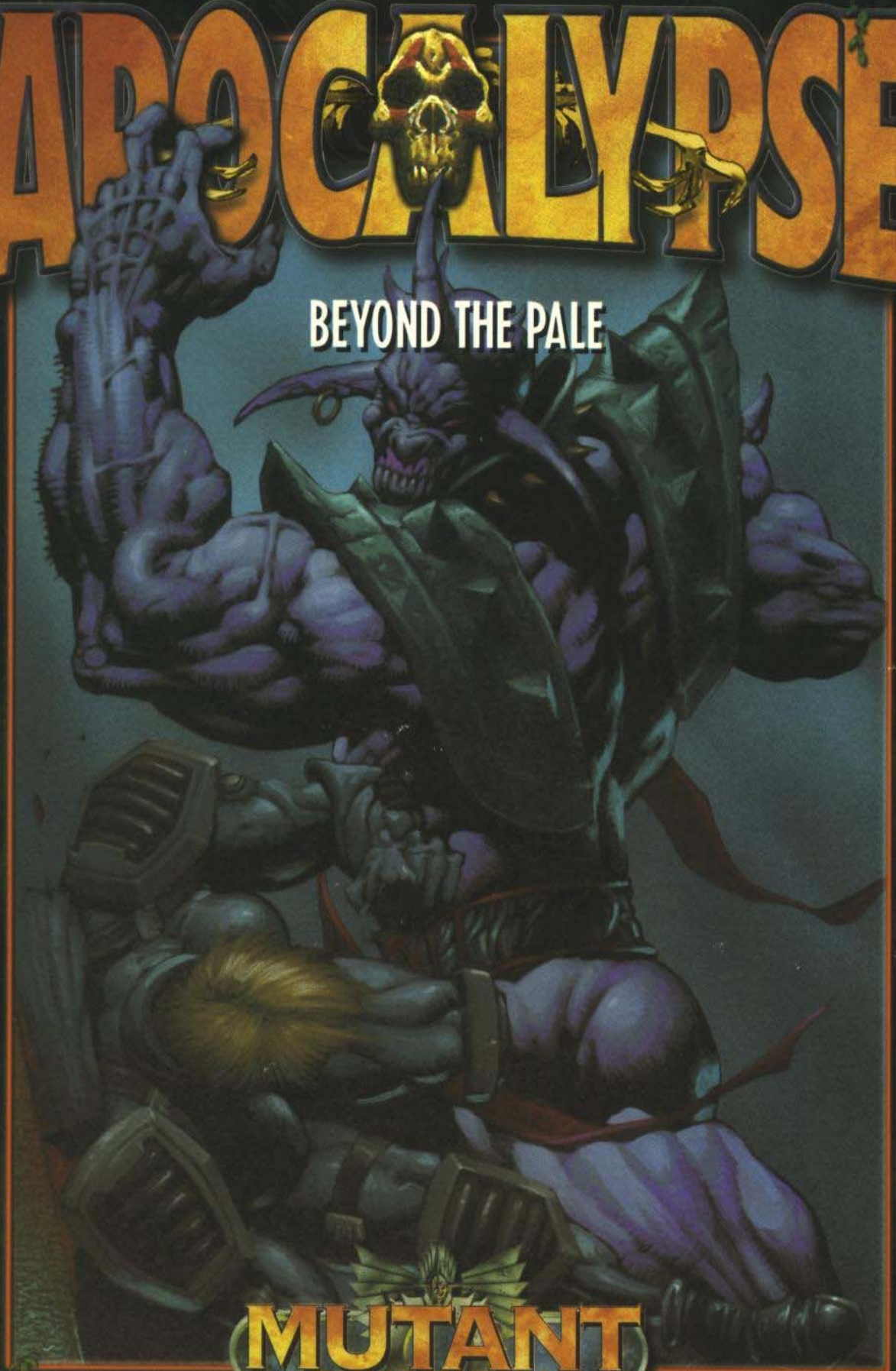
TARGET GAMES

ADVENTURE

THE VENUSIAN APOCALYPSE™

BEYOND THE PALE



MUTANT CHRONICLES

THE VENUSIAN APOCALYPSE™

PART 3

BEYOND THE PALE

MUTANT CHRONICLES™

HEARTBREAKER

TARGET GAMES



DESIGN:
Richard Dakan

EDITING:
Matt Forbeck, Henrik Strandberg

PAGEDESIGN:
Marcus Thorell, Anna Järpe, Andreas Rondahl

INTERIOR ARTWORK:
Guillaume Fournier, Peter Bergting, Paolo Parente, Alex Horley

COVER ARTWORK:
Studio Parente

COVER DESIGN:
Marcus Thorell

ART DIRECTION:
Nils Gulliksson

MAPS:
Marcus Thorell

LINE EDITOR
Mikael Mörsare

ADDITIONAL CONTRIBUTIONS:
Paul Beakley, Nils Gulliksson, Sami Sinervä, Michael Mörsare

