

SPIRIT 7

Intimidation (20)

Possibilities: none

Equipment: Kyoto armor (+7/28), shimsi sword (damage value STR +5/13), two SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150 — one mounted on each arm), chest-mounted flame-thrower (damage value 18, range 3-10/40/100), one dozen heat-seeking throwing stars (damage value 11, range 3-5/10/15), jet pack (speed value 13, Toughness 17), self-destruct mechanism (damage value 32, blast radius 0-5/15/40)

The fight should be furious and will probably disable the facility. Any stray shots will start fires that spread dangerously close to the explosive poison (the two chemicals have not been mixed yet, so the poison is still unstable). The tension of the scene can be increased dramatically by describing in detail how the flames are slowly headed towards the chemical storage tanks.

Defeating the Gospog

Once a gospog is defeated, if the Storm Knights make an *evidence analysis* or *Perception* total of 12, they

will notice a panel on its chest is flashing. After sixty seconds, the gospog's self destruct mechanism will activate. Maji Khenoto will make every effort to flee if he hasn't escaped already. The guards will scatter, although the remaining gospog will fight.

Mass Destruction

The gospog explosion(s) will destroy the facility and the chemicals. Khenoto, if he survives, will head for a hidden hoversled and retreat to fight another day — if 3327 doesn't eliminate him for his incompetence.

Aftermath

If the facility is destroyed, the Knights have succeeded. The Hard Sell Base will be disbanded and destroyed immediately, and Kanawa will cover its tracks. Kanawa, if it has any opportunity to find out who defeated Hard Sell, will ultimately seek vengeance.

Meanwhile, the Knights may have gathered evidence of the existence of the Nippon realm. While the Delphi Council will bury anything brought forward, Congress will take a look at it and discuss the matter in the appropriate committee. The Knights have won a major victory in the Possibility Wars!

Flags

• A *Subplot* or *Campaign* card would make a Maji Khenoto a sworn enemy of any Knight who played it. He would seek revenge against her forever.

Variables

If the Knights are unable to destroy the station, then Operation: Hard Sell will be a success. The remnants of Portland will flee, but the other settlements will be subject to Kanawa's virus. All Jakatts in the area will die, while Kanawa operatives will enter each resistance community to sell the antidote for an outrageous price. Kanawa will have its land cleared of invaders as well as make a huge profit.

If Maji Khenoto is captured and cannot escape, he will kill himself rather than be interrogated. Khenoto has a false tooth containing the poison, which takes only two rounds to do its work.

Adventure Awards

If the Hard Sell virus is stopped, give each Storm Knight 12 possibilities. If they can make it back to Sacramento or any other city and contact Representative Okano, they receive a reward of \$50,000. Likewise, if they made contact with the Rauru Block back in Act One, they receive a smaller reward of \$5,000.

Cut To ...

A bar, somewhere in Core Earth United States. The Knights relax around a small table and a round of drinks. A swaggering local adventurer, approaches the Storm Knights and asks, "So, what have you been up to lately?"



Gamemaster Conflict Records



Act One

Bodyguards

(2 Nippon Tech Yakuza)

DEXTERITY 11, dodge 13, fire combat 14, melee weapons 13, unarmed combat 14; **STRENGTH** 10; **TOUGHNESS** 11; **PERCEPTION** 9, find 10, trick 10; **MIND** 7, test 8; **CHARISMA** 9, taunt 11; **SPIRIT** 7, intimidation 9

Possibilities: 3 each

Equipment: 13 mm Chunyokai (damage value 18, ammo 9, range 3-10/40/50), Irimesh (+3/ armor value 14), brass knuckles, damage value STR+3/13.

Bodyguard #1 Shock Damage (11) Status:	K O
Bodyguard #2 Shock Damage (11) Status:	K O

Corporate Enforcers (6)

DEXTERITY 10, dodge 12, fire combat 13, maneuver 12, unarmed combat 12; **STRENGTH** 9; **TOUGHNESS** 9; **PERCEPTION** 10, evidence analysis 13, find 12, tracking 13, trick (18); **MIND** 8; **CHARISMA** 8, persuasion (14); **SPIRIT** 7

Possibilities: none

Of the six enforcers, four have this equipment: SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150), one replacement clip of ammo, bullet proof vest (armor value +6/15), radio, flashlight, hand cuffs.

