

BLACK STATIC
TRANSMISSION



A modern-day Call of Cthulhu® scenario by

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18 For Mature Players and Keepers Only

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Introduction

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Thanks to John Amos, Andrew Mussell, Jo & Ally Damon, Chris Martindale and Duncan & Sharon Rust for playtesting this scenario, and to Carl Williams for proof-reading, helpful suggestions and general editorial duties. Any feedback can be directed to the author via e-mail at **morgoth@valinor.freeseve.co.uk** or via the web at **<http://www.veilofnight.com>**.

Black Static Transmission is a modern-day Call of Cthulhu® one-round convention scenario for six Investigators set in the near future (2017) on an island in the Pacific Ocean. Investigators need not be experienced Call of Cthulhu® players, although this is of benefit. The scenario is designed to be run with the pregenerated characters included, although the Keeper may wish to allow the players to generate and run their own characters, albeit with the limitation that the new characters should have *broadly* similar skills to the pregenerated characters, and are all military types. The scenario is rather handout-heavy, there is a lot of information for the Investigators to peruse and (hopefully) extract relevant data from.

The Keeper should apprise his or herself with the details of the handouts before starting the scenario.

Black Static Transmission is based heavily upon a Mythos short story by David Conway, *Black Static* published as part of *The Starry Wisdom – a tribute to H.P. Lovecraft* anthology by Creation Books, ISBN 1-871592-32-1, and themes, names and places taken from that story are used under fair-use provisions.

As with most Call of Cthulhu® scenarios, this scenario is intended for a mature audience. A suggested age for players is 18 years or older, due to the graphic nature of some of the information and the occult references contained herein. It is recommended that the Keeper has access to the Call of Cthulhu® Core Rulebook when running this scenario.

Scenario Background

Reinhardt Stahl was the *enfant terrible* of the early 21st Century scientific community. His advances in the field of bio-molecular computing which lead to enzymes capable of storing and processing information led to the first true self-replicating computer in 2008. This computer, given the moniker *Nemesis* (so called because Stahl quipped at its launch that it would consign silicon-based computers to history) made him extremely wealthy from selling the patents.

Realising that he needed a new field of interest to keep his attention, he turned, in 2010 to radio astronomy, an interest of his from his childhood in pre-unification East Germany. His wealth and influence (as a result of his wealth) meant that in 2011, he became head of the ill-fated SETI III project.

A successor to the original 1970s Search for Extraterrestrial Intelligence, SETI III, via a series of large and expensive telescopes in Hawaii, California, Patagonia and Australia scanned the heavens extensively and thoroughly on bandwidths never before examined, thanks to Stahl's biocomputers and his money.

But to no avail. Finding nothing other than the deceptively regular (although entirely natural) emissions of pulsars, and the primeval hiss of the echoes of the Big Bang, SETI III found nothing in its entire lifespan, or so the Scientific Community believed.

Due to this perceived failure, and although Stahl had pumped large amounts of money into the project, by the end of 2014, the patience of the co-funders of the project, a series of American corporations, led by Microsoft, AMD and McDonalds was wearing thin. Stahl didn't help matters by insisting that the signals from a of pulsar in the nearby satellite galaxy of the Milky Way, the Large Magellanic Cloud, were actually artificial, and contained transmissions at frequencies beyond the normal microwave parts of the Electromagnetic spectrum. His increasingly desperate and irrational pleadings (which didn't make any sense to any astrophysicist who examined his claims) fell on deaf ears until in February 2015, the SETI III project was shut down and Stahl was fired from his post.

Not one to take such a slight lying down, Stahl immediately set about building his own scope where he could continue his research unobstructed by what he saw as the "close-minded scientific establishment". He built a large radio telescope and a observatory on a lonely island in the Pacific ocean to the east of the Philippines, hired a staff, and announced to the world in November 2015 that in six months time the Copernicus Project, as he called his facility, would have proof of the existence of his extraterrestrial entities.

The world sighed in collective indifference. Six months time came and went, without any word from Stahl. Any attempt to communicate with the island resulted in no answer, and Stahl had been quite clear that he would warrant no landings on the island. So the rest the world went back to sleep. Stahl's shooting star had obviously burnt out. A further year came and went, without any further communication.

However, in June 2017 a coded radio transmission from the island was picked up by the NSA at their headquarters at Fort Meade, Maryland, USA. When deciphered, it revealed an announcement that a mysterious illness had struck the staff of the observatory and that Stahl was placing the island under quarantine until he could find a cure. This naturally arose suspicion in some quarters. However, in the absence of any firm evidence, nothing was done. UNESCO offered to help, but Stahl turned them down.

This suspicion was confirmed a month later when a Filipino fishing boat ran aground on the island. Something on the island had killed half the crew (the survivors would not say what happened) and persuaded them to take their chances on the open sea, where suffering from malnutrition and severe heat-stroke, they were picked up three weeks later by a Japanese trawler.

The powers that be decided something must be done. And something was done. In December 2017, the destroyer *USS Momsem* was dispatched from Guam to investigate the island. On board was a NATO bio-warfare rapid-response team (the Investigators). Their orders are to investigate the island and its inhabitants, make contact with Stahl, and take appropriate action to contain the biohazard, if there is one.

The scenario opens with the Investigators having just left the *Momsem* as it is anchored just offshore from the island. The Date is **12th December 2017**, and the time is **11.20 AM**.

Of course, Stahl was right. Billions of years ago, long before the Elder Gods and the Outer Gods ever existed, an almost godlike race of beings existed in a galaxy millions of light years from the Milky Way. They called themselves *Hyperbreed*. So advanced was their science and their occult practices that they came to possess a degree of control over space and time itself. With this knowledge, they spread throughout the galaxy, eventually colonizing the Earth.

Some three billions years before the present, whilst life on Earth was still in the form of primitive unicellular organisms, they embarked upon what they thought was to be the pinnacle of their civilization. They spent millions of years attempting to build a device which would give them ultimate control over the Universe at a fundamental, quantum level. This device, known as the Quantaplex, was located in the Large Magellanic Cloud, a satellite galaxy of our own Milky Way. Thousands of Planets and Stars were moved into precise patterns corresponding to a vast stellar circuitry. By about 600 million years ago, the Hyperbreed were ready.

But disaster struck. On the eve of its completion, the Hyperbreed were overtaken by some nameless, unimaginable catastrophe of devastating proportions that flung the Quantaplex into complete disarray. Perhaps it was the Universe itself rebelling against their treatment of it. Perhaps the emergent Outer Gods rose up against them. No one will ever know. But in any case their civilization was devastated. Throughout the universe, practically all the Hyperbreed were imprisoned in a parallel universe based upon fifth-dimensional geometry – inaccessible to our own.

The Quantaplex itself collapsed into a quantum singularity dominated by mysterious dark matter, which became known as Maximus Prime. The Hyperbreed upon Earth were condemned to eternal exile. They retreated to the seas, and, as they were unnatural beings, the process of entropy took hold. Over the long tens of millions of years, they degenerated evolutionarily, until such point that the Hyperbreed, once *gods*, became nothing more than *monsters*, worshipped by apes and early humans. These monsters interbred with early humans, and their descendents forsook the path of the Hyperbreed, and worshipped the Outer Gods. These half-human, half-degenerate Hyperbreed are what modern sages recognise as *Deep Ones* – fallen worshippers of Cthulhu.

However, in spite of what happened at the outer fringes of their fallen civilization, what remained of the Quantaplex still existed. The Hyperbreed remained trapped inside it, although stripped of their godlike powers due to the Fall, ever struggling to get out.

In 1987, a supernova occurred in the Large Magellanic Cloud. The resulting shockwave from the exploding star interacted with Maximus Prime, and opened a crack in the barrier separating it from our reality. Seeing their chance, the Hyperbreed started bouncing a signal off a nearby Pulsar in an attempt to reach their outer colonies (which they thought would be still intact).

It was this signal that Stahl detected and intercepted. Encoded in the signal were instructions that mutated the biocomputers that Stahl's computers were based upon. Stahl himself pieced together enough of the transmission to reveal the identity of the senders. This happened five months after he moved his project to the island in the Pacific Ocean.

When he did this he realized that it wasn't just the computers that were mutating – the DNA of Stahl and his companions was mutating as well. Mutating into what? Stahl was astonished to find that they were mutating into degenerate amphibian beings. Due to his knowledge of the Mythos, he immediately recognised them as Deep Ones.

Intense and feverish study followed this revelation. But it finally pushed him over the edge. Being a proud man, he did not wish for a fate as base as becoming a Deep One, and inevitably joining the ranks of the Cthulhu-worshipping upstarts, as the Hyperbreed would view it. Oh no. Stahl had a greater plan. He would free the Hyperbreed from their imprisonment, to, as he viewed it, reclaim their rightful place in the universe. He persuaded most of his companions to join him in his quest.

This he would do by using the huge parabolic mirror of the radio telescope, and using it as a focus of a lengthy magical ritual to open a portal to Maximus Prime and allow the Hyperbreed out into the Universe, which would result in the immediate annihilation of any other sentient being in the Universe: Human, Deep One, Great Old One or Outer God.

Thus Stahl and his companions (he murdered two who disagreed with his plan) embarked upon a ritual to open the portal. This involved a lengthy virtual reality simulation. But it went horribly wrong. Whilst in the simulation, a fault developed in some of the Hyperbreed-altered computers, and most of Stahl's associates were trapped in the simulation, and thus their physical bodies starved to death.

But even the loss of most of his associates didn't deter Stahl. Using the main reflector dish, he managed to partially complete the ritual and open a small portal to Maximus Prime. However, Stahl in doing so attracted a colony of nearby Deep Ones, who attacked the complex and slew the remaining staff, including Stahl. The Deep Ones now worship the summoned Hyperbreed, and are preparing to open the portal further to allow the rest of the Hyperbreed into our dimension, which would be extremely disastrous for Earth.

CthulhuanIa

The Keeper should remember the following rules:

TEMPORARY INSANITY If 5 or more Sanity points are lost in a single roll. Player must roll 1d100 - if the result is INT x5 or less, consult the temporary insanity table.

INDEFINITE INSANITY If 20% or more of current Sanity points lost in one game hour. Consult Indefinite Insanity table. Effects last 1d6 months, or a multiple thereof.

If the investigator suffers a TEMPORARY INSANITY...
roll 1d10 length of insanity

- 1 to 4 1d10 combat rounds
- 5 to 7 4d10+10 combat rounds
- 8 to 9 till sunset, sunrise or similar length of time
- 10 1d3 or 1d10 game days

If the investigator suffers an INDEFINITE INSANITY...
roll 1d10 Madness Type

- 1 Catatonia or Stupor
- 2 Amnesia
- 3 Panzies / Quixotism
- 4 Paranoia
- 5 Phobia or Fetish
- 6 Obsession, Addiction, Tremors
- 7 Megalomania
- 8 Schizophrenia
- 9 Criminal Psychosis
- 10 Multiple Personality

Example Short Temporary Insanity

- | 1d10 | Result |
|-----------|--|
| 1 | fainting or screaming fit |
| 2 | flee in panic |
| 3 | physical hysterics or emotional outburst (laughing, crying, etc.) |
| 4 | babbling, incoherent, rapid speech, or logorrhea (a torrent of coherent speech) |
| 5 | intense phobia, perhaps rooting investigator to the spot |
| 6 | homicidal or suicidal mania |
| 7 | hallucinations or delusions |
| 8 | echopraxia or echolalia (investigator does/says what others around him do/say) |
| 9 | strange or deviant eating desire (dirt, slime, cannibalism, etc.) |
| 10 . . . | stupor (assumes foetal position, oblivious to events) or catatonia (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action) |

Example Longer Temporary Insanity

- | 1d10 | Result |
|-----------|--|
| 1 | amnesia (memories of intimates usually lost first; languages and physical skills engaged, but intellectual skills absent) or stupor/catatonia (see short duration table) |
| 2 | severe phobia (can flee, but sees object of obsession everywhere) |
| 3 | hallucinations |
| 4 | strange sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, etc.) |
| 5 | fetish (investigator latches onto some object, type of object, or person as a safety blanket) |
| 6 | uncontrollable tics, tremors, or inability to communicate via speech or writing |
| 7 | psychosomatic blindness, deafness, or loss of the use of a limb or limbs |
| 8 | brief reactive psychosis (incoherence, delusions, aberrant behaviour, and/or hallucinations) |
| 9 | temporary paranoia |
| 10 . . . | compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, checking one's gun constantly, etc.) |

One: Arrival

This section is keyed to the Keeper's Map of the Island (*Keeper's Handout 1*) which each Investigator also has in their briefing pack. The scenario opens with the Investigators having left the USS Momsem and approaching the island in a small boat. Read or paraphrase the following:

You are making good progress as you travel over the calm blue sea towards the island. The swell generated by the engines of your dingy leaves two white crests that spread out behind you in large arcs, disturbing the tranquil surface of the sea. The hypnotic bobbing of the boat upon the gentle swell, combined with the bright sunshine, leaves you feeling relaxed and calm, despite the anti-contamination suits you are wearing.

From up ahead, you can make out the rocky peaks of the unnamed island, home of the Copernicus Project, silhouetted against the pale blue sky. From here you cannot make out the large dish of the Project itself.

Reaching the island takes another twenty minutes. If the Investigators check their bioscanners during this time or when they land, there is no sign of any airborne organisms over and beyond what would normally be expected in this part of the tropics. Geiger counters show no abnormal readings either - a background radiation level of 0.01 millirads per hour, which is normal. Magnetometers also produce normal readings of 0.05 millitesla, which is the strength of the Earth's magnetic field. Communications with the Copernicus project also prove fruitless, resulting in only loud bursts of static. Communications back to the USS Momsem are perfectly possible. USS Momsem is codenamed "EYRIE" and the captain is a Captain Brook James.

As approach the island, all seems normal. The island itself is about a mile long and half-a-mile wide, and is mainly rocky and heavily wooded, although with wide beaches. Several rocky peaks tower almost a thousand feet into the air. One end of the island consists of a grassy plateau, it is here that the Copernicus Project has its headquarters - a sprawling complex of buildings, and of course, a large radio telescope.

The Investigators can choose where to land on the island. If they land at the Jetty on the South Side of island, then use the Jetty option below, otherwise skip forward to the Anywhere Else option.

LANDING ON THE JETTY ON THE SOUTH SIDE

Tied up to the jetty is a small, motorised launch, not much bigger than the one you are currently in, although this one has a carbon-fibre hull. Marked on the side of the boat, in large black letters are the words "COPERNICUS PROJECT".

The jetty itself extends out about 50 feet into the water, and is made of rusting metal. Several piles of thick rope lie on top of the jetty. At the far end, the jetty comes to a halt on a gently sloping, sandy beach. Behind the beach is the tree line, with palms and other tropical trees forming a dense green barrier to the rest of the island.

The Investigators can tie their boat up at the pier if they so wish (if they don't secure their boat, it has a **10%** chance each hour of drifting off).

Although all seems normal at this point, there are two abnormalities that the Investigators can stumble upon. The first is that a successful **Listen** roll reveals that apart from the noise from the sea, there is no sound of wildlife, indeed, there are no birds about and none could be seen on the approach to the island. The second is encountered if they investigate the tied-up launch. In the bottom of the boat are two dead sea birds. Both appear uninjured, and there is no obvious signs of death, but a successful **Spot Hidden** roll reveals the presence of gills on the throat of each of the bird, and a dissection and a successful **Medicine** roll reveals that the lungs of the birds have strangely atrophied. These symptoms are not typical of any known disease or condition.

LANDING ELSEWHERE

In front of you is a gently sloping, sandy beach. Behind the beach is the tree line, with palms and other tropical trees forming a dense green barrier to the rest of the island. The beach is utterly deserted, apart from a few black clumps dotted here and there. You are too far away to make out what these clumps are.

Again, if the Investigators fail to secure their boat when they land, there is a **10%** chance each hour of the boat drifting off.

A closer inspection of the black clumps reveals them to be dead seabirds, with the same condition as described above (again, a dissection and a successful **Medicine** roll is required to identify this condition). A successful **Listen** roll reveals that apart from the noise from the sea, there is no sound of wildlife, indeed, there are no birds about, and none could be seen on the approach to the island. Any successful **Natural History** roll reveals that these islands should have a thriving ecosystem that includes many varieties of birds.

A WALK IN THE JUNGLE.

The remains of a path can be quite easily discerned leading up the forested hillside from the beach. This path, although once clear, has been overgrown by dense undergrowth (a Natural History roll reveals that the growth is the equivalent of about 10 years growth – although the Investigators don't know it yet – the unnatural growth is due to the mutagenic agent).

Following the path requires the use of machetes to clear away the undergrowth, which consists mainly of a viciously-thorned creeper with five-fingered leaves. Unless the Investigators are being extremely careful, there is a **5%** chance each **five** minutes that one of the thorns from this creeper snags a random part of the anti-contamination suits the Investigators are wearing. The Keeper should make these rolls and keep the results secret (**three** in total for each Investigator), but a successful **Luck** roll on behalf of each Investigator enables that Investigator to notice that the integrity of his or her suit has been compromised.

Clearing the undergrowth is hard work, and very soon Investigators will be sweating heavily in their anti-contamination suits.

After 15 minutes of clearing the undergrowth, the Investigators will have nearly reached the plateau. At this point, they stumble upon the remains of one of the missing Filipino crewmembers, lying just off the path (**no roll is necessary, they will stumble over it**). The slightly-decomposed body, dressed in decaying rags, is lying face down, arms spread apart. The body is holding a bundle of rags in one of the hands.