CONTENTS

WELCOME 3
INTRODUCTION 5
What has gone before 5
Dark tempter ascendant 5
The spoils of darkness 6
The plot thickens 6

CHAPTER 1:
MORNING DEVOTIONS 7
Hardings new plan 8
The raid on Major Issacs 10
Another mission 13

CHAPTER 2:
STREETS OF FIRE 16
The terror begins 16
The heroes 17
Travelling on the streets of fire .19
Into the sewers 21

CHAPTER 3:
SAVING CIVILIZATION 23
The four portals 23
The seven chambers 26

CHAPTER 4:
SHOWDOWN WITH HARDING . .34
Finale Warzone style 36
Hardings forces 36

FOR MORE INFORMATION, PLEASE CONTACT

Heartbreaker
P.O. Box 105
Folsom, PA 19033
USA

Heartbreaker
c/o Gamecraft
A16 Gardner's Row
Liverpool L3 6JT
ENGLAND

Heartbreaker
c/o Walrus Carpenter
1 st Floor
97-99 Argyle St.
Parramatta, N.S.W. 2150
AUSTRALIA

MORE INFORMATION ALSO AVAILABLE AT THIS SITE: www.target.se
YOU CAN ALSO E-MAIL: hrtbrkr000@aol.com or mutant@target.se

Copyright © 1997 Target Games AB. All rights reserved. Mutant Chronicles, The Venusian Apocalypse and all character names and the distinctive likeness(es) thereof are trademarks of Target Games AB. Mutant Chronicles is a registered trademark in the USA.
Used under Authorization. Printed in the USA.

WELCOME

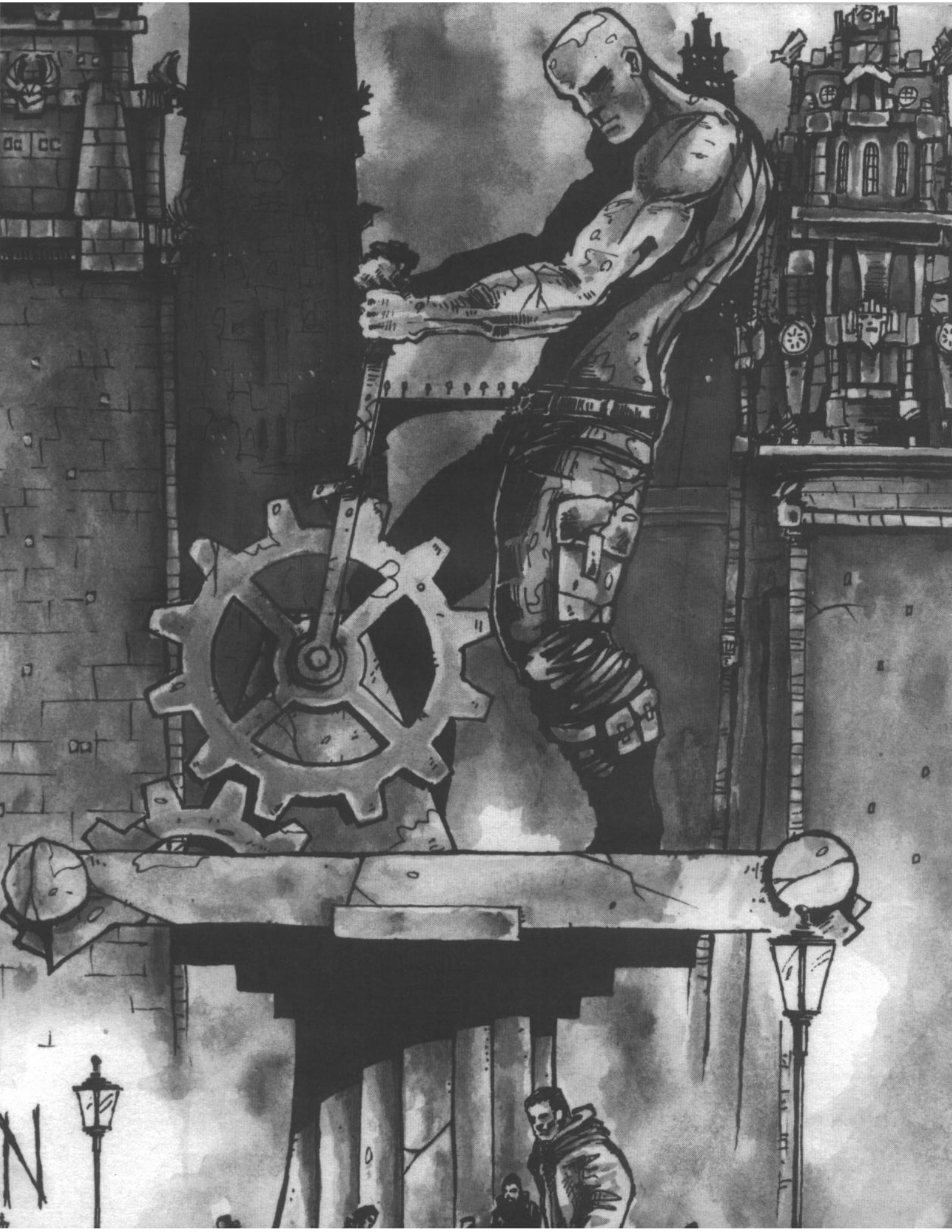
UNWITTING EXPLORERS HAVE OPENED the Second Seal of Repulsion. A madman nearly released a deadly plague that could wipe all human life from the surface of Venus. Now the Dark Legion prepares to make its final bid to scourge the Light from the second planet. Welcome to the final chapter of the *Venusian Apocalypse*.