The other two are armed as follows: 7mm Brandeis (damage value 20, ammo 18, range 3-75/220/550), Kevlar armor (armor value +5/14), Infra-Red goggles, radio.

Enforcer #1 Shock Damage (9) Status:	K O
Enforcer #2 Shock Damage (9) Status:	K O

Enforcer #3

Shock Damage (9) K
Status: O

Corporate Enforcers (4)

DEXTERITY 11, dodge 13, fire combat 13, maneuver 13, unarmed combat 12; **STRENGTH** 9; **TOUGHNESS** 10; **PERCEPTION** 10, evidence analysis 13, find 12, tracking 13, trick 12; **MIND** 8; **CHARISMA** 8; **SPIRIT** 7, intimidation 11

Possibilities: none.

Equipment: Each has a flashlight, a bulletproof vest (armor value +6/16) and a Chiang 67 (damage value 16, ammo 8, range 3-10/25/50).

Enforcer #1 Shock Damage (10) Status:	K O
Enforcer #2 Shock Damage (10) Status:	K O
Enforcer #3 Shock Damage (11) Status:	K O
Enforcer #4 Shock Damage (11) Status:	K O

Corporate Enforcers (variable number)

DEXTERITY 11, dodge 12, fire combat 14, maneuver 13, unarmed combat 12; **STRENGTH** 9; **TOUGHNESS** 10; **PERCEPTION** 10, evidence analysis 13, find 12, tracking 13, trick 12; **MIND** 8; **CHARISMA** 8; **SPIRIT** 7, intimidation 11

Possibilities: Two of the enforcers have two possibilities each, and *reality* skill adds of one. The rest are not possibility rated.

Equipment: Most of the enforcers are armed with a SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150), one replacement clip of ammo, bullet proof vest (armor value +6/16) and a Chiang 67 (damage value 16, ammo 8, range 3-10/25/50).

The possibility-rated enforcers each have a SC Kyogo T11 (damage value 21, ammo 40, range 3-40/150/400), and Kyoto armor (armor value +7/17).

Enforcer #1 Shock Damage (10) Status:	K O
Enforcer #2 Shock Damage (10) Status:	K O

Corporate Ninjas

DEXTERITY 13, acrobatics 14, fire combat 14, maneuver 14, martial arts 16, melee weapons 14, missile weapons 14, prestidigitation 15, stealth 14, unarmed combat 14; **STRENGTH** 9, climbing 11; **TOUGHNESS** 9; **PERCEPTION** 9, tracking 11; **MIND** 9; **CHARISMA** 8; **SPIRIT** 9, reality 10

Additional Skills: Three at +1 adds

Possibilities: 8

Equipment: All of the ninjas carry Shimsi Swords (damage value STR+5/14), a standard sai (damage value STR+3/12), three smoke screen pellets, a smoke screen lense, sorubu gloves and boots (+2 to climbing) and a Niyoki camouflage suit (black, +1 to stealth). Three of the ninjas are carrying three heat-seeking throwing stars (+2 to missile weapons with vital blows, damage value STR+3/17, range 3-10/15/20). The final ninja has five heat seeking throwing stars and three electro-stars (damage value STR+5/18, automatic "K" result, double any shock damage, and an additional wound is inflicted if there is a wound result, range 3-5/10/15).

Ninja #1 Shock Damage (9) Status:	K O
Ninja #2 Shock Damage (9) Status:	K O
Ninja #3 Shock Damage (9) Status:	K O



Ninja #4

Shock Damage (9)
Status:

K
O

Tak Lo Chien

DEXTERITY 10, dodge 12, fire combat 13, stealth 14; **STRENGTH 9**; **TOUGHNESS 10**; **PERCEPTION 11**, air vehicles 12, evidence analysis 14, find 13, land vehicles 12, language 13, scholar (Yakuza lore) 16, scholar (business) 14, scholar (Nippon law) 15, trick 17, scholar (computers) 14; **MIND 12**, science (chemistry) 13, science (computers) 15, test 15, willpower 15; **CHARISMA 10**, charm 14, persuasion 16, taunt 12; **SPIRIT 10**, intimidation 15, reality 14

Possibilities: 14

Equipment: Kanawa KM11 (damage value 18, ammo 12, range 3-10/25/40), micro radio, very expensive suit, \$2500.