If the body is turned over and examined closely, read or paraphrase the following:

A partially-decayed Hispanic face stares at you in mute horror. Missing both eyes and lips, and with a black, gangrenous tongue limply hanging out of it's mouth, you realise with alarm that the demeanour suggests one who has died of suffocation. He, for it is obviously a male, has been dead for some time, yet the body shows little signs of deterioration. How it lay preserved in this damp climate seems at the moment to be miraculous.

A small **Sanity Loss (0/1D2)** is called for here for any Investigator who examines or sees the body at close range. A cursory physical examination reveals the presence of gills on the throat of the body, and a full autopsy reveals that the lungs have atrophied. An autopsy also reveals the presence of proto-webbing on the hands and feet, the eye-wells deepening (despite the eyes being missing), and the jaw becoming more pronounced, and the date of death as being about a month ago. The reason why the body should be so well preserved cannot be ascertained at this time by the Investigators. A successful **Mythos** roll indicates that the changes to the dead man are identical those caused by early stages of the Deep One trait.

The corpse is wearing a gold wedding ring, which is slightly tarnished. Marked on the inside are the initials "JG MG".

Bioscanners reveal no presence of any unusual organisms at or near the body, but a Geiger counter reveals slightly higher than normal levels of background radiation.

The rags unwrap to reveal a rotten bundle of papers and notebooks. What little (10%) is salvageable is written in Spanish. Any Investigator fluent in Spanish can automatically translate (in which case, hand the Investigator concerned **Investigator's Handout 1**), else an **Intelligence x 1** roll will work out the gist of the text. At the Keeper's discretion, with sufficient study, an adequate translation may

be available even on a unsuccessful roll:

The papers are excerpts from the captain's log for the fishing boat "La Maria", sailing out of Manila in the Philippines, and captained by a Jesus Garcia. The entries that can be made out indicate that him and his crew were shipwrecked on the island as a result of a strange storm, but that all of the crew came down with some strange illness as a result of a strange light that came at night from the centre of the island. The log ends with an entry indicating that the crew, against the wishes of the captain, decided to flee the island in one of the boats belonging to the scientists.

From the log, the Investigators can find out that the island is called Pescados Island, which is "Fish" in Spanish.

At any point here on in, if the Investigators use their Geiger counters, they will pick up a slightly higher level of background radiation. As they get closer to the plateau, this increases to 1.5 millirads per hour (over ten times as much as on the beaches). This is actually due to the granite which makes up a lot of the rock on the island, information which a successful **Geology** roll will allow the Investigators to find out. An **Intelligence x 3** roll reveals that this level is equivalent to that endured by air passengers on supersonic aircraft from cosmic rays.

After the corpse, the path rises sharply and begins to hairpins violently. After a further one hundred yards, during which time the path has risen thirty yards vertically, the Investigators will come out onto the central plateau. Read or paraphrase the following:

Suddenly the undergrowth clears and the path stops rising as you come to the end of the forest. Stretched out in front of you is the central plateau of the island, a grassy plain a mile across. Behind this are the rocky peaks you glimpsed earlier, rising up into the sky like dark grey sentinels, standing watch over the island.

In the middle of the plateau stands the Copernicus Complex itself, surrounded by a high fence. Your sight is drawn, perhaps inevitably, to the large Radio Telescope, which points up into the sky at an angle of 45 degrees. Surrounding it are several other low buildings. Someway off is another smaller building. Behind the complex you can make out a runway. Scattered about the complex are lines and clusters of aerials and smaller parabolic dishes.

All appears normal at this point, although there is no sign of activity. Indeed, there is a curious stillness in the air. Apart from the trees rustling in the breeze, there is little sound. Again, trying to communicate with the Copernicus Project results in failure. From the edge of the forest, the Project itself is about quarter of a mile away at its closest point.

Two: Penetration

This section is keyed to the Large-Scale above ground map of the Compound (*Keeper's Handout 2*). An unkeyed map is also provided for the Investigators of the same area (*Investigators Handout 2*).

THE COPERNICUS COMPLEX: WALKWAYS AND BUILDING CONSTRUCTION

Unless indicated specifically, all buildings are square in cross-section, with walls of double layered titanium reinforced concrete with insulation between (sturdy enough to survive a grenade blast). There are no windows at ground level, but plenty of slit-type windows on the upper stories, and all windows are treble-glazed (with no openings). Doors into buildings/walkways are metal with computer-controlled access, internal doors are more lightweight, but still are very strong, again with computer-controlled access. Lighting is currently provided by emergency lights, as the main lights were switched off when Stahl and his companions entered the VR simulation. Walkways between buildings are made of reinforced Perspex. All numbered locations have both CO₂ and foam fire extinguishers.

***Keeper's Note:** Should the Investigators circle and examine the outside of the complex, all glass windows are polarized to reflect sunlight, and thus do not allow the Investigators to look in. The exception to this is the greenhouse, which is made out of non-polarized glass. However, the rampant plant growth up the sides of the greenhouse means that the interior is not visible.*

Twenty minutes into this section, the Keeper should make secret **Constitution x 5** rolls for each Investigator. Failure indicates that the Keeper should secretly tell the Investigator concerned that he/she feels *thirsty*. Also, any investigator that has a compromised anti-contamination suit should also be told that he/she feels *very thirsty*.

***Keeper's Note:** Only those Investigators that have compromised anti-contamination suits will actually be affected by the mutagenic agent for now. The thirst of the others is just for effect.*

ABOVE GROUND LEVEL

1. THE PERIMETER FENCE

The fence itself is 12 feet tall, and consists of a close mesh stretched between pylons some 40 feet apart. On top of the pylons are security cameras (one to each pylon), which do not appear to be working. Some of their cables have been ripped out or cut. The only gates are located adjacent to the main building – these are currently closed, and when examined it is obvious that they are opened and closed remotely.

A successful **Intelligence x 3** roll reveals that the fence is made out of a titanium-steel alloy. Nevertheless, 50 yards further along the fence from where the Investigators are, there has been a hole some 3 feet high cut and 3 feet wide cut into the fence. Lying beside the hole is a pair of study bolt-cutters, covered in a sticky-black liquid, which the bioscanners can confirm is human blood. The fence is not electrified.

A successful **Spot Hidden** roll reveals that the fence is alarmed – there are nearly invisible low-powered lasers crossing the span between each post at heights of 2', 4', 6' and 8'. A successful **Electronics** roll is required to disable the lasers between two particular posts. If this is done, the Keeper should make a secret **Luck** roll for that Investigator to see whither or not the alarm will go off. If the roll fails, read or paraphrase the following to the Investigators:

You hear the sound of a klaxon from the main compound. It's wailing tone would surely wake the dead. As if in answer, a moment later you hear barking, and six black dogs, rottwilers by the look of them come running out of a side building. They stop briefly, sniff the air, and turn and look in your direction. Baring their teeth in a wicked snarl, they run towards you, barking and growling. As they charge towards you, you notice that they all appear to be foaming at the mouth.

The dogs come out of the store room (Building 4 on the map). All six dogs are starving (very thin) and will attack the Investigators fiercely. The dogs should not be too much of a problem to the Investigators considering the firepower they are carrying. They will take approximately 30 seconds to reach the Investigators. If their corpses are examined, they show signs of webbing in the feet and the jaws of the dogs are very pronounced, i.e. the same changes as evident in the dead body of the captain of the fishing boat. Their bodies are also very emaciated.

STARVING GUARD DOGS (6)

STR: 11	Dam. Bonus: +0
CON: 14	Weapon: Bite 35%
SIZ: 6	Damage: 1D6
POW: 8	Skills: Listen 75%
DEX: 14	Scent 90%
Move: 12	Jump 70%
HP: 10	

<i>Guard Dog 1:</i>	<i>00000 00000</i>
<i>Guard Dog 2:</i>	<i>00000 00000</i>
<i>Guard Dog 3:</i>	<i>00000 00000</i>
<i>Guard Dog 4:</i>	<i>00000 00000</i>
<i>Guard Dog 5:</i>	<i>00000 00000</i>
<i>Guard Dog 6:</i>	<i>00000 00000</i>

Once the Investigators have broken through the fence, their bioscanners will alert them to the fact that the whole compound is shrouded in a very weak (barely detectable) electromagnetic field. It appears to have no source or does it get any stronger anywhere above ground on the island.

At this point, the lead Investigator will receive a communication from the USS Momsem. That the Momsem chooses to break radio silence should alert the Investigators to the importance of the message. The Momsem (Codename: EYRIE) will alert the Investigators, in clipped military speak to the detection of strange underwater sonar anomalies 2 clicks (kilometers) offshore and that the Momsem is breaking anchor to investigate and will alert the Investigators as to any further progress. The Momsem will direct the Investigators to carry out their mission as planned.

After this, no further communication with the Momsem is possible, as all attempts end in static until they get to the end part of the scenario.

2. THE FUSION REACTOR

After a breakthrough in achieving magnetic-contained fusion in 2008, the first commercial fusion reactor was introduced in 2014 by the Mitsubishi Corporation of Japan, and Stahl had an advanced deuterium-tritium model installed to provide unlimited source of electricity for the complex. It is housed in a low-slung concrete bunker, with heavy lead doors, which the Investigators cannot open short of using high explosives. Surrounding the reactor is a high-strength magnetic field. If this field is measured, the strength is 1.8 Tesla, or about 150 times stronger than a typical refrigerator magnet, and 36,000 times stronger than the Earth's magnetic field. A successful **Medicine** roll reveals that while such high strength fields are not immediately lethal, any exposure of twelve hours or more could possibly have lasting consequences, in the form of increasing the likelihood of cancer developing, as well as temporary consequences in the form of auditory and visual hallucinations. A successful **Intelligence** roll indicates that the field is probably due to a slight misalignment in the reactor's containment field. It cannot be fixed without specialist technicians flown in from Japan.

3. ACCOMMODATION BLOCK

The entrance into this two-story building is via a computer controlled door, currently locked. A successful **Computer Use** roll can bypass the locking mechanism, however, this will trigger the alarm, and bring the dogs out of the Store Room (Building 4), if it hasn't already been triggered.

The inside of the Accommodation Block consists of a series of small and medium-sized bedrooms and a couple of mess areas (kitchens/games rooms). These can be arranged how the Keeper wishes, but the following points should be noted:

- There are a total of thirty rooms. All have en-suite facilities, and most contain one single or double bed along with a desk and several chairs. All contain TV and radios.
- Twenty-eight of the rooms have a very tidy appearance, and any personal effects (CDs, clothes,

books etc) are stored properly, and the beds are made (but not slept in). Ten of these rooms contain PCs, but if these are switched on, nothing happens. If they are taken apart, the motherboards and hard discs have been removed and are not present. These rooms contain no items identifying who lived there.

- Two of the rooms are different. Various personal effects (magazines, clothes, CDs, books and so on) are scattered about the rooms, and there are clear signs of a struggle having taken place. One of these rooms has a PC (marked prominently on the case as having a Intel Pentium XII quantum processor), and this can be booted up successfully. However, a successful **Computer Use** roll reveals that the hard discs have been wiped, and whatever was on them is unrecoverable. A successful **Spot Hidden** or a detailed search reveals an ID card hidden down the side of the bed, bearing the name of Professor Sarah Clark (**Keeper's Note:** *Clark was one of the two people who refused to go along with Stahl's plans, her body is currently in the Greenhouse (Building 6)).* This can be used to gain access to the rest of the above ground complex.

4. THE STOREROOM

Although this building can be reached via the Main Control Room (Building 5), there is also a large door facing north, which allows an alternative way in for the Investigators. This building has two floors. The first floor is divided into several large rooms, and is accessible via two lifts from the ground floor. Each room contains crates of various supplies needed to run a self-sustaining complex for several years, including canned food, computer spares, engine parts, and so on. The ground floor is one large room. In here is a working forklift truck, and a set of caged kennels where six guard dogs were kept. The cages surrounding the kennels are chewed through, and lying on the floor of one of the kennels is a bloody pile of organs and bones – the half-eaten remains of a fisherman from *La Maria* who was attacked by the dogs and dragged in here. Viewing this body up close will result in a small **Sanity Loss (0/1D2)**. A successful **Spot Hidden** roll reveals the bloody trail from the current position of the body to the door where it was dragged in.

If the Investigators bypassed the security systems of the perimeter fence, then the dogs are here and will attack as soon as the Investigators enter the room.

5. THE CONTROL ROOM

This is the heart of the Copernicus Project. The above ground section consists of a large hall about 100' square and about 30' from ceiling to floor. The room is sunk somewhat into the ground so that the walkway from the accommodation block opens up onto a balcony. Two sets of stairs led to the floor below. The room is filled with banks of computers (some of which are on, judging by the rows of flashing multicoloured lights decorating them, although their monitors are currently switched off), much like NASA Mission Control in the 1990s. The computers emit a soft hum. On the north wall is a huge (50' across) video wall which is currently showing a star map of a portion southern celestial hemisphere (**Investigator's Handout 2**). Marked on the wall, on top of the marker for the Large Magellanic Cloud is the designation '*Maximus Prime (SN 1987A)*'. A successful **Astronomy** roll or **Knowledge/2** roll by an Investigator recalls information on the Large Magellanic Cloud (**Investigator's Handout 3**) and SN 1987A (**Investigator's Handout 4**). The term '*Maximus Prime*' is unknown to the Investigators.

The computers themselves are large mainframes. A successful **Computer Use** roll reveals that they are partly based upon bio-molecular technology (invented by Stahl) and appear to be used partially for Digital Signal Processing and Decryption. Every 5' along each bank of computers is a large flat-screen LCD display. They are all currently turned off. Should an Investigator turn them on, read or paraphrase the following to that Investigator:

As the monitor flickers to life you see a blue screen appear. It appears to be some sort of computer-generated landscape. In the distance is a spherical round object. As you watch, it gets bigger – the effect is of it approaching you. As it gets closer, you can see that it is a computer-generated face. The expression on the face is one of intense agony and suffering. Suddenly a piercing whine comes from the speakers set into the monitor and it explodes in a shower of flames, sparks and arcs of current!

Any Investigator within 3' of the display needs to make a **Dodge** roll or take 1D4 points of electrical burn damage. If he or she fails and is wearing an anti-contamination suit then a portion of that suit suffers from burn damage and is partially melted, and its integrity is breached. Turning on all the other monitors results in the same occurrence happening. A successful **Computer Use** roll reveals that sort of intelligent computer virus has apparently infested the computers. It is not possible to obtain any further information due to the advanced designs of the computers and the unfamiliarity of the Investigators with these advanced designs.

At the side of the room is a locked steel/titanium alloy reinforced door without any windows. Beside it is a handprint access panel (which requires a hand of an authorised to be placed upon the panel to open it up). The only way this can be opened is by using the hand of Sarah Clark, the dead body of

whom is currently lying in the Greenhouse. It can even withstand a grenade being thrown at it. Use of explosive charges will however weaken the door enough so that it can be opened. It leads to a flight of stairs leading downwards to the Bunker Room on the Underground Level.

After the Investigators have spent approximately two minutes in this room, the Keeper should select two of them at random – these two experience a severe coughing fit lasting 1d2 minutes. Again, this is the effects of the Mutagenic agent, which has now penetrated the anti-contamination suits of the Investigators.

6. THE GREENHOUSE

Connected to the Main Control Room via a glass-covered walkway is a Greenhouse/Hydroponics area used to grow food. The door to the walkway is not locked.

This large glass building is constructed much like a greenhouse. Most of the floor is covered with planted rows of various food crops– beans, potatoes, peas and so on. The plants are not planted in soil but in shallow beds filled with water and strange white nodules. Creepers and vines twist their way up metal struts and across the ceiling above you. At the far end are several tables, some appear to be stacked with bottles and boxes and various horticultural equipment.

About half-way down the greenhouse, attached to one of the heads of a sprinkler system installed in the roof is a thick rope dangling from it. This can be detected from the entrance by means of a successful **Spot Hidden** roll. If an Investigator steps closer to examine it he/she can see that it appears to have been originally part of a longer rope but that it has frayed and all that is left is a 3' section tied around the sprinkler head. The of the fraying is lying in the potato crop directly beneath the rope end:

A partially-decayed face of a middle-aged woman stares up at you. The face is set in a visage of fear, terror, desperation and pain. Her stomach and chest appear to have been slit open by some sharp implement – parts of decaying intestines hang limply out of her chest. One breast appears to have been sliced off and her body is only clothed in tattered rags. Around her bruised and battered neck is a noose.

This is the body of Sarah Clark. Viewing the body will result in a small **Sanity Loss (1/1D3)**. The hands are intact enough to use to open the handprint access door in the Control room, but cutting off one of the hands results in a small **Sanity Loss (0/1D2)** for the person doing the deed if that person does not have medical training or extensive battlefield experience.

The boxes and bottles at the far end are filled with various fertilizers and horticultural chemicals – nothing out of the ordinary.

7. THE TELESCOPE

This is a large radio telescope – it consists of a large (150') parabolic mirror with antenna mounted in the centre of the mirror. A building at the base contains the drives and gears necessary to operate the scope. The reinforced titanium/molybdenum mounting-struts of the mirror are sturdy enough to withstand plastic explosive (but not ship- or air- based fire).