Beyond the Pale is the third adventure in a trilogy detailing the rise and fall of Randall Harding, a decorated Capitol officer, now one of the Dark Legion's deadliest servants. You don't need to have read or played the other two adventures (*The Second Seal of Repulsion* and *The Four Riders*) to run *Beyond the Pale*, although you're then going to need to provide some background information to the heroes to fully incorporate this adventure into your campaign.

A LOT OF WHAT HAPPENS in this adventure is a direct result of events in the previous two books. The Battle of the Second Seal and other events are important to the story. For more on this, see *What Has Gone Before.*

Any number of heroes can play *Beyond the Pale*, but it is best if they are experienced adventurers. Of all the books in the trilogy, this is the most perilous. Feel free to tailor the encounters so that they are a good match to the number heroes in the adventure.

Heroes new to the trilogy should probably be freelancers of some sort or at least have a relationship with Capitol. This is not absolutely necessary, but it can make things much easier.



INTRODUCTION

WARNING: This entire adventure is solely for the GM's use! If you are a player, stop reading immediately!

WHAT HAS GONE BEFORE

Close to a year ago, Capitol purchased some undeveloped Venusian jungle from an ailing Bauhaus noble family, the Renaulds. Capitol sent Commander Randall Harding and a team of explorers to survey the land. While in the jungle, Harding and his team came across a strange race of man-beasts that attacked them on sight. The team followed them back to their home: an ancient ziggurat that seemed to predate the arrival of humanity on Venus.

Within the strange old building, the team found four sarcophagi, one of which contained the Second Seal of Repulsion. Not knowing what the team had discovered, Harding broke the Seal, releasing a terrible new evil on the human worlds.

The Seal protected humanity from the power of the Dark Tempter, a manifestation of the Great Darkness that can sway millions to corruption in the space of only a few months or years. The Dark Tempter is without form or body but instead invades the mind directly, tempting the pure with promises and lies.

The team managed to escape the tomb of the Second Seal, but not before the Dark Tempter won over Harding. No one knows that Harding is a servant of the Dark Soul, for he was given a special Dark Gift that allows him to hide his true nature from scrutiny of even the most zealous Inquisitors.

DARK TEMPTER ASCENDANT

The Breaking of the Seal alerted both Brotherhood and Dark Legion forces to its existence, and they rushed to the scene. A tremendous battle ensued, encompassing all the human forces on Venus and the hordes of the Dark Legion. Eventually the Brotherhood and the corporations prevailed, thanks in large part to the contribution of the Bauhaus military.