Tak Lo Chien

Shock Damage (10)
Status:

K
O



Act Two

Nippon Dragon (Transformed)

DEXTERITY 14, unarmed combat 19; **STRENGTH 17**; **TOUGHNESS 19**; **PERCEPTION 5**, find 14, trick (12); **MIND 5**, survival 13, test (16); **CHARISMA 4**, taunt (13); **SPIRIT 4**, intimidation 16

Possibilities: none

Natural Tools: Scales (armor value +3/22), teeth (damage value STR +4/21), trample (damage value STR +3/20), running limit value 14

Nippon Dragon

Shock Damage (19)
Status:

K
O

Spartans (13)

DEXTERITY 10, beast riding 11, dodge 12, melee weapons 12, missile weapons 13, stealth 12, unarmed combat 11; **STRENGTH 10**; **TOUGHNESS 11**; **PERCEPTION 9**, evidence analysis 10, find 11, tracking 10, trick 11; **MIND 8**; **CHARISMA 9**, charm 11, persuasion 12, taunt 10; **SPIRIT 9**, intimidation 10

Possibilities: three of the Spartans have two possibilities each

Equipment: Hunting rifle (damage value 19, ammo 8, range 3-40/300/600), 100 meters of rope, spear (damage value STR +3/19), horse (one kilometer north of town).

Spartan #1

Shock Damage (11)
Status:

K
O

Spartan #2

Shock Damage (11)
Status:

K
O

Spartan #3

Shock Damage (11)
Status:

K
O

Pete "Uproot 'em and Shoot 'em" Combes

DEXTERITY 11, beast riding 12, dodge 13, fire combat 13, heavy weapons 13, maneuver 12, melee weapons 13, running 12, unarmed combat 13; **STRENGTH 10**, lifting 12; **TOUGHNESS 11**; **PERCEPTION 9**, find 10, first aid 11, land vehicles 11, scholar (military tactics) 11, tracking 12; **MIND 9**, survival 13, willpower 11; **CHARISMA 9**, taunt 11; **SPIRIT 9**

Possibilities: 8

Equipment: three knives (damage value STR +3/17), compound bow (damage value +7/25, range 3-10/100/250), M-16 (damage value 20, ammo 10, range 3-40/250/400), cigar, bull horn, combat fatigues, cowboy hat, motorcycle (hidden in supermarket).

Pete Combes

Shock Damage (11)
Status:

K
O

Derek Ginz, Spartan Commander

DEXTERITY 11, beast riding 12, dodge 13, fire combat 14, melee weapons 12, missile weapons 15, stealth 13, unarmed combat 12; **STRENGTH 10**; **TOUGHNESS 11**; **PERCEPTION 11**, evidence analysis 12, find 13, tracking 12, trick 12; **MIND 8**; **CHARISMA 10**, charm 12, persuasion 13, taunt 11; **SPIRIT 9**, intimidation 12, reality 10

Possibilities: 8

Equipment: Compound bow (damage value STR +7/25, range 3-10/100/

250), 15 arrows, three explosive tip arrows (damage value STR +9/26), three tear gas arrows (damage value 21 in 3-meter sphere, stun damage only), .44 Magnum (damage value 17, ammo 6, range 3-10/15/40), bullet proof vest (armor value +6/22), walkie talkie (150-meter range), first aid kit, 100 meters of rope, knife (damage value STR +3/17), map of Oregon with Cottage Grove and Fort Eugene circled.

Derek Ginz

Shock Damage (11)
Status:

K
O

Ginz's Spartans (5)

DEXTERITY 11, beast riding 12, dodge 14, heavy weapons 14, melee weapons 13, missile weapons 13, stealth 12, unarmed combat 12; **STRENGTH 10**; **TOUGHNESS 11**; **PERCEPTION 9**, evidence analysis 10, find 11, tracking 10, trick 11, first aid 12; **MIND 8**; **CHARISMA 9**, charm 11, persuasion 12, taunt 10; **SPIRIT 9**, intimidation 10