8. VLA ARRAY

This is a long series of smaller (12') dishes and aerials. A successful **Astronomy** roll reveals that this equipment is used in what is known as baseline interferometry – taking measurements of celestial objects.

9. HANGAR

This is a large cavernous hangar containing a Learjet VI business jet, and various spares and parts for the aircraft, as well as underground tanks full of aviation fuel. The airplane can carry 12 people and is currently fully fuelled up (the keys are in it as well) and has a maximum range of 3500 miles – enough to get it to Manila. It is however, booby-trapped. Explosive charges were placed by Stahl in the fuel tanks of the airplane – and will be triggered automatically via an altimeter if the plane's altitude is over 1000'. The explosives can by the Investigators be found by a **Spot Hidden** roll and removed easily enough. The airplane can be flown by someone not very skilled in piloting as it has one of the new Take-Off and Landing Autopilots. **Note that the Keeper should ensure that the Investigators only use this plane to escape in the event of them encountering the Hyperbreed. Should they decide to bomb out before then, then the Keeper should disable the plane by explaining that some of the fly-by-wire systems have been sabotaged.**

UNDERGROUND LEVEL

This section is keyed to the Large-Scale underground map of the Compound (***Keeper's Handout 3***). The stairs descend down about 50' into the ground, and at their foot is another hand-print access controlled door. Again, this is made out of a titanium-steel alloy, has no windows and can only be opened by using the hand of Sarah Clark. Marked on the door is a sign saying "HYPERBREED LEVEL PERSONNEL ONLY". This door gives access to the bunker:

This large cavernous windowless room is filled with banks of computers, and is lit by dim emergency lighting set into the ceiling. However, what grabs your attention are the two dozen Plexiglas pods lying arranged end on end in a space in the middle of the room. The lids are opaque, denying you a view inside. Each pod is hooked up with a bunch of wires to a central control point – a large supercomputer, standing isolated in the middle of the room. What draws away your attention away from the pods however are the walls. Nominally of bare grey concrete, they are covered with markings daubed in black. Some of them are immediately recognisable: the Ankh, the Celtic Cross, the Pentagram, the Swastika. Some appear to be Egyptian hieroglyphs or similar to them, while others look like pseudo-scientific equations scrawled in the incomprehensible lexicon of an unknown numerological system that defies explanation...

1. THE BUNKER

Some of the markings on the walls are contained in ***Investigator's Handout 5***. The pods are approximately 6' long and the lids are closed. Should any Investigator open the lid, read or paraphrase the following:

You open the lid to reveal a horrifying sight. Decomposed bodies lie within the pod. The corpse has blackened skin and its belly is vastly bloated with the pungent gases of decomposition.

Each of the bodies appears to be fitted with something resembling a Virtual Reality headset: hologrammatic, laser-optic modules stuck fast in the slick mire of decaying eyeballs; withered genitalia and key neural clusters within the skull studded with electrodes like gutted leaches.

Many of the bodies are curled up, arms and legs crossed, as if in extreme agony, with teeth bared surely in a grimace of the damned.

If the Investigators can smell then a pungent stink of decaying flesh wafts up around them. Needless to say, opening a pod means a **Sanity Loss (1D3/1D6)** is called for. This occurs only the first time a pod is opened. There are 24 pods, but there are only 13 bodies. Each body has no identifying features, although it can be ascertained that 8 bodies are male and 5 are female. No electric current or power is currently passing into the pods.

If the Investigators can determine, this room is quite chilly. A fan set into the ceiling normally ventilates it, although it is currently switched off. Closer investigation of the computers in the room reveals that all of them have been smashed and wrecked irrevocably beyond repair, apart from one monitor which shows a series of complex mathematical equations. A successful **Astronomy** roll or **Knowledge/2** roll by an Investigator reveals that these equations are to do with calculations for

generating enough power to send and receive electromagnetic radiation transmissions over vast distances, i.e. thousands of light-years.

There are two other exits from this room. Both are on the far side of the room. One is a large set of wooden-paneled double doors which leads to Stahl's private quarters, the other is another titanium/steel reinforced door with a handprint access panel. The hand of Sarah Clark will open this door.

After the Investigators have been within this room for approximately two minutes, each of them will receive a vision (*Investigator's Handout 6*). Immediately after receiving this vision, each Investigator must make a **Constitution x 4** roll or pass out unconscious for **1d4** minutes. Needless to say, experiencing the vision results in a **Sanity Loss (1D4/1D6)**.

2. STAHL'S OFFICE

The set of double doors, which are made out of mahogany (which looks out of place) are not locked and leads into Stahl's private office and living quarters:

This large and expansive room appears to have been a combination of an office and a living quarters. One section is partitioned off and contains a bed, a large-screen TV and other electronic "home entertainment" goods, as well as a small, but modern kitchen and bathroom. However, it is to the other, larger part of the room that your eyes are inevitably drawn.

This section is the room was one an office. Indeed, you can still see an antique mahogany desk upon which sits a computer. But it and other signs of normalcy are crowded out by the literally hundreds of carvings, paintings and statues which cover every free surface. Totems reminiscent of the artefacts and fetishes of many third-world paganistic cults seen in TV documentary programs.

Dominating the room are two monstrous statues sculptured in what appears to be soapstone, dirgey grey-green, veined black like Connemara marble. They depict strange beings whose diverse characteristics can only be described as a combination of octopod, simian and saurian. Ragged bat-wings enfold their hunched shoulders like tattered capes, yet they appear much too frail to endow them with much powers of flight. The faces, or what passes for their faces, are especially hideous: many mouths equipped with lethal prongs and spikes for teeth; bulging composite eyes arranged in numerous clusters; the bulbous malignancies of their vast crania are framed by tangled manes of medusan tentacles and tenebrous ganglia. Hands are short and stubby, with seemingly fragile webbing connecting each of the digits. Truly a horrific sight that even the hardest among you cannot bear to look at these monstrosities for any length of time.

But perhaps it would be better if you did. For you finally notice the dominant motif of the room. Drawn on half-observed whiteboards, sculpted and carved into the wooden floor. Scrawled on countless abandoned sheets of paper scattered everywhere about the room. Like a slightly irregular eclipse with a cross marking one foci for some reason. This room looks truly like a madman's playground.

Viewing these statues carry a small **Sanity Loss** of **1/1D3** Sanity points. The strange motif is shown in *Investigator's Handout 8*. A successful **Occult** roll reveals that the diagram is usually recognised as the orbit of the star Sirius's faint White Dwarf companion star, Sirius B, which was allegedly known about by an obscure West African tribe, the Dogons, somehow before the invention of the Telescope.

It can easily be determined that this is Stahl's living quarters and offices from a note on the fridge, of all places (*Investigator's Handout 7*). Behind the desk is a large bookshelf containing lots of rare and ancient books, including first and original editions of:

- "Arcanes De La Vie Futre Devoiles" by Alphonse Cahagnet, 1848 (in French).
- "Archidoxes of Magic" by Paracelsus, 1656 (in German).
- "The Book of Black Magic and of Pacts" by Arthur Edward Waite, 1898.
- "Clavis Alchemiae" by Robert Fludd, 1619 (in Latin).
- "Crystal Gazing" by Theodore Besterman, 1924.
- "De Daemonialitate" by Lodovico Maria Sinistrarti, 1875 (in Latin with a French Translation).
- "Isis Unveiled" by Madame Helena Petrovna Blavatsky, 1877.
- "Magick in Theory and Practice" by Aleister Crowley, 1929.
- "Malleus Maleficarum" by Jakob Sprenger and Heinrich Kramer, 1486 (in Latin).
- "Principles of Nature, Her Diving Revelation and a Voice to Mankind" by Andrew Jackson Davis,

1847.

- "Les Propheties De M. Michel Nostradamus" by Michel de Nostradame, 1555 (in French, Greek, Italian and Latin).
- "The Holy Kabbalah" by Arthur Edward Waite, 1929.
- "The Secret Doctrine" by Madame Helena Petrovna Blavatsky, 1888.
- "The Witch-Cult in Western Europe" by Dr. Margaret Murray, 1921.
- "The Wonders of the Invisible World" by Cotton Mather, 1692.
- "The Zohar" by Moses de Leon, 1280 (in Aramaic).

It is obvious to any Investigator that these books are worth a fortune. Tucked in beside the books is a newspaper clipping (***Investigator's Handout 9***) of an article from the *Times of London* about the two statues – this can either be found by looking closely at the bookcase or by a successful **Spot Hidden** roll.

When the Investigators are in this room for about 2 minutes, they all start to feel a slight itch coming from their hands and feet, specifically in-between the fingers and toes. If these areas are subsequently examined (this will mean removing the gloves of the anti-contamination suits if they are still being worn) these areas are red and slightly raw.

Keeper's Note: *This is the first sign of the effects of the mutagenic agent affecting the Investigators.*

On top of Stahl's desk is a PC. The drawers of the desk are locked but the locks can be picked (a successful **Locksmith** roll can do it) or shot out or the drawers can be forced open (STR 6). In them are various personal effects – a miniature DVD player (with a DVD of Star Wars Episode IX, "Triumph's End" currently contained within), pens, pencils, headache tablets and so on - the usual type of bump people have in their desks.

The PC on Stahl's desk is a Stahl Industries XP-360, which contains several of the latest bio-molecular processors from Stahl Industries. It can be booted up into its Operating System, 'Microsoft Windows 2018' easily enough. However, most of the information on the computer has been wiped, and the rest is encrypted, and a successful **Computer Use** roll must be made to enable the retrieval of small amounts of information from the Computer. Information that can be extracted includes part of a diary and part of a briefing, both from Stahl's personal files (***Investigator's Handout 11***). The password to open the other door – "ARTEMIS" can also be located on the computer.

Opening up the other door reveals a staircase heading down into darkness, down to the bottom bunker room.

3. BOTTOM CORRIDOR

The metal stairs descend another 50' down a narrow shaft which has been crudely cut from the bedrock. At the bottom is another solid metal door (no windows) with a handprint and keypad access panel, which cannot be opened by using Professor Clark's hand. The only way to open it is via the use of explosives or the password from Stahl's computer – "ARTEMIS".

Once inside, read or paraphrase the following to the Investigators:

You find yourselves standing in a corridor crudely cut out of the bedrock and running away from you in an easterly direction, slightly downhill. The ceiling, some 8' high is covered in what appear to be electrical cables and occasional electrical glow-lamps, the source of the soft light illuminating the corridor. The floor, slightly slippery and damp, has been paved and has several 3-inch deep ruts running along it.

Magnetometers will immediately detect that the cables are currently carrying large amounts of electrical current (thousands of amps) down the corridor. The cables are protected with a carbon-composite skin and cannot be severed by any means short of an explosion. The dampness seems to be oozing out of the walls.

Investigators who can smell can detect a tinge of salt in the air – like sea air. The corridor runs for approximately half a mile in the easterly direction until it reaches a set of large stone doors which are currently closed. The doors are inscribed more of the strange markings which covered the bunker. The two doors have door-handles and can be pulled open with ease. Lying at the feet of the doors is a nasty sight – a half-decayed human arm, which appears to have been torn from its socket. This sight carries a small **Sanity Loss** of 0/1 Sanity points.

A successful **Spot Hidden** roll reveals a small piece of dried seaweed partially trapped under one of the doors. Opening the doors reveals the Caves

4. THE CAVES

The door leads into a complex cave system of low rock-hewn caverns and passages, the floors of which are dotted with small salt-water pools. There is a strong tang of salt in the air. Running along one particular path are the electric cables set into the ceiling, as well as the occasional dull glow lamp. There are many dark side passages, which although they look and feel spooky, do not contain any surprises for the Investigators (for the time being). However, the Keeper should make the Investigators very afraid, with fake **Listen/Spot Hidden** rolls to detect faint noises at the very edge of their hearing/sight. Think Aliens, but without the nasty beasts (for the time being). All side passages eventually lead back to the main tunnel.

The Keeper is free to vary the geography of these caves, as they are not that important for the time being. However, there are several events of note which occur in these caves, in the following order:

1. Mutilated Remains

After about two hundred yards, the Investigators stumble across the heavily mutilated remains of a couple of people – body parts strewn about everywhere and so on. Successful **Spot Hidden** rolls reveal that the bodies have been partially eaten. This factoid carries a small **Sanity Loss** of 0/1 Sanity points.

2. The Body and Book (Optional – if the Investigators haven't figured out what's going on this can be used to reveal the whole story)

After a further hundred yards, lying by the side of the cave, impaled upon a stalagmite is another body, this one badly decayed. The face is partially eaten – the eyes and nose, ears have been bitten off/out. It is possible to determine, with a successful **Medicine** or **First Aid** roll that whatever did the biting has very sharp teeth. The body is positioned as if it was running towards from the direction the Investigators are coming from (the bunker room). If viewed closely the body carries a **Sanity Loss** of 1/1D3 Sanity points.

Clutched in one of the arms is a rag bundle containing a golden crucifix necklace, a 9mm Beretta pistol (complete with ammo) and a paperback book in bad condition. It is entitled 'Mysteries of the Ancients Solved!' by a John Spencer. This book contains various prosaic and plausible solutions for "mysteries" like Crop Circles, UFOs, alleged signals from aliens, and so on. It is unremarkable apart from one page, which the corner has been turned over and some comments scribbled onto the page (*Investigator's Handout 10*).

There are no identifying features upon the body – although it is possible to determine that it was a young Caucasian male.

3. The Walls, the Walls!

Just after the discovery of the body, the Keeper should pick one of the **Investigators (preferably the best role-player, but otherwise any random Investigator)** – that Investigator should suffer from a severe bout of claustrophobia for 1d3 minutes (the usual sort of "The Walls, the Walls are closing in" type claustrophobia).

4. The Door

After approximately half-a-mile, the Investigators will come to a set of doors which mark the end of the cave system. These are identical to the previous ones which lead to this area. Ten years from these doors, a successful **Listen** roll reveals a faint sound of wind coming from beyond them. When at the door, from behind the door an Investigator can hear a noise similar to a swirling wind. Close examination of the middle of the door reveals a slight draft being sucked into the area beyond. Close examination of the bottom of the door (or a successful **Spot Hidden** roll) reveals a set of metal dog-tags stuck beneath the door. They can be removed, and they read "Stahl, R, 000001"

5. THE PORTAL ROOM

Should the doors be opened, there is immediately a torrent of air sucked from the corridor into the portal room, and any Investigator within 6' of the door must make a **Strength x 5** roll to avoid pulled off their feet:

Beyond the doors is an alcove leading to a large circular cavern cut out of the bedrock, dimly lit by electric glow-lights spaced at intervals around the rough walls. Several dark tunnels lead off in various directions – west, north and south. Spaced around the edges of the cavern, interspersed with the exits are more Plexiglas pods with closed opaque lids. Scattered around the floor are more body parts.

However, what dominates the room is in the centre. In a clear area in the centre of the cavern is a large pool filled with black and silent water. Yet this pool is seemingly the source of a loud swirling and whistling wind which swirls around the cavern edges like a tornado and spirals inwards towards the pool. The pull of this wind is so strong it almost sucks you off your feet.

Yet strangely enough the surface of the water is completely still. Where does the wind go? As you look towards the pool you realise that the water isn't black, but that the "surface" of the pool looks almost like a starry night – with small twinkling lights. With mounting horror you realise that the air in the cavern is being sucked into what appears to be an opening on deep space!

A **Sanity Loss** of **1/1D3** points is called for here. The "pool" is in fact a portal to Maximus Prime, the home of the surviving Hyperbreed, which is on the verge of being opened by Stahl. This portal opens into deep space, and the swirling wind is air being sucked into the portal.

The pods around the edges of the room (there are eight in total – but only one contains a withered and decomposed body similar to those in the Bunker, again with electric circuitry attached. It however, has discernable aquatic features (gills, webbed feet and hands and so on), and carry a **Sanity Loss** of **1D2/1D4** the first time it is viewed.

After about ten seconds, after a moment or two, an eerie pink light will start emanating from the pool, illuminating the ceiling:

After a moment the pink light fades and is replaced by an eerie darkness that envelops the centre of the cavern. Above the swirling wind you can hear an eerie-drone like noise coming from the "pool". In front of your very eyes, shapes materialise in the darkness. Shapes which are very familiar to you – shapes similar to the statues in the complex above, only three, no four times bigger. Behemoths of pure darkness, they pulse menacingly above the "pool". For some reason, the wind dies down and complete silence descends upon the cavern.

Pause here as this scene carries a **Sanity Loss** of **1D2/1D4**. Continue on immediately:

Yet their attention does not seem to be focused upon you. For coming out of the other corridors appear to be humanoid figures – almost a dozen of them. Looking like a hybrid between *Homo sapiens* and a fish, they prostrate themselves at the entrances to the cavern, bowing and scraping, ignoring you for the time being. You can hear the horrible liturgical chants that they emit, but the words appear to be strange forms of gobbledegook – "*Iä! Iä! Ph'nglui mglw'nafh wgah-nagl fhtagn!*" (BTW this should be pronounced roughly like **EYE-A! EYE-A! FI-NIG-LOOY ME-GIL-WA-NAF-HA WA-GAH-NAGGIL F-TANG!**). Then there is a brief silence, and one of the humanoid figures turns around and stares directly at you through its beady glistening eyes. They appear to have noticed you and with synchronised movement several dozen of them swarm into the cavern, and advance towards you, claws raised, and a malevolent glow in their eyes.