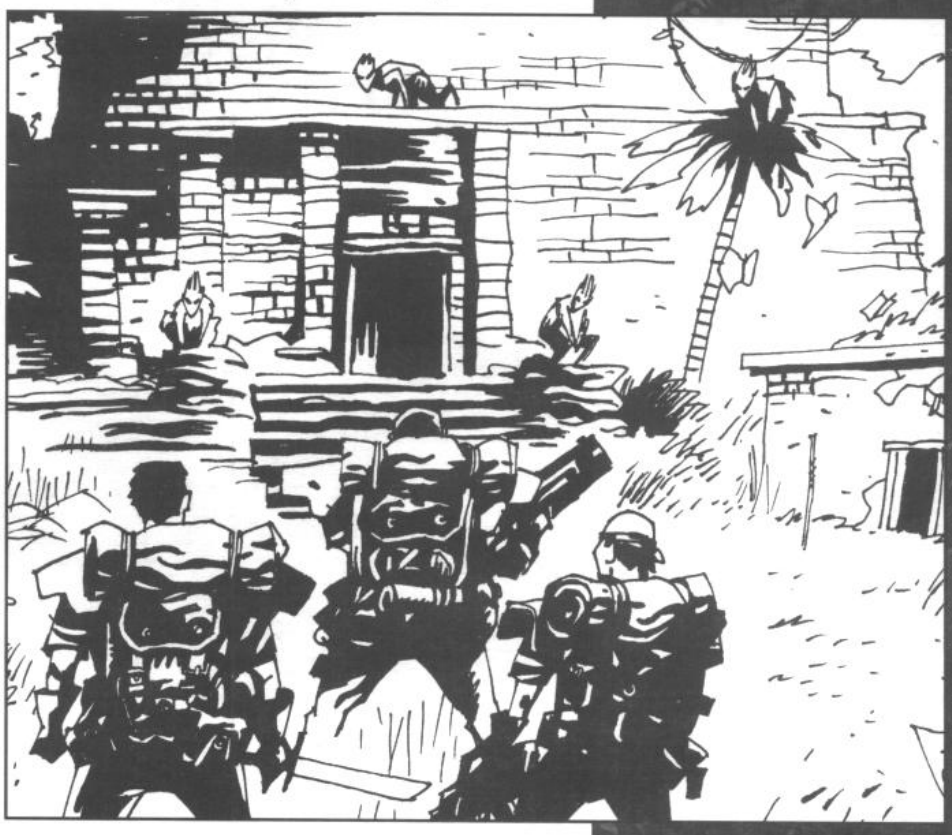
The Brotherhood has managed to contain the Dark Tempter within the fragments of the Second Seal, but the Dark Legion is constantly seeking to open it up again. Now Brotherhood and Bauhaus forces guard the area around the Tomb of the Second Seal, fighting off daily incursions into the area by the creatures of the Dark Legion.

The operation is run from and supplied by the city of Heimburg and its great Cathedral. The city itself is on the verge of martial law, as crime and corruption by the Great Darkness have reached record-breaking levels. Military patrols scour the streets in armed vehicles, and some of the nastier parts of town are under 24-hour curfews. Riots and blackouts are common, and the average denizen of Venus' greatest city feels no hope.

TOXIC WASTE

Heimburg was burning. As far as Hess's eyes could see, there were flames erupting from every building. Night had become day, and his beloved city had turned into hell.

It had all begun at sundown, when a terrorist attack by an unknown–but probable Dark Legion–force had destroyed the city's main power station, plunging Heimburg into absolute darkness. Then the real trouble began. Reports of looting and more Dark Legion assaults–first scarce, then in a flood–poured into police and military installations.





Now Heimburg was in utter chaos, with most of the Bauhaus and Brotherhood forces stretched to their limits, fighting in the streets.

For the moment, Hess and his squad of Hussars were caught in a lull in the sector they were sweeping. They hadn't seen anything moving on the street for minutes, not since they had routed a gang of looters that were trying to pillage

THE SPOILS OF DARKNESS

A number of strange artifacts were recovered from the Tomb of the Second Seal, among them a large disk pierced through the center by a huge sapphire. The disk contained the seed of a great plague that could wipe out the entire city of Heimburg, if not the whole planet.