Possibilities: 3

Equipment: .44 Magnum (damage value 17, ammo 6, range 3-10/15/40), 100 meters of rope, spear (damage value STR +4/18), throwing knife (damage value STR +3/17, range 3-5/10/15), bulletproof vest (armor value +6/22), compound bow (damage value STR +7/25, range 3-10/100/250), 15 arrows

Spartan #1

Shock Damage (11)
Status:

K
O

Spartan #2

Shock Damage (11)
Status:

K
O

Spartan #3

Shock Damage (11)
Status:

K
O



Act Three

Enforcers (4)

DEXTERITY 11, dodge 12, fire combat 14, maneuver 13, unarmed combat 12; **STRENGTH 9**; **TOUGHNESS 10**; **PERCEPTION 10**, evidence Analysis 13, find 12, tracking 13, trick 12;



MIND 8; CHARISMA 8; SPIRIT 7, intimidation 11, reality 10

Possibilities: 4

Equipment: SC Kyogo T11 (damage value 21, ammo 40), Micro-Circuit Body Plate (+5/23, causes fatigue)

Enforcer #1	
Shock Damage (10)	K
Status:	O
Enforcer #2	
Shock Damage (10)	K
Status:	O

Nippon Gospog of the Fourth Planting (4)

DEXTERITY 9, energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10; **STRENGTH 8,** climbing 9; **TOUGHNESS 17; PERCEPTION 10,** find 13, tracking 11, trick (23); **MIND 8,** Willpower 11; **CHARISMA 7,** charm (20), persuasion (20), taunt (20); **SPIRIT 7,** intimidation (20)

Possibilities: none

Equipment: Kyoto armor (+7/24), shimsi sword (damage value STR +5/13), two SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150 — one mounted on each arm), chest-mounted flame-thrower (damage value 18, range 3-10/40/100), one dozen heat-seeking throwing stars (damage value 11, range 3-5/10/15), jet pack (speed value 13, Toughness 17)

Gospog #1	
Shock Damage (17)	K
Status:	O
Gospog #2	
Shock Damage (17)	K
Status:	O



Act Four

Jaalk Trecktan, Optant

DEXTERITY 9, melee weapons 10, unarmed combat 10; **STRENGTH 9; TOUGHNESS 10; PERCEPTION 9,** find 10, language 11, tracking 10, trick 10; **MIND 9,** survival 10; **CHARISMA 8; SPIRIT 12,** faith (Keta Kalles) 15, focus 14

Possibilities: 3

Natural Tools: claws (damage value 12), tail (damage value 9), teeth (damage value 11)

Jaalk Trecktan	
Shock Damage (10)	K
Status:	O

Juth Ulg, Gotak

DEXTERITY 10, dodge 11, maneuver 11, melee weapons 11; **STRENGTH 10; TOUGHNESS 10; PERCEPTION 8,** scholar (Gospog) 9, trick 9; **MIND 9,** test 10; **CHARISMA 8; SPIRIT 11,** faith (Keta Kalles/Baruk Kaah) 14, focus 13, intimidation 13

Possibilities: 2

Natural Tools: claws (damage value 12), tail (damage value 9), teeth (damage value 11)

Juth Ulg	
Shock Damage (10)	K
Status:	O

Edeinos Warrior (6)

DEXTERITY 11, dodge 12, melee weapons 12, missile weapons 14, running 12, unarmed combat 14; **STRENGTH 9; TOUGHNESS 10; PERCEPTION 9,** language 10, tracking 10; **MIND 9,** Survival 10; **CHARISMA 9,** taunt 11; **SPIRIT 9,** faith (Keta Kalles) 10

Possibilities: none

Natural Tools: claws (damage value 12), tail (damage value 9), teeth (damage value 11)

Edeinos Warrior #1	
Shock Damage (10)	K
Status:	O
Edeinos Warrior #2	
Shock Damage (10)	K
Status:	O

Stalenger

DEXTERITY 8, dodge 11, flight 12, stealth 11, unarmed combat (tentacles) 12; **STRENGTH 8; TOUGHNESS 8; PERCEPTION 9,** find 11, tracking 11; **MIND 8,** artist 10, survival 10; **CHARISMA 7; SPIRIT 8,** faith (Keta Kalles) 11, focus 12

Possibilities: none

Natural Tools: Flying pump (speed value 11), tentacles (damage value 12)