These are the Deep Ones who took over the bottom of the Complex. There is an additional **Sanity Loss of 0/1D6** to see these.

DEEP ONES (LOTS – MORE THAN THE PLAYERS CAN KILL)

STR: 14	Dam. Bonus: +1D4
CON: 10	Weapon: Claw 25%
SIZ: 16	Damage: 1D6 + db
INT: 13	
POW: 10	
DEX: 11	
Move: 8/10	
HP: 10	

Hit Points: 00000 00000 00

Inevitably, the Investigators will either flee or let rip with massive amounts of firepower. In either case, the Hyperbreed (the black shapes) start emitting tentacles of dark “unlight” which if they brush against the Investigators do **1D6** hit points of freezing damage (they can be **dodged** normally). These tentacles get longer and longer and more and more of them appear. Eventually they will fill the whole room.

It is a very good idea that the Investigators flee at this point, if they haven't done so already. If they don't, the Keeper should hammer them with the tentacles and more Deep Ones (not too many of course). It doesn't matter what direction they flee, the tentacles will come after them. Even if they collapse the tunnels, more tentacles will appear from other directions...

The idea is that the Investigators will be forced to flee to the surface, running for their lives. To spice the chase up, the island will now start suffering from frequent seismic quakes – getting more and more intense.

THREE: THE SURFACE

Eventually the Investigators will make their way back to the surface. At this point, they will receive a garbled communication from the Momsem. The [zzzzzz] represent static.

"Mayday....[zzzzzz] is the USS Momsem, Identifier [zzzzzz] repeat, USS Momsem position one-[zzzzzz] degrees West, [zzzzzz] under attack by unknown seaborne entities [zzzzzz] suffered major hull damage [zzzzzz] request immediate airborne assistance [zzzzzz] I repeat, this is Commander [zzzzzz]"

The Momsem cannot be contacted – indeed there is no trace of it (***Keeper's Note:** It was attacked and sunk by Deep Ones*).

The Keeper should allow the loss of the Momsem to sink in, and then hit the Investigators with the following:

There is another violent earthquake, and yawning chasms open in the ground. From the centre of the complex there is a fearsome groaning of metal as the previously impregnable struts of the radio telescope twist and bend – ripped apart by a clutch of black tentacles reaching up a chasm! More black tentacles rip open the ground and fly into the air. The air chills and seems to buffet your face, as if fleeing from the otherworldly wrongness of the unlighted tentacles. The whole island seems infested with the presence of the Hyperbreed, and you have difficulty remaining on your feet due to the almost constant heaving of the land...

It should be obvious that the only escape off the island is by airplane. If they choose to go by boat, the Investigators will be dead as they will be attacked by hordes of Deep Ones...

Should they escape in the airplane, the last thing they see is the island disappearing in a wave of blackness which is spreading outwards from the island.

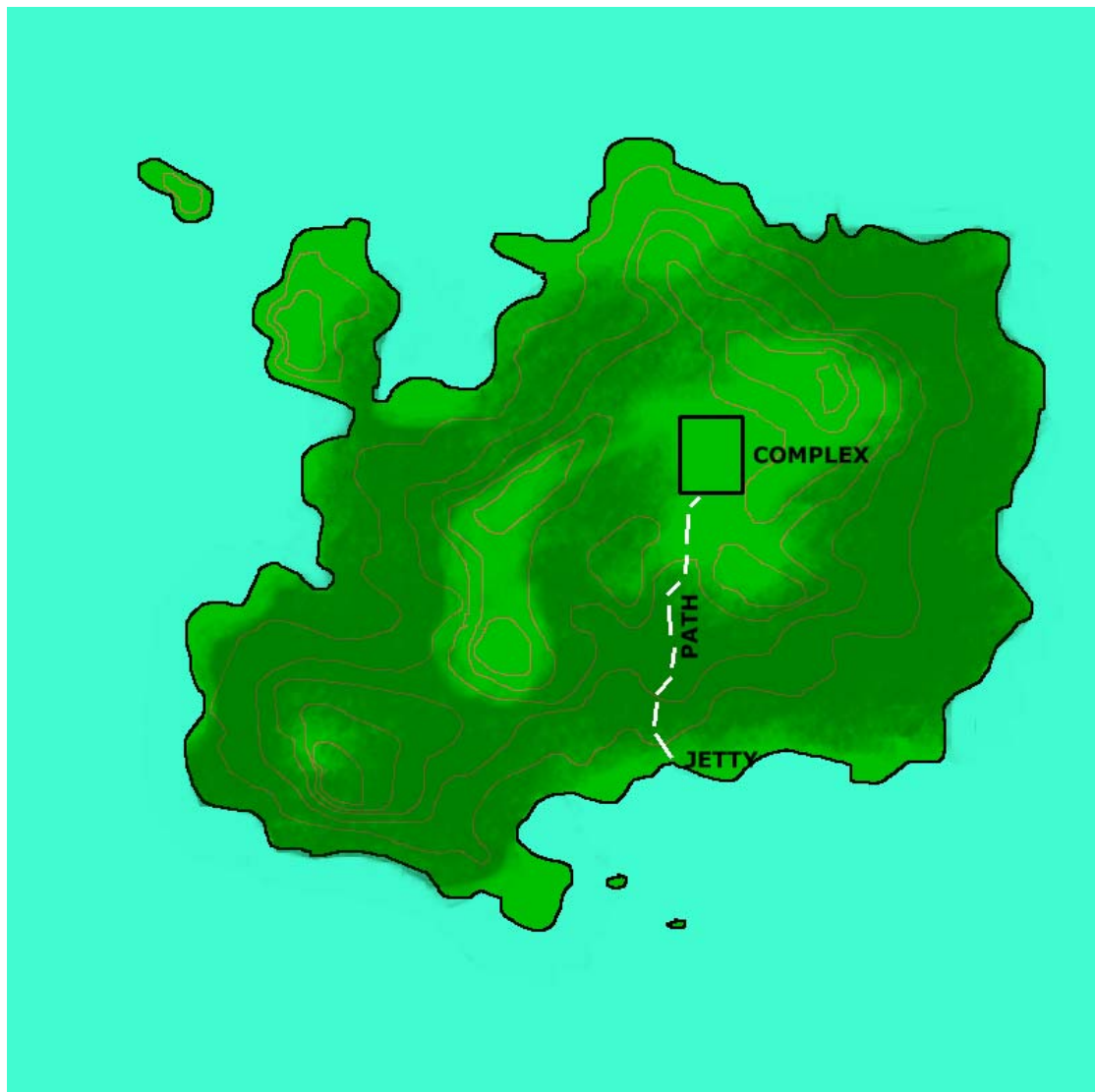
Using the radio of the airplane, they can radio into NATO or CINCPAC command and request an air-strike. CINCPAC will not hesitate to advise a strategic nuclear strike (this will happen anyway). This will (for now) stop the Hyperbreed in their tracks and close the portal (again for now).

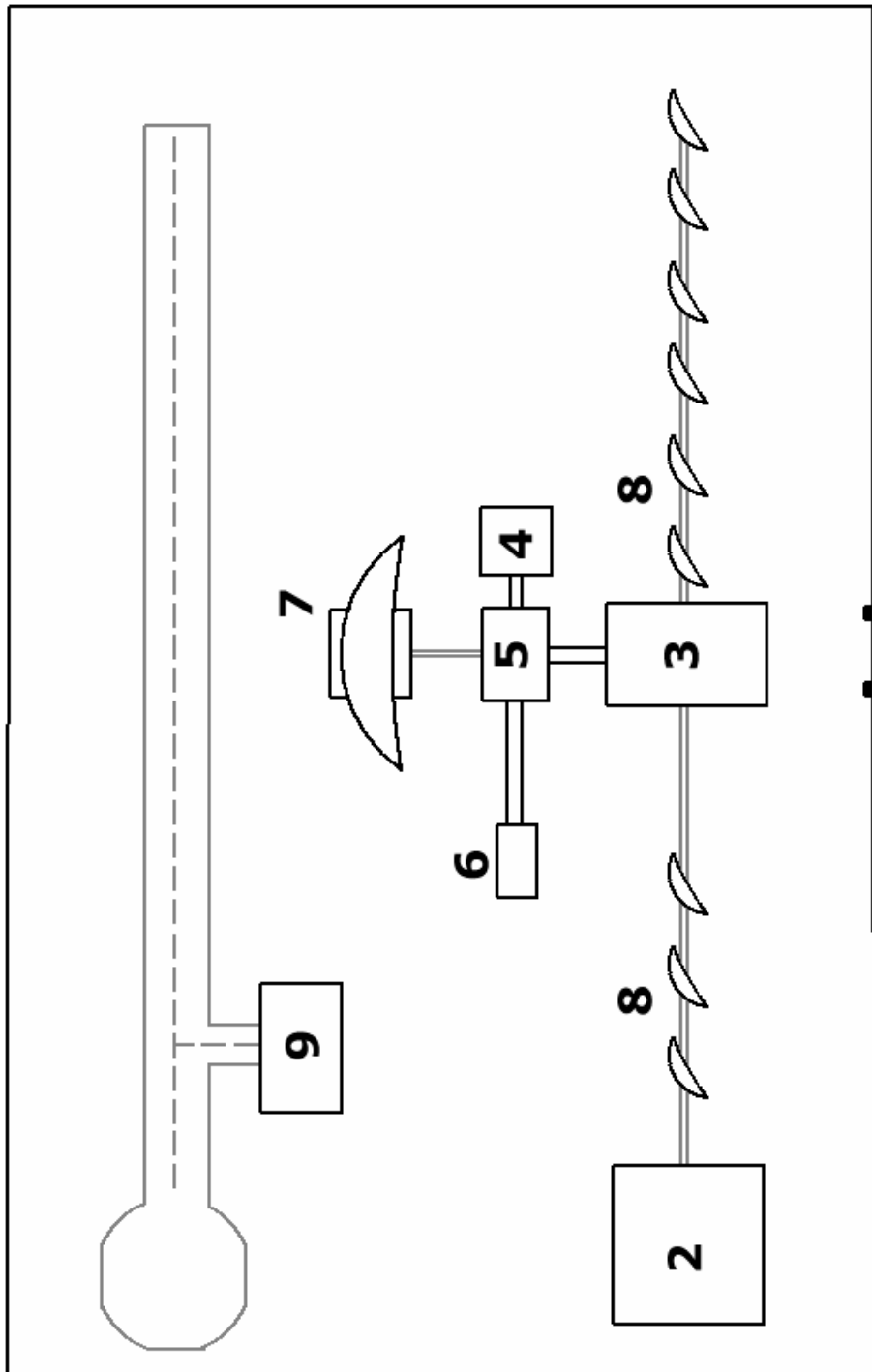
Once the Investigators land (the nearest NATO base is Guam), they will be debriefed, and sent back to Rainbow headquarters in Hereford, UK:

You are debriefed, sworn to secrecy and sent back to Hereford to RAINBOW Headquarters. The newspapers there are full of the story of how early-warning satellites detected an atomic explosion at the fortified headquarters of reclusive mega-millionaire Reinhardt Stahl in the Pacific Ocean. They also explain how evidence recovered from the Corporate HQ of Stahl Industries indicates that Stahl was attempting to fabricate a nuclear device, and various experts pontificate on how easy it is to build and assemble such a device. Strangely enough, there is little mention of the true nature of the island and what was actually there. You just thank your lucky stars that the Hyperbreed were stopped in time.

And yet...a month later, you are astounded by the news of another supernova exploding in the Lesser Magellanic Cloud. After only a week, astronomers say that they detect the monotonous pulse of a pulsar. Of course, it is only a pulsar and of course is thus completely natural, or so they assure everyone...

The End





(11 November PM)

(12 November PM) All is comparatively calm. Progress good. Expect to reach the fishing grounds tomorrow

(13 November PM) Becalmed today totally. The crew is troubled by a strange light on the Eastern Horizon.

(14 November AM) The light came back last night. A pink glow shooting up into the sky. The crew are getting restless, especially since this has been our second day becalmed.

(14 November PM) STORM!

(15 November AM)

(16 November AM) After almost two days adrift, we finally arrived at this island. Jose said that it was called Pescados island and that his father helped built the large telescope several years ago. We are glad that we have arrived as the scientists will give us food

(16 November PM) Those bastards! Jose went to ask for food, but was attacked by their guard dogs.! He says that the complex is sealed up and that no one can get in. Our food is gone, the crew is getting hungry. I am afraid that they will mutiny.

(17 November AM) This island is the source of the light! Last night, at about midnight, a beam of pink light shot up from the dish in the centre of the island and into the sky

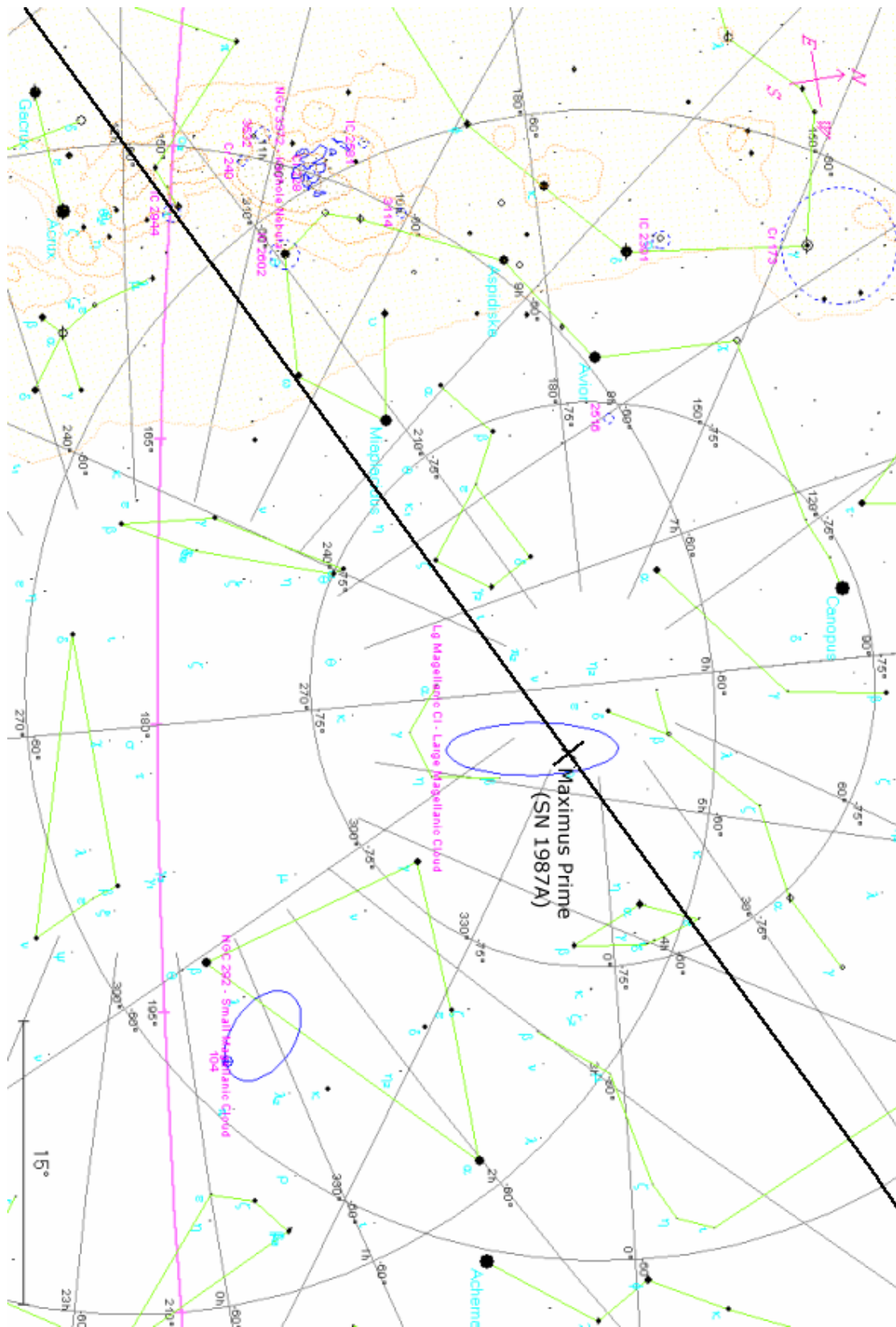
(17 November PM) The Crew are now sick!

(18 November AM) Jose, who had been keeping the crew under control, died in his sleep. It looked as if someone smothered him with a pillow. The crew stormed the complex today. It was terrible! The dogs massacred them - now what is left of them are coming after me! They think its my fault - I must hide.

(19 November AM) I awoke and they had gone. I heard them leaving. They were all coughing. They are not well.

(20 November AM) Hard to breathe - need water. The pink light returned last night, this time it was answered by a swirling darkness in the sky. Living on strange berries.

(21 November AM)



Investigator's Handout 2: Starmap on the Video Wall in the Control Room

The Magellanic Clouds

The Magellanic Clouds are two small, irregular galaxies, which are satellites of our own Galaxy. They are visible as hazy patches in the southern sky. The Large Magellanic Cloud (LMC) is in the constellation Dorado and is about 170,000 light years away. The Small Magellanic Cloud (SMC), in Tucana, is about 210,000 light years distant. In 1987, a bright supernova, designated SN 1987A appeared in the Large Magellanic Cloud. The clouds are named for Ferdinand Magellan, who saw them in 1604 on his journey around the world.