Harding duped his former team members into trying to steal the disk for him. He then tried to have them framed for mass murder and executed. While Harding was on the other side of the planet, one of his agents was supposed to perform the ritual necessary to release the plague. Luckily, Harding's former team members managed to stop the ritual and save the planet.

Harding had hoped that the plague would wipe out the base of Brotherhood resistance and allow the Dark Legion to capture the site of the Tomb of the Second Seal. They could then release the Dark Tempter on the world once again and turn all of Venus into a stronghold for the Dark Legion. The fall of Venus would destroy Bauhaus and devastate the Brotherhood and the rest of humanity. Now Harding must find another way to take Heimburg out of the equation.

THE PLOT THICKENS

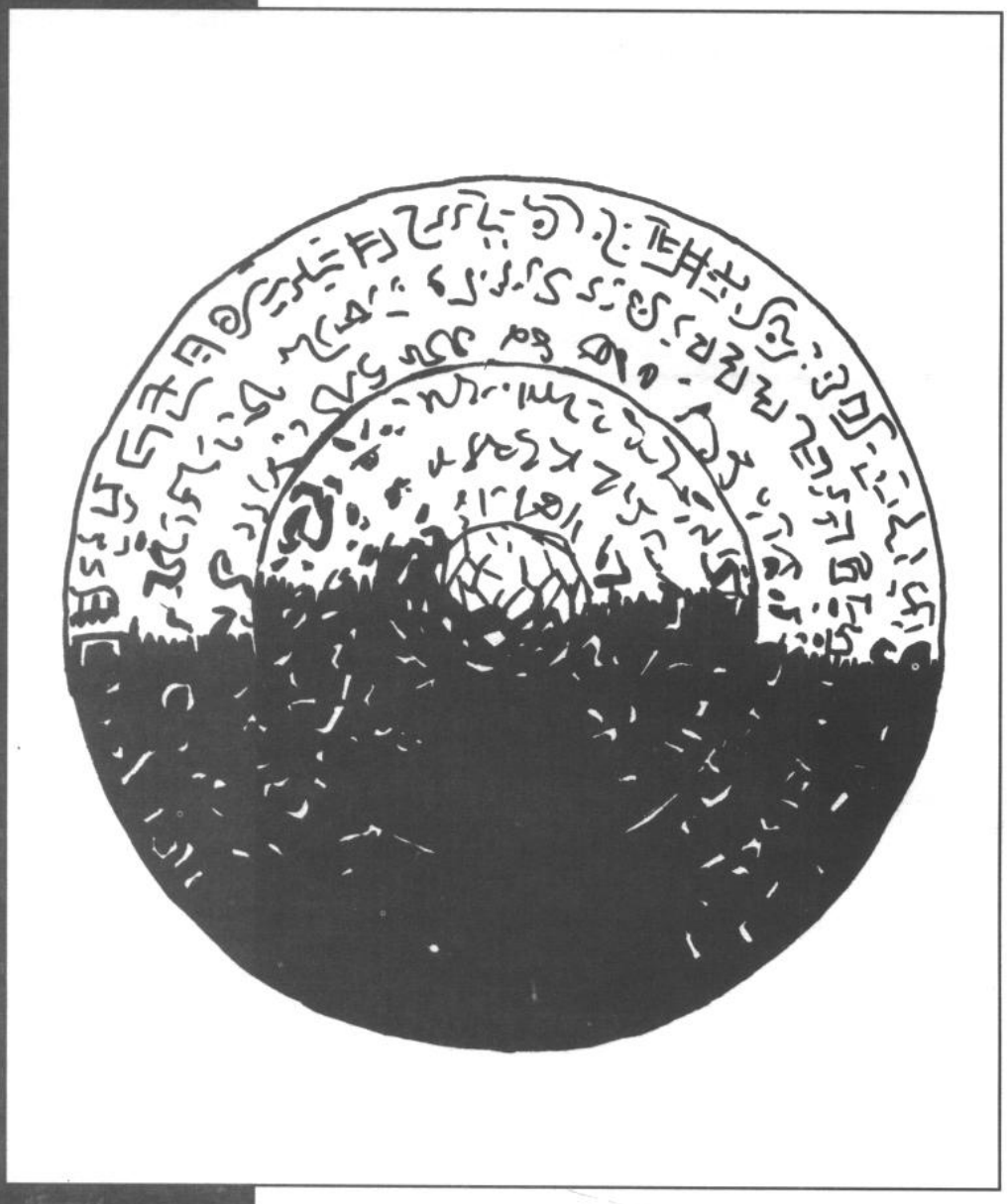
Since the last adventure, Harding has been working on developing his own skills with the Dark Symmetry and gathering his forces. He has decided that only decisive, violent action can overthrow the city.