Stalenger #1	
Shock Damage (8)	K
Status:	O
Stalenger #2	
Shock Damage (8)	K
Status:	O

Human Jakatt Warrior (2)

DEXTERITY 8, dodge 10, melee weapons 10, missile weapons 10, unarmed combat 9; **STRENGTH 8; TOUGHNESS 8; PERCEPTION 8,** tracking 9; **MIND 8,** survival 9, willpower 9; **CHARISMA 8; SPIRIT 8,** faith (Keta Kalles) 10, focus 9

Possibilities: none

Human Jakatt #1	
Shock Damage (8)	K
Status:	O
Human Jakatt #2	
Shock Damage (8)	K
Status:	O

Living Land Gospog of the First Planting (2)

DEXTERITY 8, energy weapons 9, fire combat 9, melee weapons 9, missile weapons 9, unarmed combat 9; **STRENGTH 8,** climbing 9; **TOUGHNESS 8; PERCEPTION 7,** find 10, tracking 8; **MIND 7,** willpower 10; **CHARISMA 7; SPIRIT 7**

Possibilities: none

Natural Tools: Armor (armor value +2/10)

Equipment: M-16 (damage value 20, ammo 10, range 3-40/400/600), ammo

Gospog #1	
Shock Damage (8)	K
Status:	O
Gospog #2	
Shock Damage (8)	K
Status:	O

Flame Warriors (2)

DEXTERITY 14, dodge 15, missile weapons 15, melee weapons 15, stealth 15, unarmed combat 15; **STRENGTH 13; TOUGHNESS 14; PERCEPTION 10,** tracking 11, language 12; **MIND 8,** test 10; **CHARISMA 9,** intimidate 11; **SPIRIT 11,** faith (Keta Kalles) 13



Possibilities: none

Natural Tools: claws (damage value 14), tail (damage value 13), teeth (damage value 15)

Power of the Flame: All damage inflicted in unarmed combat is at an additional +3 due to the flame.

Flame Warrior #1 Shock Damage (14) Status:	K O
Flame Warrior #2 Shock Damage (14) Status:	K O

Enforcer Guards (12)

DEXTERITY 9, dodge 11, fire combat 12, melee weapons 11; **STRENGTH 8**; **TOUGHNESS 9**; **PERCEPTION 8**, find 11, tracking 10, trick 9; **MIND 7**, test of will 9, willpower 9; **CHARISMA 8**; **SPIRIT 7**, reality 9

Possibilities: 2

Equipment: Micro-Link armor (armor value +5/22), SC Kyogo T11 (damage value 21, ammo 40, range 3-40/150/400)

Enforcer Guard #1 Shock Damage (9) Status:	K O
Enforcer Guard #2 Shock Damage (9) Status:	K O

Toshi Senako, Security Head

DEXTERITY 10, dodge 12, fire combat 13, heavy weapons 14, running 11, stealth 12; **STRENGTH 9**; **TOUGHNESS 10**; **PERCEPTION 9**, evidence analysis 10, find 11, land vehicles 10, tracking 11, trick 12; **MIND 8**; **CHARISMA 8**, persuasion 10, taunt 10; **SPIRIT 7**

Possibilities: 4

Equipment: Impala chain gun (damage value 26, ammo 200, range 3-40/150/400), IriMesh +3/22.

Toshi Senako Shock Damage (10) Status:	K O
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Colika Jenkatara

DEXTERITY 10, dodge 13, fire combat 14, unarmed combat 12; **STRENGTH 10**; **TOUGHNESS 9**; **PERCEPTION 9**, air vehicles 10, language 11, water vehicles 10; **MIND 9**, willpower 12; **CHARISMA 9**, taunt 12; **SPIRIT 8**, intimidation 11, reality 11

Possibilities: 8

Equipment: IriMesh +3/20, 15mm Kana-blok (damage value 19, ammo 8, range 3-10/30/45), hand-held computer, grey jumpsuit, pocket radio

Colika Jenkatara Shock Damage (9) Status:	K O
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Takakton

DEXTERITY 13, swimming 16, unarmed combat 15; **STRENGTH 15**; **TOUGHNESS 19**; **PERCEPTION 10**, find 12, tracking 13, trick 11; **MIND 5**, survival 10, willpower 8; **CHARISMA 5**, taunt (13); **SPIRIT 9**, intimidation 11