Supernovae and SN1987A

A supernova is a catastrophic stellar explosion in which so much energy is released that the supernova alone can outshine an entire galaxy of billions of stars. In addition to the radiant energy produced, ten times as much energy goes into the kinetic energy of the material blown out by the explosion, and a hundred times as much is carried off by neutrinos.

A supernova explosion occurs when an evolved massive star has exhausted its nuclear fuel. Under these circumstances, the core becomes unstable against collapse.

Most supernovae are stars of eight solar masses or more that have run the course of stellar evolution and totally exhausted the nuclear fuel available in their cores. At this stage their structure is like that of an onion, consisting of concentric spherical shells in which different nuclear reactions are taking place. Once silicon burning starts in the central core, instability develops within a day because the iron created cannot fuse into heavier elements without an input of energy. In the absence of energy generation, the pressure balancing the weight of the overlying layers is removed.

When the crunch comes, the core collapses in less than a second. The rate accelerates as iron nuclei break up and neutrons form. However, implosion cannot continue indefinitely. When the density of nuclear matter is reached, there is a sudden strong resistance to further pressure, the imploding material bounces back and an outward shock wave is generated. The outer layers of the star are blown outwards at thousands of kilometres per second, leaving the core exposed as a neutron star.

The material ejected in the explosion forms an expanding supernova remnant. The neutron stars can be detected as pulsars through their radio emission and, in some cases, by pulsed light and X-ray emission as well.

The explosion of supernovae serves to enrich the chemical composition of the interstellar medium from which subsequent generations of stars are created. Very old stars contain much lower quantities of the elements heavier than hydrogen and helium than are found in the Sun and solar system and many of these heavier elements can be created naturally only in the explosion of a supernova.

Supernovae are fairly rare events: only five have been observed visually in our own Galaxy in the last thousand years. Others have taken place, and radio emission from their remnants has been detected, but the outbursts were concealed behind obscuring dust. However, Supernova 1987A in the nearby Large Magellanic Cloud provided an opportunity unprecedented in modern times, enabling astronomers to study a supernova at relatively close hand. About two hundred supernovae are detected each year in galaxies beyond our own.

SN1987 A was discovered on 24 February 1987 when it was about sixth magnitude. It was the nearest and brightest supernova observed since 1604. The star that exploded was identified as a twelfth magnitude blue supergiant, known as Sanduleak -69° 202. Maximum magnitude, reached in mid-May, was near 2.8, easily visible with the naked eye. In 1999, a pulsar was detected within the remnant of SN1987A.



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The Vision

The ocean surrounds you, the pungent aroma of salt water fills your lungs, above you the sun is bloated, red, fierce and angry, its fury suffused somewhat by hazy cloud cover. You realise you are drifting upon a vast raft of reeds and palm timber, which bobs lazily on the warm, rolling swell of the ocean. Looking down, you realise that your skin is a dark green colour, and oozes slime from between scales. Your fingers and hands are but short, stubby claws, with webbing in-between.

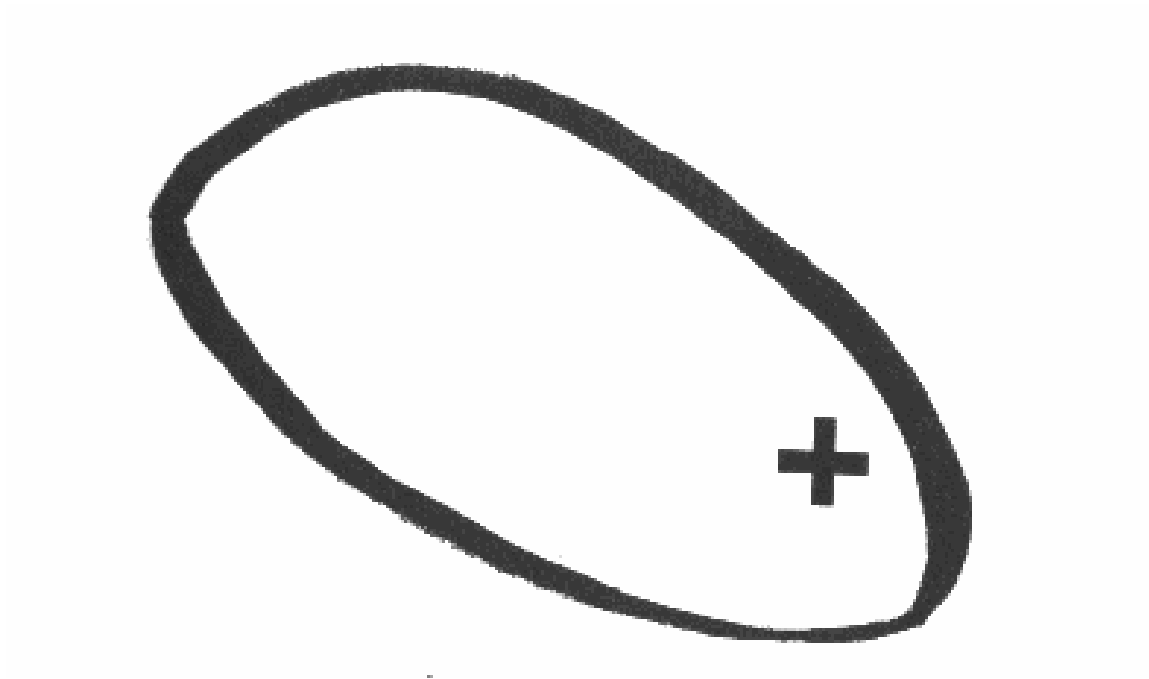
Your reverie is broken by the monotone chant of a thousand conches. In the distance a swarm of catamarans make their way across the blue oceans, and arrive, carrying the sacrificially-maimed shamans bearing the sacred relics of their holy offices, ready to initiate the sacrament which you know will result in their own ritual suicide.

The shamans are resplendent in their shark-jaw collars; painted death-masks of intricately carved turtle shell; the tanned hides of giant iguana, electric eels and manta ways are sown into anemone florettes; the fluted shells of elongated molluscs are worn as phallic sheaths...

Gently, and with respect, they escort you to the site of the final ritual. There, you are lain out upon the sand. Your short limbs are tied to fluted columns of carved rock, and the shamans raise their wicked gleaming knives...as their knives come slicing down towards you your last view is of the bloodlust and frenzy in the simianesque eyes of their grotesque faces...

Dear Reinhardt,
sorry I didnt catch you before you went below. Something important has cropped up and I cant trust it to e-mail. Hence the rather old fashioned (dont you think?) method of telling you about it.
Anyway, I dont think Sarah can be trusted anymore. Since you gave the final briefing she has been acting strangely. I think she has decided that her goals do not coincide with ours. I can tell by the way she looks at us when she thinks that we are not looking. Jesus and Daniel have also noticed it. A shame really, since she was one of the brightest of us. But you are correct (as always!) - the project is more important. James and Herzog have her under close watch and are standing by awaiting your decision.

Frank



“500,000 Year Old Statues a fake, say Archaeologists”

by Prof. James Lourdon, *Times* Archaeology Correspondent

A pair of strange statues reportedly found in Antarctica last year by an expedition led by computer-mogul Reinhardt Stahl, and which caused a minor uproar in the normally staid world of archaeology, have been deemed a clever forgery by a team of scientists from Harvard University. Stahl initially claimed that his expedition dug them up from permafrost on Palmer Island on the Antarctic Peninsula last October and that electrothermoluminescent dating revealed a date of $550,000 \pm 20,000$ BC for their carving. Stahl, who had originally refused to let archaeological experts look at the statues, finally relented in April following appeals by UNESCO. Said one of the scientists concerned, Prof. Frank Chalmers of Ann Arbor University, Maryland, “We found minute mineral deposits on the surface of the statues which were inconsistent with the claimed date, and also indications of modern laser-cutting technology being used to carve the statues. Far be it from me to cast any aspersions on who forged the statues or why it was done, but they are definitely modern”. Stahl has been unavailable for comment although it is expected that a statement will soon be issued through his office.

If the Palmer Statues had been shown to be genuine then it would have caused a wholesale re-examination of the technologies and behaviour of *Homo habilis*, the supposedly primitive hominid ancestor of *Homo sapiens sapiens* biologists say was alive at the time claimed by Stahl for the carving of the statues. Shares in Stahl Industries declined \$18.32 on their NASDAQ listing on the news to a new yearly low of \$340.56, despite Stahl’s minority 35% stake in the company.

The Dogons of Mali and Sirius B

In 1976, the British author Robert Temple (best known for his abridgement of Frazier's *The Golden Bough* published a book *The Sirius Mystery*. In it he claims that an obscure African tribe of Mali called the Dogons have certain astronomical knowledge that only could be gained from extra-terrestrial contact.

Temple claims that at the centre of the religious teachings of the Dogons is knowledge about a star that is invisible to the eye and so difficult to observe - even through a telescope - that no photographs were taken of it until 1970. The Dogon say they received their knowledge by visitors to the earth from another star system.

He says that the star they describe is Sirius B – the faint companion star of the brightest star in the sky. Its existence was first suspected by Western astronomers in 1844, when irregularities were noticed in the movement of Sirius. It was supposed that Sirius must be affected by a second star, and in 1862 a faint companion star was finally detected. Sirius B is a white dwarf that, although small and faint, is extremely dense and heavy enough to exert an influence on Sirius A.

According to Temple, the Dogon name for Sirius B, *Po Tolo* consists of the word for star "tolo" and "po," the name of the smallest seed known to them. By this name they describe the star's smallness -- it is, they say, "the smallest thing there is." They also claim that it is "the heaviest star," and white. The Dogon thus attribute to Sirius B its three principle properties as a white dwarf: small, heavy, white. Sirius itself is called "sigu tolo" by the Dogons.

He reports that they go on to say that it has an elliptical orbit, with Sirius A at one foci of the ellipse, that the orbital period is 50 years and that the star rotates on its own axis. The Dogon also describe a third star in the Sirius system, called "Emme Ya" ("Sorghum Female"). In orbit around this star, they say, is a single satellite.

Temple says that the Dogon say their astronomical knowledge of Sirius B was given to them by the Nommos, amphibious beings sent to earth from Sirius for the benefit of mankind. The name comes from a Dogon word meaning "to make one drink," and the Nommos are also called Masters of the Water, the Monitors, and the Teachers. These Nommos were more fishlike than human, and had to live in water. They were saviours and spiritual guardians: "The Nommo divided his body among men to feed them; that is why it is also said that as the universe 'had drunk of his body,' the Nommo also made men drink. He gave all his life principles to human beings." The Nommo was crucified and resurrected and in the future will again visit the earth, this time in human form. Later he will assume his amphibious form and will rule the world from the waters. Dogon mythology is known only by a number of their priests, and is a complex system of knowledge.

Unfortunately for Temple, most of the claims in his book have been shown by astronomers and anthropologists to be untrue. Whilst the descriptions of Sirius and Sirius B are accurate, and the actual figure for the orbital period is 50.04 +/- 0.09 years, the Dogon's seemingly extraordinary knowledge is easily explainable by conventional means, without invoking tales of extra-terrestrial visitors.

Temple's book is based upon the work of two French anthropologists, Marcel Griaule and Germaine Dieterlen, who visited the Dogons in the 1930s. At this point the existence of Sirius B was already known by Western astronomers. Damagingly, in 1991, anthropologists visited the Dogons and found absolutely no trace of the detailed Sirius lore reported by Griaule, Dieterlen and summarised by Temple. Even more damning, when anthropologists actually spoke to the original informants of Griaule, they stated: "though they do speak about sigu tolo [interpreted by Griaule as their name for Sirius], they disagree completely with each other as to which star is meant; for some, it is an invisible star that should rise to announce the sigu [festival], for another it is Venus that through a different position appears as sigu tolo. All agree, however, that they learned about the star from Griaule."

So it appears that whatever knowledge they possessed, it was knowledge coming from Griaule, not knowledge native to the Dogon tribe. The anthropologists also discovered that the Dogon are of course aware of the brightest star in the sky, which they do not, however, call "sigu tolo", as Griaule claimed, but "dana tolo". To quote one of the anthropologists: "As for Sirius B, only Griaule's informants had ever heard of it."

Thus there is no mystery. And this was confirmed in 2009, when the Darwin Space Observatory, the successor to the Hubble Space Telescope, took the first high-resolution image of the Sirius system. Apart from Sirius and Sirius B, the largest bodies found were a couple of small planetesimals no bigger than Pluto in wide orbit around Sirius.

As for Temple, to this day he stands by his book and research.

Not Nommos - Hyperbreed!

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Operation BLACK EAGLE - Mission Briefing

Reinhardt Stahl, creator and designer of the first generation of bio-molecular and self-replicating computers, the *Nemesis* series (biography attached), is suspected by NATO JCOS and associated allied governments of developing biochemical and biological weapons of mass destruction at the Pescados Island base (map attached), under the cover of the 'Copernicus Project', ostensibly an effort to continue his ill-fated search for extra-terrestrial intelligence (SETI III) which previously ran from 2010 to 2015.

Stahl and 29 associates (names and details attached) started operations on Pescados Island in late 2015. Two years of radio silence followed. NSA (██████████) picked up a coded radio transmission from Pescados Island in June that when deciphered indicated that a mysterious illness had struck the staff on the island.

In July, a Filipino fishing boat *La Maria*, sailing out of Manila, ran aground on the island, and as a result of exposure to some unknown agent, suffered 9 fatalities. Debriefing of the surviving crew members revealed strange lights and sounds. Examination of the surviving crew members revealed no agent capable of inflicting fatalities.

Nevertheless, JCOS are concerned about the possible development of WOMD. Motivations for Stahl's development of WOMD are unknown. Psychoanalysis suggests a deep-seated resentment of academia and Western governments stemming from the June 2015 debacle. According to Professor ██████████ ██████████, of ██████████ Radio Observatory, who worked with Stahl on the SETI III project, Stahl displayed increasing erratic behaviour, including obsessional belief in the occult.

JSCO are sufficiently concerned to instigate Operation BLACK EAGLE. Assets include *USS Momsem*, on loan from US Pacific Fleet, and personnel from the RAINBOW Special Ops Rapid-Response Team. Specialists in Bio-warfare and Radio Astronomy from the ██████████ ██████████ have been drafted in to aid in the mission. *USS Momsem* personnel, on direct orders of CINCPAC will render all possible aid to RAINBOW Units consistent with achieving the objectives of Operation BLACK EAGLE.

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Hendrycks Industries, preferred suppliers to RAINBOW, have equipped the RAINBOW Unit with the new XP-38 Bioscanners. Field Reports on performance of said equipment will be gathered by RAINBOW Personnel and submitted to Command Staff at the end of operation BLACK EAGLE.

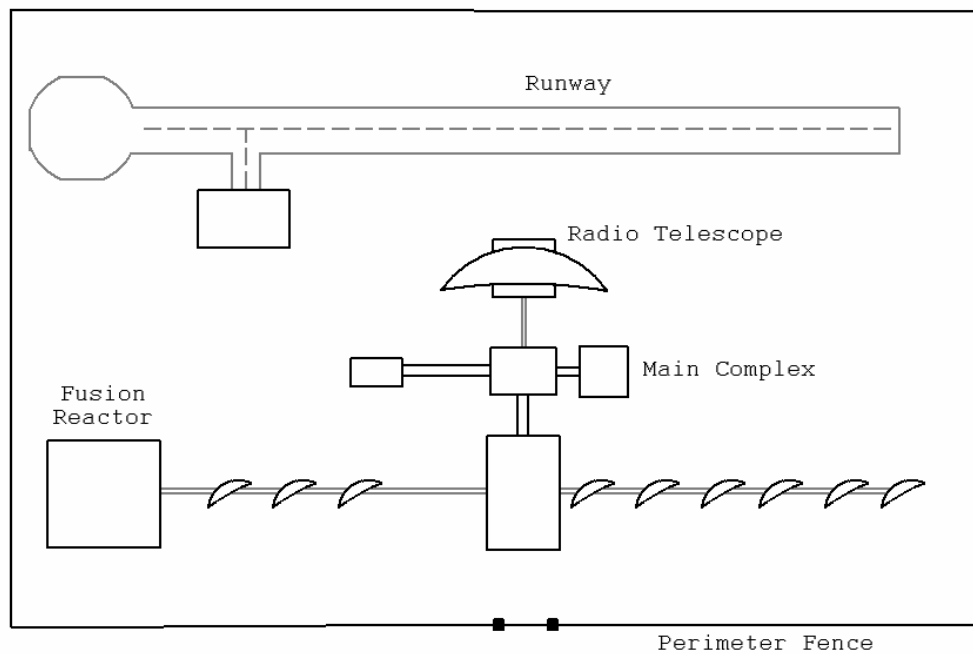
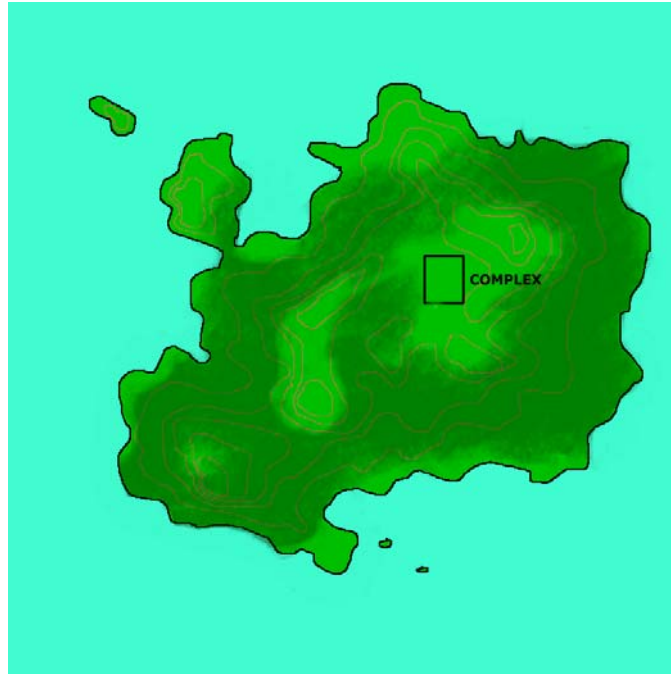
All personnel are reminded of the need for express secrecy.