His agents have been spreading discord and despair throughout the city's streets for months. They incite riots, sabotage electrical and water systems, and stand on street corners preaching against the injustices of Bauhaus rule. Meanwhile the Dark Legion has stepped up its attacks on the Tomb of the Second Seal, providing a further drain on Brotherhood and Bauhaus resources.

Harding knows that as long as the Cathedral at Heimburg stands, the Brotherhood will always stand in his way. The Cathedral is the center of the Cardinal's power on Venus and home to many of the most powerful workers of the Art. Many of these are already stationed in the jungle, fighting every day to keep the Dark Tempter sealed away with their imperfect recreation of the original Second Seal. But every day, more members of the Brotherhood arrive from other parts of the human worlds in an attempt to carry on the fight. The time to attack is now, while the forces of Light are spread thin.

The question is how to do it? The Cathedral is the best guarded building in the city. Harding does not have the forces to succeed in a direct assault, so stealth is required. The Brothers can sense anyone who enters the Cathedral compound with malice in their heart. Troopers and Valkyries stand guard at every corner, waiting for the smallest sign of ill intent on the part of visitors.

Harding knows that not even the masking power given to him by the Dark Tempter allows him to sneak into the Cathedral unchallenged. But Harding thinks he has the perfect dupes at hand. After all, they fell for it once before.



CHAPTER 1: MORNING DEVOTIONS

The heroes are assumed to still be living in the Heimburg area. Less than a month has passed since the end of events in *The Four Riders*, and it has probably taken them this long to clear their names of all the charges filed against them and heal all the wounds they suffered foiling the plot to release the Demnogonis Plague.

Harding has been a staunch supporter of the heroes the entire time, speaking up for them in court and offering to pay for legal and medical expenses. He desperately wants them to trust him so that he can use them one last time. The heroes have no proof of his ill will, and they know that he has undergone examination by Brotherhood members who certified that he has not been corrupted. He has kept in constant contact with the heroes, offering them work if they need it, but trying to ensure that they stay on the planet.





Harding retains his position as head of Capitol Security Service's Department of Antiquities and Historical Investigations on Venus. In the wake of the fiasco at the museum, the Brotherhood has decided that all artifacts from the Tomb of the Second Seal should be kept in the Cathedral. Harding would like to have access to them, but no one outside the Brotherhood is allowed to have contact with anything to do with the Second Seal. In fact, the Cardinal ordered all of the artifacts destroyed, deciding that the danger they represented outweighed the value of any knowledge that could be gleaned from them.

Harding now uses his position as an excuse to travel about the planet and raise support among the Dark Legion. It has also given him access to some of the oldest extant maps of Heimburg, something he plans to put to good use later in the adventure.

Harding has kept the heroes under constant surveillance ever since the events in *The Four Riders*. He has tapped their phones, installed 24-hour surveillance teams and bugged their homes using the latest in Cybertronic technology. He wants to make sure that they have no evidence about his involvement with the Dark Legion and that they still trust him.

a department store in this commercial district.

"There's only one name for looters, and that's scum," he muttered to no one in particular. Though they didn't say it, he knew his squad agreed with him. They were the finest soldiers he had ever had the honor of serving with during his tenure in the Bauhaus military. He had shed blood with each of them and knew their lives as intimately as their families did. He considered them his sons and daughters, often helping them with money or family problems. Hess knew they would give their lives to save each other, and that made them the best soldiers in existence, at least as far as he was concerned.

Schmidt yawned, tired from the long night of fighting. Hess glanced at him, and asked, "Anything on the radar, Schmidt?"

Schmidt looked down at his sensor's screen, adjusting the sensitivity. "Nothing sir," he replied, turning in a full circle to check the area. "Wait. Something's moving twenty meters down that alley," he said, pointing across the street.

Hess sighed and snapped on his gas mask. "All right, troops, let's check it out. We're the only patrol assigned to this area, so that signal can't be one of us."