Possibilities: none

Natural Tools: Bite (damage value STR + 3/18), swimming (limit value 12)

Takakton Shock Damage (19) Status:	K O
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Enforcer Guards (3)

DEXTERITY 9, dodge 11, fire combat 12, melee weapons 11; **STRENGTH 8**; **TOUGHNESS 9**; **PERCEPTION 8**, find 11, tracking 10, trick 9; **MIND 7**, test of will 9, willpower 9; **CHARISMA 8**; **SPIRIT 7**, reality 9

Possibilities: 2

Equipment: Micro-Link armor (armor value +5/22), SC Kyogo T11 (damage value 21, ammo 40, range 3-40/150/400)

Enforcer Guard #1 Shock Damage (9) Status:	K O
Enforcer Guard #2 Shock Damage (9) Status:	K O
Enforcer Guard #3 Shock Damage (9) Status:	K O

Maji Khenoto

DEXTERITY 9, dodge 10, fire combat 11; **STRENGTH 10**; **TOUGHNESS 9**; **PERCEPTION 10**, evidence analysis 12, language 11, scholar (biology) 12, trick 13; **MIND 11**, science (biology) 14, science (chemistry) 13, survival 14, test of will 14, willpower 13; **CHARISMA 9**, charm 10, persuasion 11, taunt 12; **SPIRIT 9**, intimidation 11, reality 12

Possibilities: 15

Equipment: IriMesh +3/20, 15mm Kana-blok (damage value 19, ammo 8, range 3-10/30/45), hand-held computer, grey jumpsuit, white lab coat.

Maji Khenoto Shock Damage (9) Status:	K O
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Nippon Gospog of the Fifth Planting (2)

DEXTERITY 9, energy weapons 10, fire combat 10, melee weapons 10, missile weapons 10, unarmed combat 10; **STRENGTH 8**, climbing 9; **TOUGHNESS 21**; **PERCEPTION 11**; find 14, tracking 12, trick (25); **MIND 8**, willpower 11, test (18); **CHARISMA 7**, charm (20), persuasion (20), taunt (20); **SPIRIT 7**, intimidation (20)

Possibilities: none

Equipment: Kyoto armor (+7/28), shimsi sword (damage value STR +5/13), two SC Kyogo 144 (damage value 18, ammo 15, range 3-15/40/150 — one mounted on each arm), chest-mounted flame-thrower (damage value 18, range 3-10/40/100), one dozen heat-seeking throwing stars (damage value 11, range 3-5/10/15), jet pack (speed value 13, Toughness 17), self-destruct mechanism (damage value 32, blast radius 0-5/15/40)

Gospog #1 Shock Damage (21) Status:	K O
Gospog #2 Shock Damage (21)	K



OPERATION: HARD SELL

by Ed Stark,
based on a story by Brad Freeman



The Near Now. The Possibility Wars™ rage on, but this time the battle is on the West Coast. The participants are Nippon Tech™ and the Living Land.™ Caught in the middle are the residents of Oregon, and their lives are the prize.

The United States has won an important battle for the West Coast. Sacramento and the rest of northern California have been reclaimed from Baruk Kaah's primitive Living Land realm.

Or so everyone thought. Northern California has not been reclaimed, but taken over by the rival Nippon Tech realm. Profit and greed are motivating the Kanawa Corporation, and it is not satisfied. Oregon is next on Kanawa's list. As for the people who still live in Oregon ... there won't be any if the Storm Knights™ don't stop *Operation: Hard Sell*.

"Thank you for your cooperation. Do not worry about how we will do it, just be assured that we *will* reclaim Oregon."

—Hiro Semetako to the Delphi Council™

An Adventure for



Roleplaying the Possibility Wars™

ISBN 0-87431-321-X



Fantasy/Games

Operation: Hard Sell is an adventure for use with *Torg: Roleplaying the Possibility Wars*. You need the boxed game to play. This adventure is for veteran characters. While the material in this supplement is set in *Torg's* Earth of the Near Now, many of the situations and adventure ideas can be incorporated into other game systems.

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RD 3 Box 2345
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