CONFIDENTIAL - Distribution Prohibited**Copernicus Project - Missing Personnel as of 01/12/17**

Name	Nationality	DOB	Position
Dr. Reinhardt Stahl	German	12/23/75	Project Leader
Willam Eckermann	Canadian	05/13/80	Logistics Leader
Daniel Smilie	American	08/12/70	Technology Leader
Dr. Costas Dabizas	American	01/25/91	Personnel Leader
Prof. Jan McMullan	British	02/22/75	Science Leader
Herman Kohl	German	01/31/70	Security Leader
David Miles	British	10/28/90	Hardware Team Leader
Sarah Miles	British	02/29/88	Hardware Engineer
John Copland	American	05/05/60	Hardware Engineer
Dr. Mohammed Yusef	American	07/01/72	Software Team Leader
Katherine Robinson	American	12/30/99	Software Engineer
Dr. Tanith Lee	American	01/14/85	Software Engineer
Patrick McGough	Irish	07/08/82	Software Engineer
Hector Gonzales	American	03/19/79	Software Engineer
Darius Predzaniski	Polish	05/23/96	Software Engineer
Adam Stephens	American	04/01/69	Logistics Officer
Johan Schroder	Austrian	09/22/80	Mechanic
Hanson McFetridge	British	12/12/93	Mechanic
Linda Tokarski	American	01/06/80	Nutrition Supervisor
Prof. Frank Stevens	British	03/07/50	Astronomy Team Leader
Prof. Sarah Clark	American	12/10/60	Radio Astronomer
Dr. Jesus Vasquez	Spanish	08/30/69	Radio Astronomer
Daniel Masters	American	04/04/95	Astronomy Officer
Dr. Oleg Putin	Russian	07/06/90	Meteorologist
Dr. Edward Smythe	American	05/09/80	Exobiologist
Prof. Richard Burns	American	03/22/71	Cryptologist
Prof. James O'Hara	American	10/31/78	Counselor
Dr. Emily Esteban	American	12/20/81	Doctor
James Polanski	American	09/10/77	Security Officer
Herzog Chaim	Israeli	06/06/67	Security Officer

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Pescados Island and Copernicus Project Base



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Biography of Reinhardt Stahl

Originally written by [REDACTED] [REDACTED] of The Times of London

Reinhardt Stahl (born in Dresden in the former East Germany in 1975) was the *enfant terrible* of the early 21st Century scientific community. His advances in the field of bio-molecular computing which lead to enzymes capable of storing and processing information led to the first true self-replicating computer in 2008. This computer, given the moniker *Nemesis* (so called because Stahl quipped at its glitzy launch that it would consign silicon-based computers to history) made him extremely wealthy from selling the patents.

Realising that he needed a new field of interest to keep his attention, he turned, in 2010 to radio astronomy, an interest of his from his childhood in pre-unification East Germany. His wealth and influence (as a result of his wealth - in 2009 he surpassed Bill Gates as the world's richest man) meant that in 2011, he became head of the ill-fated SETI III project.

A successor to the original 1970s Search for Extraterrestrial Intelligence, SETI III, via a series of large and expensive telescopes in Hawaii, California, Patagonia and Australia scanned the heavens extensively and thoroughly on bandwidths never before examined, thanks to Stahl's biocomputers and his money.

But to no avail. Finding nothing other than the deceptively regular (although entirely natural) emissions of pulsars, and the primeval hiss of the echoes of the Big Bang, SETI III found nothing in its entire lifespan.

Due to this perceived failure, and although Stahl had pumped large amounts of money into the project, by the end of 2014, the patience of the co-funders of the project, a series of American corporations, led by Microsoft, AMD and McDonalds was wearing thin. Stahl's increasingly desperate and irrational pleadings to keep the project going fell on deaf and deafer ears until in February 2015, the SETI III project was shut down and Stahl was fired from his post.

Not one to take such a slight lying down, Stahl immediately set about building his own scope where he could continue his research unobstructed by what he saw as the 'close-minded scientific establishment'. He built a large radio telescope and a observatory on a remote island in the Pacific ocean to the east of the Philippines, hired staff, and announced to the world in November 2015 that in six months time the Copernicus Project, as he called his facility, would have proof of the existence of extra-terrestrials.

The world sighed in collective indifference. Six months time came and went, without any word from Stahl. Any attempt to communicate with the island resulted in no answer, and Stahl had been quite clear that he would warrant no landings on the island. So the rest the world went back to sleep. Stahl's shooting star had obviously burnt out.

In the two years since the Stahl debacle, many Journalists have attempted to contact Stahl but he remains secluded in his island hideout. Both Astrophysicists and Computer Experts to this day play down the impact of Stahl upon their chosen fields, and although they do admit that his bio-molecular processors have revolutionalised the field of computing (for instance, they caused the share price of Intel, the last decade's most consistent performer, to fall by 95% on the day of their launch), the reluctance of Stahl Industries in the highly-visible absence of their CEO to fund further research has stalled advances in the field somewhat.

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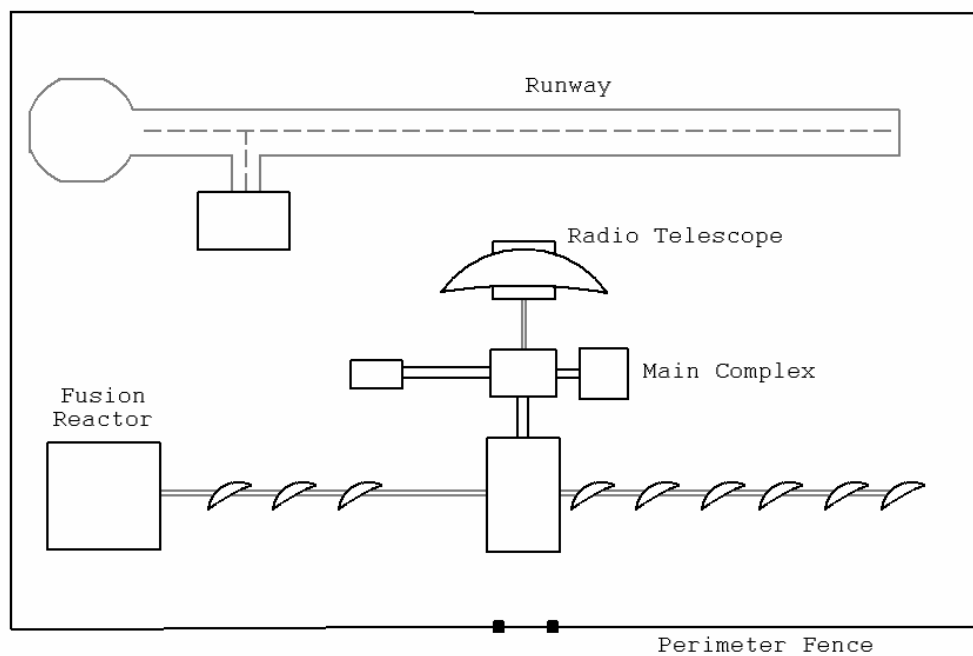
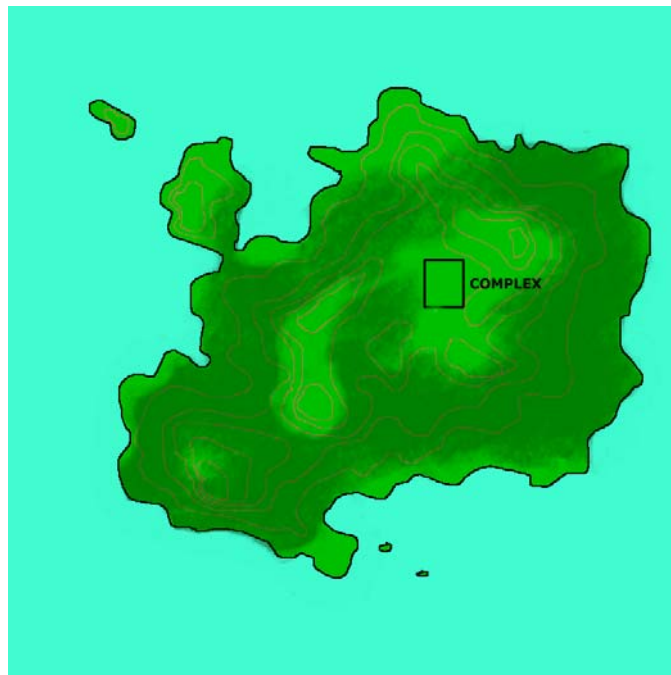
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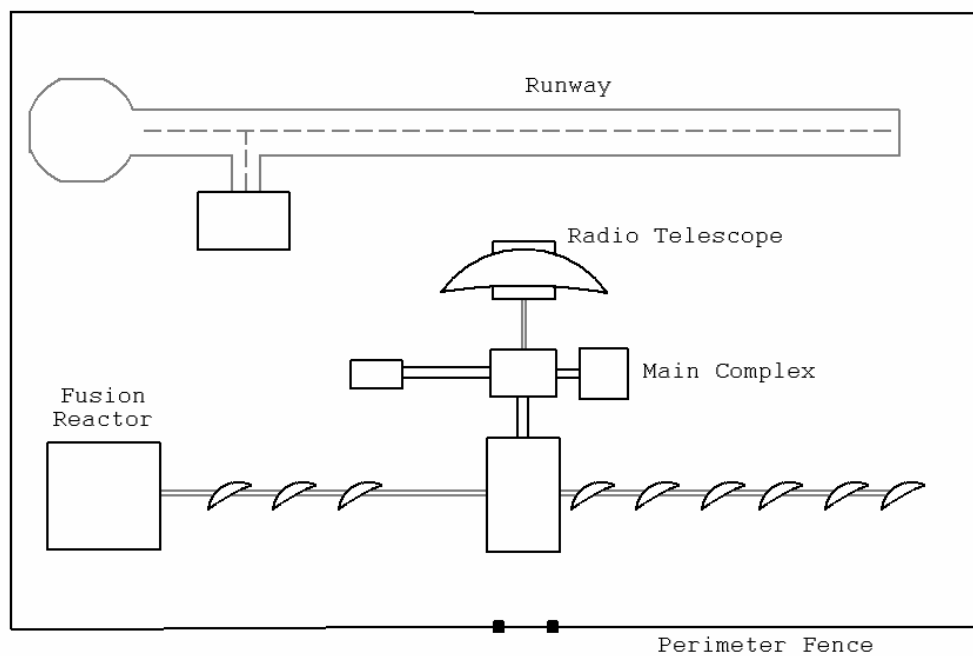
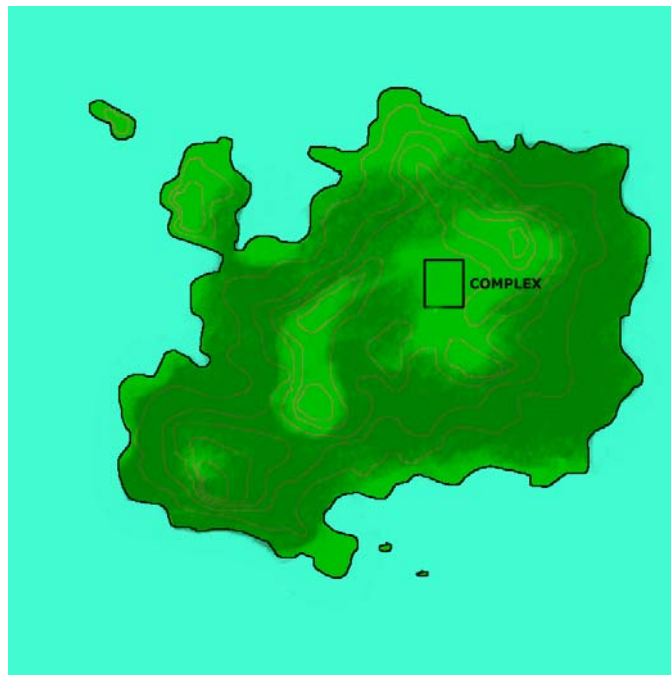
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Pescados Island and Copernicus Project Base



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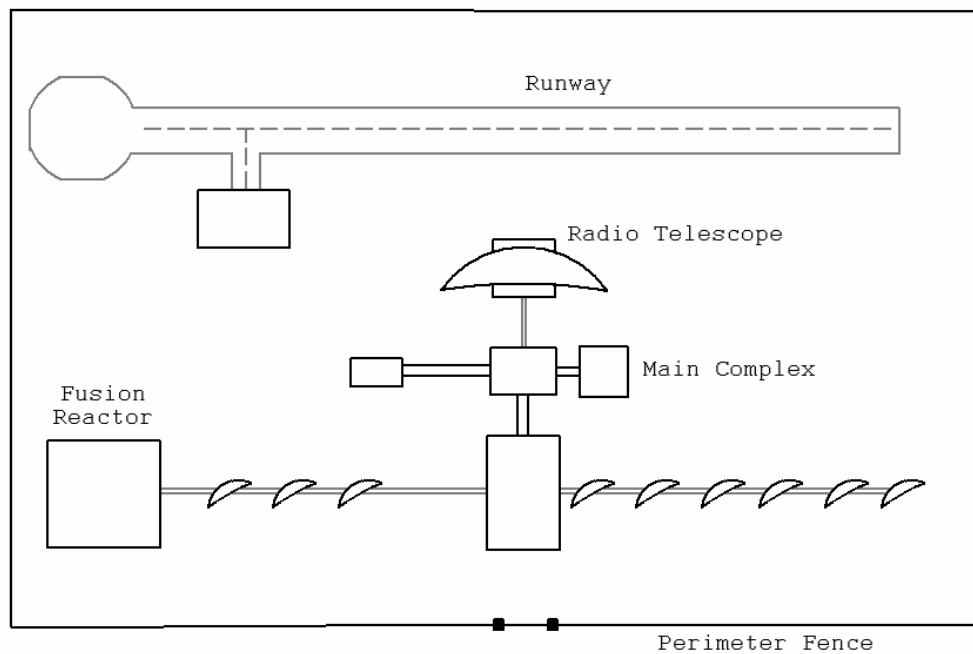
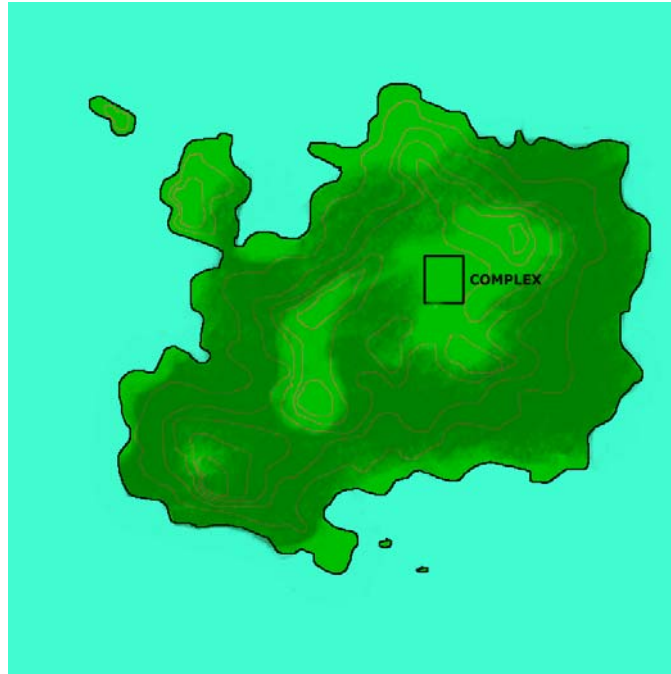
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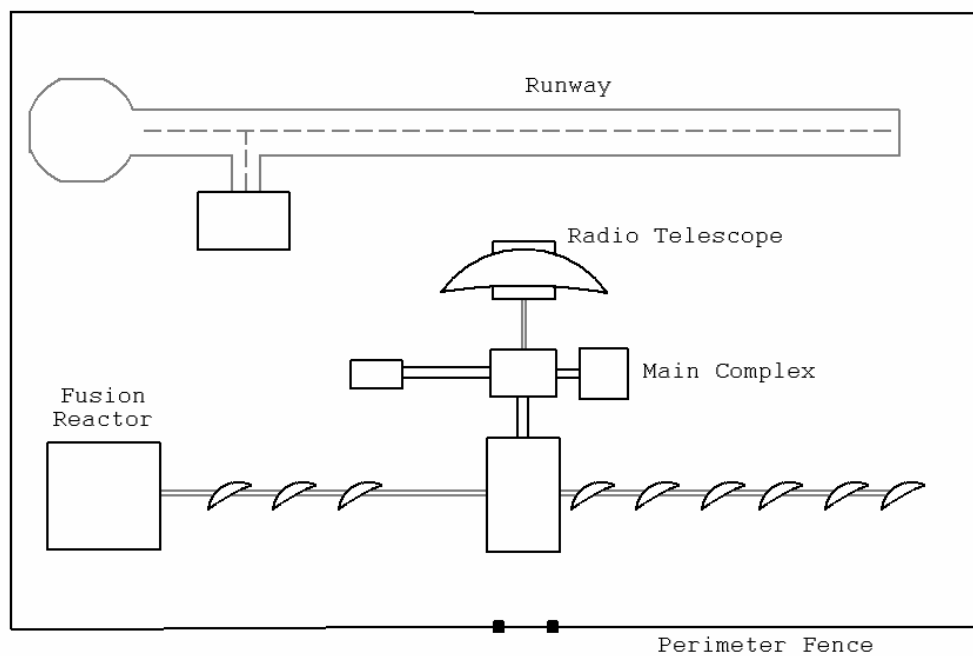
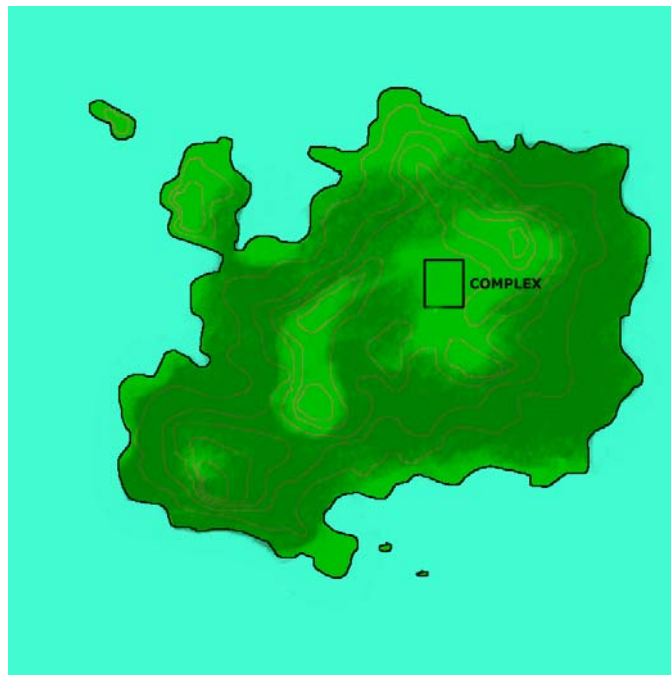
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Originally written by [REDACTED] [REDACTED] of The Times of London