His squad checked their gear and fell in behind him. As they made their way down the alley, Schmidt whispered into his headset. "Definitely movement, Captain. Looks like at least five targets moving away from us. Three are human-sized.



Two are," he almost choked, "quite a bit larger."

"Stay on it, Schmidt. The rest of you look sharp. This smells of Legion trap to me." The others nodded and continued ahead. A few meters down, the alley made a sharp turn to the right.

Hess could hear the targets now, shuffling down the alley away from them. He stopped just short of the turn and motioned for the squad to fall in behind him. Glancing carefully around the bend, Hess saw the source of the radar blips and swallowed hard.

"By the Light!" he said. Ahead in the flickering shadows stood two Razides, several Legionnaires, an Ezoghoul, and a Centurion leading them all. They hadn't seen him, or so he hoped.

He turned back to his men and whispered to them, "It looks like we've hit the motherload. There's a small but powerful force of Dark Legion creatures. If we play our cards right, we could ambush them all. Let's double back and hit 'em as they come out of the alley." His men nodded their agreement and followed him silently down the way they had come.

When they returned to the street, Hess led them at a run to the corner. Crossing the street, Hess relayed his orders to his men.

"Schmidt, take squad A and flank the entrance to the alley, 10 meters back on either side. I'll take squad B and cover the alley from here."

If the heroes try to leave the city, the BLEU intercepts them and informs them they must remain in Heimburg until all the questions about the museum murders have been resolved. All of the surveillance devices are stolen from the BLEU, and all of the watchers carry BLEU identification papers. Harding wants to make sure that there are no links between the surveillance and him, just in case the heroes realize they are being watched.

Harding hired the teams through intermediaries, using funds from the Dark Legion. The surveillance teams are all former security agents from all the different corporations. They are very good at their jobs, and the heroes cannot spot them unless they take extreme measures to avoid being followed.

Harding has also installed cutaway devices in the heroes' phone lines, allowing him to shut down their phone communications at a moments notice. The surveillance team monitors all calls and cuts the lines if there is any hint that the heroes are going to betray Harding.

If the heroes are part of a corporation other than Capitol, Harding has some of his agents pose as members of that corp's security agency. These fake contacts do all they can to ensure the heroes cooperate with Harding's plan.

They also take measures to ensure that the heroes' other contacts come to distrust the heroes. They plant false evidence and spread internal departmental rumors that the heroes are potential traitors. The idea is to make the heroes trust Harding while isolating them from all other contacts.

HARDING'S NEW PLAN

Harding always seems to have a plan for the heroes, and this time is no exception. Here he takes his final gamble with them, betting it all on a single cast of the dice. He is going to try and trick the heroes into blowing up the Cathedral.

He knows this is not the best plan he has ever come up with, but feels there is a certain raw beauty in the simplicity of it. He plans to win the heroes' trust, have them win the trust of the Brotherhood, and then have them walk into the Cathedral with a bomb. He knows it may not work, but at the very least it should draw any unwanted attention away from Harding and onto the heroes.



First he must win their trust. He is always understanding and supportive, pretending to be the heroes' best friend. His Dark Gifts prevent anyone from detecting the falsehoods he spews forth with every breath, and his natural charisma should be enough to win the heroes over. He knows the right thing to say at the right time. He has a plausible answer for any of the heroes' questions. He's perfect, although maybe too perfect for his own good.

Since his spies are monitoring the heroes as often as possible, Harding is often aware of their secret thoughts and concerns, and he prepares the right responses ahead of time. It is impossible to surprise him in conversation, and even the most startling statement cannot break his mask of geniality and confidence. He is a master of self control now, thanks in large part to the power of the Dark Tempter that lies within him.

When roleplaying Harding, you should always appear comfortable and friendly towards the heroes. Speak to them with familiarity, recalling often the good and bad times they have shared together. If the heroes are full of hatred and resentfulness for Gerard Fletcher from the last adventure, Harding seems to share their feelings. He never loses his temper or patience with the heroes, always listening to what they have to say.

HARDING'S OFFER

Harding contacts the heroes and asks for a meeting somewhere private. He is willing to go anywhere the heroes wish and meet under any circumstances, unless it is obviously a trap of some sort. Remember he has spies watching the heroes and listening in on their conversations.