Reinhardt Stahl (born in Dresden in the former East Germany in 1975) was the *enfant terrible* of the early 21st Century scientific community. His advances in the field of bio-molecular computing which lead to enzymes capable of storing and processing information led to the first true self-replicating computer in 2008. This computer, given the moniker *Nemesis* (so called because Stahl quipped at its glitzy launch that it would consign silicon-based computers to history) made him extremely wealthy from selling the patents.

Realising that he needed a new field of interest to keep his attention, he turned, in 2010 to radio astronomy, an interest of his from his childhood in pre-unification East Germany. His wealth and influence (as a result of his wealth - in 2009 he surpassed Bill Gates as the world's richest man) meant that in 2011, he became head of the ill-fated SETI III project.

A successor to the original 1970s Search for Extraterrestrial Intelligence, SETI III, via a series of large and expensive telescopes in Hawaii, California, Patagonia and Australia scanned the heavens extensively and thoroughly on bandwidths never before examined, thanks to Stahl's biocomputers and his money.

But to no avail. Finding nothing other than the deceptively regular (although entirely natural) emissions of pulsars, and the primeval hiss of the echoes of the Big Bang, SETI III found nothing in its entire lifespan.

Due to this perceived failure, and although Stahl had pumped large amounts of money into the project, by the end of 2014, the patience of the co-funders of the project, a series of American corporations, led by Microsoft, AMD and McDonalds was wearing thin. Stahl's increasingly desperate and irrational pleadings to keep the project going fell on deafer and deafer ears until in February 2015, the SETI III project was shut down and Stahl was fired from his post.

Not one to take such a slight lying down, Stahl immediately set about building his own scope where he could continue his research unobstructed by what he saw as the 'close-minded scientific establishment'. He built a large radio telescope and a observatory on a remote island in the Pacific ocean to the east of the Philippines, hired staff, and announced to the world in November 2015 that in six months time the Copernicus Project, as he called his facility, would have proof of the existence of extra-terrestrials.

The world sighed in collective indifference. Six months time came and went, without any word from Stahl. Any attempt to communicate with the island resulted in no answer, and Stahl had been quite clear that he would warrant no landings on the island. So the rest the world went back to sleep. Stahl's shooting star had obviously burnt out.

In the two years since the Stahl debacle, many Journalists have attempted to contact Stahl but he remains secluded in his island hideout. Both Astrophysicists and Computer Experts to this day play down the impact of Stahl upon their chosen fields, and although they do admit that his bio-molecular processors have revolutionised the field of computing (for instance, they caused the share price of Intel, the last decade's most consistent performer, to fall by 95% on the day of their launch), the reluctance of Stahl Industries in the highly-visible absence of their CEO to fund further research has stalled advances in the field somewhat.

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Operation BLACK EAGLE - Mission Briefing

Reinhardt Stahl, creator and designer of the first generation of bio-molecular and self-replicating computers, the *Nemesis* series (biography attached), is suspected by NATO JCOS and associated allied governments of developing biochemical and biological weapons of mass destruction at the Pescados Island base (map attached), under the cover of the 'Copernicus Project', ostensibly an effort to continue his ill-fated search for extra-terrestrial intelligence (SETI III) which previously ran from 2010 to 2015.

Stahl and 29 associates (names and details attached) started operations on Pescados Island in late 2015. Two years of radio silence followed. NSA (██████████) picked up a coded radio transmission from Pescados Island in June that when deciphered indicated that a mysterious illness had struck the staff on the island.

In July, a Filipino fishing boat *La Maria*, sailing out of Manila, ran aground on the island, and as a result of exposure to some unknown agent, suffered 9 fatalities. Debriefing of the surviving crew members revealed strange lights and sounds. Examination of the surviving crew members revealed no agent capable of inflicting fatalities.

Nevertheless, JCOS are concerned about the possible development of WOMD. Motivations for Stahl's development of WOMD are unknown. Psychoanalysis suggests a deep-seated resentment of academia and Western governments stemming from the June 2015 debacle. According to Professor ██████████ ██████████, of ██████████ Radio Observatory, who worked with Stahl on the SETI III project, Stahl displayed increasing erratic behaviour, including obsessional belief in the occult.

JSCO are sufficiently concerned to instigate Operation BLACK EAGLE. Assets include *USS Momsem*, on loan from US Pacific Fleet, and personnel from the RAINBOW Special Ops Rapid-Response Team. Specialists in Bio-warfare and Radio Astronomy from the ██████████ ██████████ have been drafted in to aid in the mission. *USS Momsem* personnel, on direct orders of CINCPAC will render all possible aid to RAINBOW Units consistent with achieving the objectives of Operation BLACK EAGLE.

Objectives of Operation BLACK EAGLE are three-fold:

- To obtain up-to-date intelligence on the Copernicus Project.
- To determine if the Copernicus Project is engaged in developing WOMD.
- To contain and prevent the spread of any biohazard present.

RAINBOW Units (Callsign 'EAGLET') are authorised to use all necessary force and methods in accordance with the UCMJ in achieving the aforementioned objectives. Radio Silence will be observed throughout the mission in order to maintain maximum secrecy, and additional information will be classified at a Need-to-Know level. *USS Momsem* (Callsign 'EYRIE') is available for heavy firepower support if needed, and further support can be called in via USAF 577th Tactical's B-1B Bombers based in GUAM (Codeword 'BIG BANG'). However, opposition is expected to be non-existent or light.

Hendrycks Industries, preferred suppliers to RAINBOW, have equipped the RAINBOW Unit with the new XP-38 Bioscanners. Field Reports on performance of said equipment will be gathered by RAINBOW Personnel and submitted to Command Staff at the end of operation BLACK EAGLE.

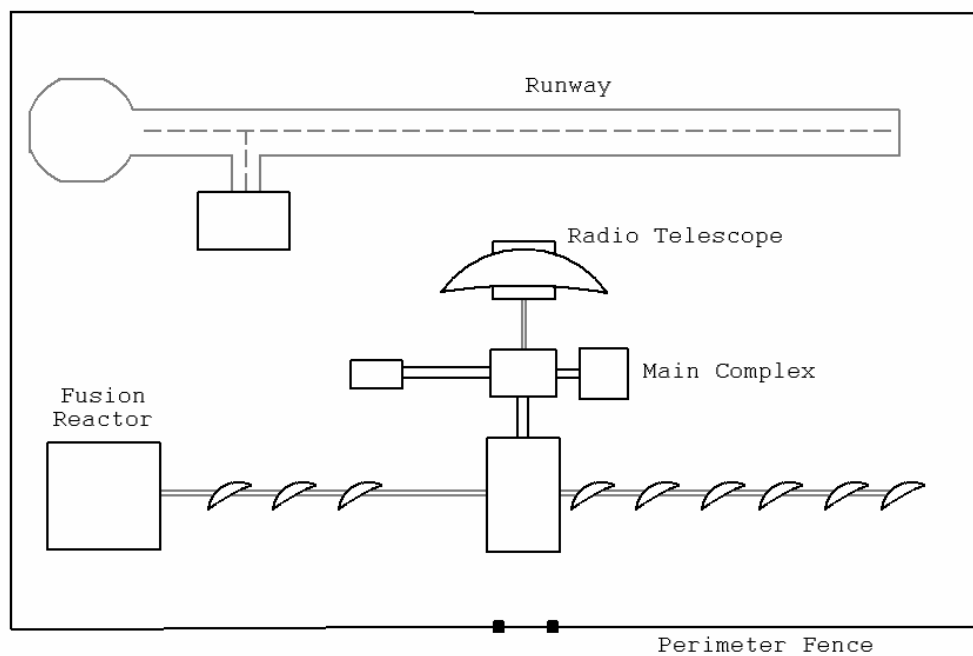
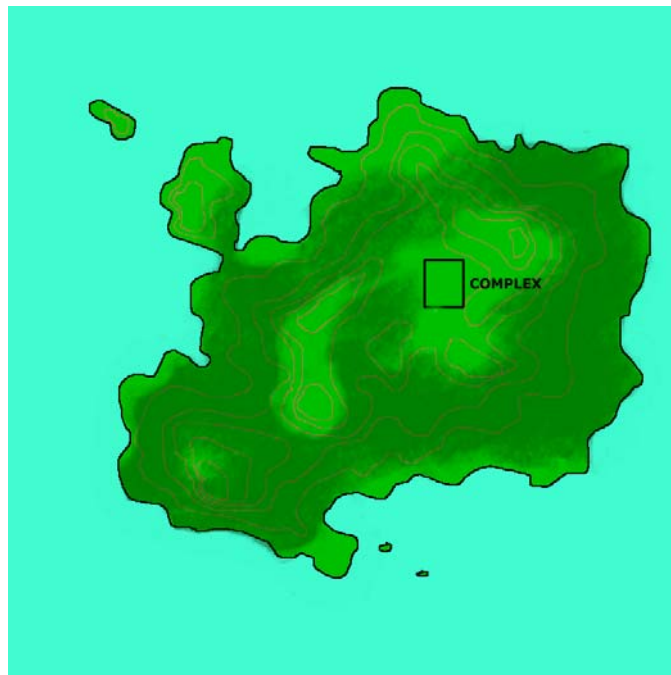
All personnel are reminded of the need for express secrecy.

CONFIDENTIAL - Distribution Prohibited**Copernicus Project - Missing Personnel as of 01/12/17**

Name	Nationality	DOB	Position
Dr. Reinhardt Stahl	German	12/23/75	Project Leader
Willam Eckermann	Canadian	05/13/80	Logistics Leader
Daniel Smilie	American	08/12/70	Technology Leader
Dr. Costas Dabizas	American	01/25/91	Personnel Leader
Prof. Jan McMullan	British	02/22/75	Science Leader
Herman Kohl	German	01/31/70	Security Leader
David Miles	British	10/28/90	Hardware Team Leader
Sarah Miles	British	02/29/88	Hardware Engineer
John Copland	American	05/05/60	Hardware Engineer
Dr. Mohammed Yusef	American	07/01/72	Software Team Leader
Katherine Robinson	American	12/30/99	Software Engineer
Dr. Tanith Lee	American	01/14/85	Software Engineer
Patrick McGough	Irish	07/08/82	Software Engineer
Hector Gonzales	American	03/19/79	Software Engineer
Darius Predzaniski	Polish	05/23/96	Software Engineer
Adam Stephens	American	04/01/69	Logistics Officer
Johan Schroder	Austrian	09/22/80	Mechanic
Hanson McFetridge	British	12/12/93	Mechanic
Linda Tokarski	American	01/06/80	Nutrition Supervisor
Prof. Frank Stevens	British	03/07/50	Astronomy Team Leader
Prof. Sarah Clark	American	12/10/60	Radio Astronomer
Dr. Jesus Vasquez	Spanish	08/30/69	Radio Astronomer
Daniel Masters	American	04/04/95	Astronomy Officer
Dr. Oleg Putin	Russian	07/06/90	Meteorologist
Dr. Edward Smythe	American	05/09/80	Exobiologist
Prof. Richard Burns	American	03/22/71	Cryptologist
Prof. James O'Hara	American	10/31/78	Counselor
Dr. Emily Esteban	American	12/20/81	Doctor
James Polanski	American	09/10/77	Security Officer
Herzog Chaim	Israeli	06/06/67	Security Officer

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Pescados Island and Copernicus Project Base



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Colonel Gerhard Ostermann

'MONGOOSE'

Parent Unit: **Grenzschutzgruppe-9**

Specialty: **Mission Commander & Communications**

Age: **41**

Nationality: **German**

History and Background:

You were born in Dresden in what was then East Germany in 1976. Your parents are Hans and Petra Ostermann, both retired University Professors. After the fall of the Berlin Wall and reunification, you and your family moved to Berlin, where you graduated from Berlin University in 1999 with a bachelors degree in Digital Communications. Your elder brother, Wilhelm was killed in a terrorist bombing in Hamburg in 2002. Feeling helpless and vulnerable in the face of his death, you applied the next day to join the Bundeswehr (German Army). You rose rapidly through the ranks, but you found that the Bundeswehr didn't offer you the opportunities that you desired. In 2010, you left the Bundeswehr with the rank of Lieutenant, and joined the Bundesgrenzschutz (Federal Border Police Force) with the aim of joining the Grenzschutzgruppe 9 (a.k.a. GSG-9, the elite German anti-terrorism unit). Joining GSG-9 a year later, you worked your way up quickly through GSG-9, and last year became a full colonel. Six months ago, you were seconded to the elite NATO 'Rainbow' Special Operations Organisation. Operation 'BLACK EAGLE' is your first mission in command for 'Rainbow', and a chance to show your worth.

The Others:

Major Moshe Peled '**Snake**':

Security and Infiltration

Parent Unit: *Sayeret Mat'kal*

Nationality: *Israeli*

Sergeant-Major Eddie Connolly '**Whirlwind**':

Demolition and Explosives

Parent Unit: *Special Air Service*

Nationality: *British*

Sergeant Domingo Esteban '**Ding**':

Information and Technology Warfare

Parent Unit: *101st Airborne*

Nationality: *American*

Major Dr. Vladimir Mikhlov '**Bogeyman**':

Professor of Communicable Diseases

Parent Unit: *Russian Army Reservist - Moscow*

Military Hospital

Nationality: *Ukrainian*

Major. Dr. Daniel Carter '**Redshift**':

Professor of Radio Astrophysics

Parent Unit: *US Army Reservist - Harvard University*

Equipment:

MOPS Full-Environmental Chemical and Biological Protection System with in-built respirator and air supply.

Laser Encrypted Short-Range Radio

Iridium II Satellite Mobile Phone

Rations (MREs)

Canteen filled with Gatorade

Military Blanket

Field Medical Kit

IR Goggles

Weapons and Ammunition:



.45 Beretta MK IV Semi-Automatic Pistol (15 Round Capability).

Damage: **1D10** Base Range: **30 Yards** No. of Attacks Per Round: **3** HP: **8**



M18A2 Assault Rifle (30 Round Capacity)

Damage: **2D8** Base Range: **150 Yards** No. of Attacks Per Round: **1 or Burst of 3** HP: **11**



4 Clips for the Beretta

6 Clips for the M18

Fighting Knife

Special Forces Jargon and Terminology

'18, M-18 - standard military rifle
 122 - enemy weapon, 122 mm rocket
 123, C-123 - two engine cargo aircraft
 130, C-130 - four engine cargo aircraft
 20, 20 mm - mini-canon used on aircraft
 .22 - 22 calibre weapon - light pistol
 203, M-203 - 40 mm grenade launcher mounted under a rifle barrel
 .45 - 45 calibre pistol
 4.2 - "four deuce", 4.2 inch mortar
 .50 - 50 calibre machine gun
 .51 - enemy weapon, 51 calibre machine gun
 '60, M-60 - 7.62 mm machine gun
 7.62 mini - 7.62 mm mini-gun
 80 - 80 mm mortar
 AA - anti-aircraft
 AK, AK-47 - enemy weapon, standard Terrorist rifle
 AO - acronym, Area of Operations
 Arclight - B-52/B-1B strike
 BDA - acronym, Bomb Damage Assessment
 Berm - a defensive wall of earth
 Bird - an aircraft, usually a helicopter
 Black Bird - USAF aircraft for special operations, named for black paint job
 Bouncing betty - type of mine blown into the air before detonation to increase casualties
 Browning - a 9 mm pistol
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 Cobra - a military helicopter used as a gun platform
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 MOS - acronym, Military Occupational Specialty - one's job title
 MPC - acronym, Military Payment Certificate, used in lieu of cash
 MSG - rank, Master Sergeant
 NCO - acronym, Non-Commissioned Officer
 O-2 - a light observation aircraft
 O2 and benedryl - oxygen and a strong antihistamine, for hangovers
 OP - acronym, Observation Post
 Otter - light observation aircraft, an O-1
 PH - acronym, Purple Heart, awarded for wounds received in action
 Point, point man - the soldier who walks first in formation and scouts the area ahead
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 Reckless - slang, a recoilless rifle, small artillery piece
 REMF – acronym, Rear-Echelon Motherf**ker, a senior officer who remains out of the combat zone
 RON - acronym, Remain OverNight, a night-time position
 RPD - enemy weapon, light squad machine gun
 RT - acronym, Recon Team
 RTO - acronym, Radio-Telephone Operator, the soldier who carries the radio
 SF - acronym, Special Forces
 SFC - rank, Sergeant First Class
 SFTG - acronym, Special Forces Training Group
 SKS - enemy weapon, bolt action rifle
 Slick - troop transport helicopter, UH-1
 Slow mover - propeller driven air force fighter aircraft
 Snake - slang, a Cobra helicopter
 SOG - acronym, Special Operations Group, see "Special Project"
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 Straphang - operate with a team other than one's own
 Tail - the soldier who walks last in formation and covers the rear
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 Ville - slang, village
 WP, willie pete - a white phosphorus round or grenade
 WOMD – acronym, Weapons Of Mass Destruction, nuclear, biological, chemical weapons

Zero week - an unassigned first week before the commencement of a school, frequently spent on details

Major Moshe Peled

'SNAKE'

Parent Unit: **Sayeret Mat'kal**
Specialty: **Security and Infiltration**
Age: **29**
Nationality: **Israeli**

History and Background:

You were born in Tel Aviv in 1988. Your parents are Mordecai and Hanna Peled, who are senior officers in the Israeli army. You were sponsored through University (you have a masters in Semitic Languages) by the Israeli Army, who you joined in an Intelligence and Security billet in 2010. With the signing of the Tel Aviv peace treaty in 2012, the Israeli army needed to reduce its personnel, and you were tapped by Mossad, who still needed people with your skills. There you learned the skills of undercover infiltration. You were undercover in Iraq in 2014 during the Third Gulf War. With your sterling performance in a difficult and hostile situation, your superiors realized your full potential and you were asked to join Sayeret Mat'kal (General Staff Reconnaissance Unit 269), the elite Israeli Antiterrorist unit. When Israel joined NATO two years ago, after the Cyprus crisis, you were temporarily transferred to their elite NATO 'Rainbow' Special Operations Organisation. Operation 'BLACK EAGLE' is your second mission for 'Rainbow', the first was a counter-insurgency strike against Albanian rebels six months ago.

The Others:

Colonel Gerhard Ostermann '**Mongoose**'
Mission Commander and Communications
Parent Unit: *Grenzschutzgruppe-9*
Nationality: *German*

Sergeant-Major Eddie Connolly '**Whirlwind**':
Demolition and Explosives
Parent Unit: *Special Air Service*
Nationality: *British*

Sergeant Domingo Esteban '**Ding**'
Information and Technology Warfare
Parent Unit: *101st Airborne*
Nationality: *American*

Major Dr. Vladimir Mikhlov '**Bogeyman**'
Professor of Communicable Diseases
Parent Unit: *Russian Army Reservist - Moscow Military Hospital*
Nationality: *Ukrainian*

Major. Dr. Daniel Carter '**Redshift**'
Professor of Radio Astrophysics
Parent Unit: *US Army Reservist - Harvard University*

Equipment:

MOPS Full-Environmental Chemical and Biological Protection System with in-built respirator and air supply.
Laser Encrypted Short-Range Radio
Iridium II Satellite Mobile Phone
Rations (MREs)
Canteen filled with Gatorade
Military Blanket
Field Medical Kit
IR goggles

Weapons and Ammunition:



.45 Beretta MK IV Semi-Automatic Pistol (15 Round Capability) with Silencer.
Damage: **1D10** Base Range: **30 Yards** No. of Attacks Per Round: **3** HP: **8**



Hechler & Koch MP-20 Submachine Gun (40 Round Capability) with Silencer
Damage: **1D10** Base Range: **50 Yards** No. of Attacks Per Round: **2 or Burst** HP: **10**



4 Clips for the Beretta
6 Clips for the MP-20



2 HG Hand Grenades
Damage: **4D6 (5 Yards)** Base Range: **Thrown**
No. of Attacks Per Round: **1** HP: **8**

Stiletto

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 WP, willie pete - a white phosphorus round or grenade
 Zero week - an unassigned first week before the commencement of a school, frequently spent on

details

Sergeant-Major Eddie Connolly

'WHIRLWIND'

Parent Unit: **Special Air Service**
Specialty: **Demolition and Explosives**
Age: **37**
Nationality: **British**

History and Background:

You were born in Leeds in 1980. Your parents are James (now deceased) and Sarah Connolly, who is a retired nurse. After a couple of years as a mechanic after leaving school, you joined the Parachute Regiment in 2001. Rising to the rank of Sergeant Major in the Paras, you applied unsuccessfully in 2011 for the SAS, and were involved in the invasion of Baghdad in the Second Gulf War, where during the final battles in the underground complexes beneath the city, the rest of your unit was wiped out by a suicide bomber, and you were severely injured. After some six months on sick leave, and a further year getting back into the swing of things, you again applied for the SAS, but this time you were accepted. As part of SAS training, you were transferred two months ago to the elite NATO 'Rainbow' Special Operations Organisation. Operation 'BLACK EAGLE' is your first mission for 'Rainbow'.

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Field Medical Kit
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Damage: **1D10** Base Range: **30 Yards** No. of Attacks Per Round: **3** HP: **8**



Hechler & Koch MP-20 Submachine Gun (40 Round Capability)
Damage: **1D10** Base Range: **50 Yards** No. of Attacks Per Round: **2 or Burst** HP: **10**



4 Clips for the Beretta
6 Clips for the MP-20



3 HG Hand Grenades
Damage: **4D6 (5 Yards)** Base Range: **Thrown**
No. of Attacks Per Round: **1** HP: **8**

C4-Explosive
Damage: **8D6 (20 Yards)** Base Range: **N/A**
No. of Attacks Per Round: **N/A** HP: **50**

Machete

Special Forces Jargon and Terminology

'18, M-18 - standard military rifle
 122 - enemy weapon, 122 mm rocket
 123, C-123 - two engine cargo aircraft
 130, C-130 - four engine cargo aircraft
 20, 20 mm - mini-canon used on aircraft
 .22 - 22 calibre weapon - light pistol
 203, M-203 - 40 mm grenade launcher mounted under a rifle barrel
 .45 - 45 calibre pistol
 4.2 - "four deuce", 4.2 inch mortar
 .50 - 50 calibre machine gun
 .51 - enemy weapon, 51 calibre machine gun
 '60, M-60 - 7.62 mm machine gun
 7.62 mini - 7.62 mm mini-gun
 80 - 80 mm mortar
 AA - anti-aircraft
 AK, AK-47 - enemy weapon, standard Terrorist rifle
 AO - acronym, Area of Operations
 Arlight - B-52/B-1B strike
 BDA - acronym, Bomb Damage Assessment
 Berm - a defensive wall of earth
 Bird - an aircraft, usually a helicopter
 Black Bird - USAF aircraft for special operations, named for black paint job
 Bouncing betty - type of mine blown into the air before detonation to increase casualties
 Browning - a 9 mm pistol
 Bunker - a protective shelter
 C & C - Command and Control, see "Special Project"
 CAR, CAR-17 - rifle, carbine version of the M-18
 Charlie-Fox – sanitised version of Clusterf**k
 Civvies - civilian attire
 Claymore - a directional mine
 Clusterf**k – a severe screw-up
 Cobra - a military helicopter used as a gun platform
 Conex - metal military container, large.
 Cork - a drug to prevent defecation, used in the field with small teams
 Cover one's six - watch the rear
 Crud, the - various fungi and rashes common to soldiers in warm climates
 DEROS - acronym, Date of Expected Return from Overseas
 E & E - acronym, Escape and Evasion
 Exfil - exfiltration, point of exit from AO
 FAC - acronym, Forward Air Controller
 Fast mover - a jet
 Firebase - a remote artillery position, usually quite isolated
 Fire fan - the field of fire of a larger gun or mortar
 First shirt - military slang for First Sergeant, usually the highest enlisted grade in a company
 FNG - acronym, F**king New Guy
 Grease - slang, to kill
 Hillsboro - an air force command and control aircraft
 HQ - acronym, Headquarters
 IA - acronym, Immediate Action
 IG - acronym, Inspector General
 Insert - insertion, point of entrance into AO
 Intel - intelligence information
 K, Klick - a kilometre
 Khaki - a sandish colour, used in uniforms
 KIA - acronym, Killed In Action

LTC - rank, Lieutenant Colonel
 LZ - acronym, Landing Zone, a site for a helicopter to land
 LZ watcher - an enemy soldier assigned to guard and report on activities on an LZ
 Medivac - medical evacuation, of injured personnel
 Mess, messhall - a military dining facility
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 MOS - acronym, Military Occupational Specialty - one's job title
 MPC - acronym, Military Payment Certificate, used in lieu of cash
 MSG - rank, Master Sergeant
 NCO - acronym, Non-Commissioned Officer
 O-2 - a light observation aircraft
 O2 and benedryl - oxygen and a strong antihistamine, for hangovers
 OP - acronym, Observation Post
 Otter - light observation aircraft, an O-1
 PH - acronym, Purple Heart, awarded for wounds received in action
 Point, point man - the soldier who walks first in formation and scouts the area ahead
 POW - acronym, Prisoner Of War
 Reckless - slang, a recoilless rifle, small artillery piece
 REMF – acronym, Rear-Echelon Motherf**ker, a senior officer who remains out of the combat zone
 RON - acronym, Remain OverNight, a night-time position
 RPD - enemy weapon, light squad machine gun
 RT - acronym, Recon Team
 RTO - acronym, Radio-Telephone Operator, the soldier who carries the radio
 SF - acronym, Special Forces
 SFC - rank, Sergeant First Class
 SFTG - acronym, Special Forces Training Group
 SKS - enemy weapon, bolt action rifle
 Slick - troop transport helicopter, UH-1
 Slow mover - propeller driven air force fighter aircraft
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 SOG - acronym, Special Operations Group, see "Special Project"
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 TO&E, TOE - acronym, Table of Organisation and Equipment, the way a military unit is organised
 Tracer - military round that leaves a visible trail as it travels
 Ville - slang, village
 WOMD – acronym, Weapons Of Mass Destruction, nuclear, biological, chemical weapons
 WP, willie pete - a white phosphorus round or grenade
 Zero week - an unassigned first week before the commencement of a school, frequently spent on

details

Sergeant Domingo Esteban

'DING'

Parent Unit: **US Army Special Forces (Airborne)**

Specialty: **Information and Technology Warfare**

Age: **30**

Nationality: **American**

History and Background:

You were born in Mexico City in 1987. Your parents were Emilio and Maria (both now deceased), and they entered the US illegally in 1992, taking you and the rest of your family with them. In 1998, you became a naturalized citizen of the US. Growing up in Los Angeles, you became a member of a local gang. In 2006, your brother was shot dead in an internecine war over drugs. Sickening of the life of a gang member, the next day you walked into an Army recruiting office and signed on. At first you found the going tough, but in the Army you found the comradeship and security that your life had been lacking up until then. After eight years in the Army, you applied for, and joined the Green Berets. Your unit was one of the first into Iraq in the Second Gulf War in 2014, and your elimination of Iraqi Scud Launchers tipped with Sarin nerve gas which had been primed for launch towards Allied positions earned you a citation from Congress. Tapped for membership of the elite NATO special operations force 'Rainbow' two years ago, you have found your new unit to be ideal for your expertise. Operation 'BLACK EAGLE' is your fifth operation for 'Rainbow'.

The Others:

Colonel Gerhard Ostermann '**Mongoose**'
Mission Commander and Communications
Parent Unit: *Grenzschutzgruppe-9*
Nationality: *German*

Major Moshe Peled '**Snake**':
Security and Infiltration
Parent Unit: *Sayeret Mat'kal*
Nationality: *Israeli*

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Major Dr. Vladimir Mikhlov '**Bogeyman**'
Professor of Communicable Diseases
Parent Unit: *Russian Army Reservist - Moscow Military Hospital*
Nationality: *Ukrainian*

Major. Dr. Daniel Carter '**Redshift**'
Professor of Radio Astrophysics
Parent Unit: *US Army Reservist - Harvard*

University

Equipment:

MOPS Full-Environmental Chemical and Biological Protection System with in-built respirator and air supply.
Laser Encrypted Short-Range Radio
Iridium II Satellite Mobile Phone
Rations (MREs)
Canteen filled with Gatorade
Military Blanket
Field Medical Kit
IR Goggles

Weapons and Ammunition:



.45 Beretta MK IV Semi-Automatic Pistol (15 Round Capability).
Damage: **1D10** Base Range: **30 Yards** No. of Attacks Per Round: **3** HP: **8**



M60C 7.62mm Machine Gun (Belt-Fed)
Damage: **2D6+6** Base Range: **300 Yards** No. of Attacks Per Round: **Burst** HP: **13**



2 HG Hand Grenades
Damage: **4D6 (5 Yards)** Base Range: **Thrown**
No. of Attacks Per Round: **1** HP: **8**



4 Clips for the Beretta
6 Belts (100 Shots each) for the M60C

Machete

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 .22 - 22 calibre weapon - light pistol
 203, M-203 - 40 mm grenade launcher mounted under a rifle barrel
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Major Dr. Vladimir Mikhailov

'BOGEYMAN'

Parent Unit: **Russian Army**
(attached to Moscow Military
Hospital)

Specialty: **Professor of**
Communicable Diseases

Age: **50**

Nationality: **Ukrainian**

History and Background:

You were born in Kiev in 1967. After your family moved to Moscow, you attended the illustrious Saratov Military School in the early nineties – an era of dramatic change in Russia. A highpoint of your life was when you defied your senior officers stood on the steps of the Russian Parliament building with Boris Yeltsin, as he famously defied the 1991 attempted coup. For your courageous actions you were subsequently promoted quickly, but your regular military career came to an end when you were seriously wounded in the third Checynian rebellion 2003. Although you fully recovered and received the Star of the Order of Tsiolkovsky for your valour in battle, you were "advised" to take a desk job. This wasn't too your liking, so casting around for another career you discovered medicine. The Russian Army supported your passage through medical school, and in 2010 you graduated and took a position at the Moscow Military Hospital. You rose up through the ranks and became a full professor in 2015, just in time to be called back to semi-active service after Russia joined NATO. This is your first mission for RAINBOW, and you presume that they need you for your medical expertise.

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Information and Technology Warfare
Parent Unit: *101st Airborne*
Nationality: *American*

Major. Dr. Daniel Carter '**Redshift**'
Professor of Radio Astrophysics
Parent Unit: *US Army Reservist – Harvard University*

Equipment:

MOPS Full-Environmental Chemical and Biological Protection System with in-built respirator and air supply.
Hendrycks XP-38 Bioscanner
Leyland 4 Geiger Counter/Magnetometer
Laser Encrypted Short-Range Radio
Iridium II Satellite Mobile Phone
Rations (MREs)
Canteen filled with Gatorade
Field Medical Kit
Chemical & Biological Analysis Kit
IR Goggles

Weapons and Ammunition:



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Damage: **1D10** Base Range: **30 Yards** No. of Attacks Per Round: **3** HP: **8**



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MAJOR Dr. Daniel Carter 'REDSHIFT'

Parent Unit: **US Army Reservist,
Harvard University**
Specialty: **Professor of Radio
Astrophysics**
Age: **40**
Nationality: **American**

History and Background:

You were born in Dallas in 1977. Orphaned at an early age, you were taken in by your uncle who was a military officer. It was not much wonder that, given the indoctrination that you received that you joined the US Marines in 1997. You were surprised to participate in the action in Afghanistan four years later. In the clear skies of dry and dusty Afghanistan you discovered astronomy. Leaving the army after your tour ended (although remaining a reservist), you took a undergraduate degree in Astronomy and a Masters in Radio Astrophysics at Harvard. After graduating, you joined the Harvard Dicke Radio Astrophysics Centre as a researcher, before coming an assistant professor and then a full professor in 2014. But the Army would not let you go. They have called you back for a "special mission", as they euphemistically called it with NATO's premier special operations unit RAINBOW.

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Canteen filled with Gatorade
Military Blanket
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Lockheed Portable GPS System
IR Goggles

Weapons and Ammunition:



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Damage: **1D10** Base Range: **30 Yards** No. of Attacks Per Round: **3** HP: **8**



4 Clips for the Beretta

Combat Knife

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