He says he has something important to discuss, something that cannot wait long and that

is best spoken of far from prying ears. He hints at whatever piques the heroes' interests, whether it be a chance to fight the Dark Legion, an opportunity to make some cash, or a chance to get back at old enemies. He is vague, not wanting to say too much on an open line. He knows the heroes are watching for any signs that they are being followed, and he has instructed his surveillance teams to stay out of sight until after the meeting.

Harding comes to the meeting with an associate, a woman named Christine Swann. She is in her middle forties and in excellent shape, with short-cropped, black hair streaked with gray. She carries herself like a trained soldier, although she seems relatively friendly and outgoing.

Harding introduces her as his assistant, and she warmly greets the heroes, saying she has heard many good things about them. Both she and Harding are wearing pistols in shoulder holsters under their jackets. This is not uncommon, given the state of things in Heimberg lately. She does have identification papers proving that she is a citizen of Capitol and an employee of the military.

Harding says that he has become involved in an unofficial movement designed to root out and expose those the Dark Tempter managed to corrupt in the short time it was free on Venus. No one knows how many souls the Darkness managed to snatch before the seal was temporarily restored, but it could be anywhere from a few hundred to tens of thousands, maybe even more.

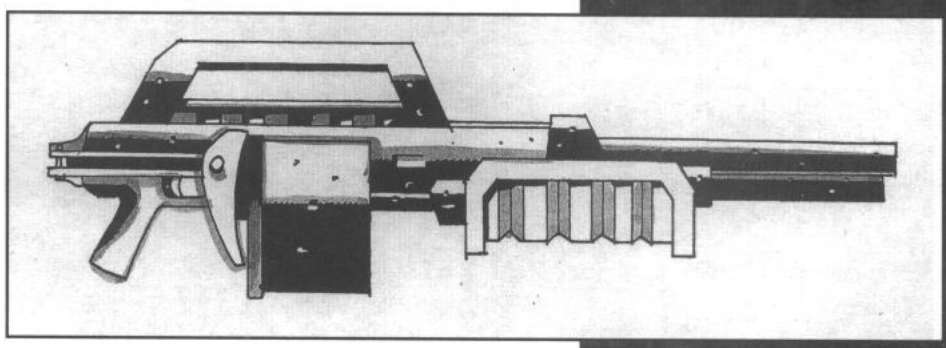
Harding has been looking into this for some time and has reason to believe that many high-level security and military personnel in all of the major corporations have been compromised. Harding would like the heroes to help him find out who they are. He offers them money, or he plays on their sense of duty, depending on the personal motivations of each hero.

Harding says that Swann is helping him to coordinate things, and that she oversees much of the day-to-day operations of the organization. The group goes under the title of the Shadow Sentinels.

All of the Sentinels have been checked for corruption by Brotherhood seers, but since the Dark Tempter seems to have reached its foul tentacles into all levels of society, the Shadow Sentinels must remain a secret even from the corporations. Only the Brotherhood and the Sentinels themselves know of the organization's existence. He says that the Sentinels usually only gather in the Cathedral, where there is sure to be no one evil lurking about.

He asks if the heroes would be willing to undertake some simple missions for the Sentinels. He needs them to help run information, hunt down leads and occasionally assist in covert operations.

He says that the next day they are planning a raid on a suspected Legion sympathizer, a Bauhaus military officer with strong political and Brotherhood ties. Alerting any official military or security organization would probably just tip him off. That is why it is a perfect job for the Sentinels. Harding says that he and Swann are leading the raid personally, and he wants the heroes to come along as well. He can get them whatever equipment they need.



If the heroes want some time to think about it, Harding agrees readily. He can even be convinced to push the raid back a few days if the heroes want time to check things out. If they question how Harding knows that the target–a Major Issacs–is a traitor, Harding says he spoke to a witness who has since died, and he has been following the man ever since.

His plan is to break into the man's flat while he sleeps, search for evidence and then terminate him if necessary. If he proves to be innocent, they'll leave him be. They will all be wearing masks, and he won't be able to identify them.

Desperate times call for desperate measure, and Harding is certain the major is dirty. He asks that the heroes meet him and Swann tomorrow morning in the nave of the Cathedral. There they will adjourn to a private room to plan the mission.

CHECKING OUT HARDING'S STORY

Harding's tale of a new organization is entirely true. In fact, Harding is the only member of the Shadow Sentinels who is not dedicated to rooting out corruption and evil in the highest levels. Harding established the group to improve his own credibility and misdirect the most zealous enemies of the Dark Soul. He leads them to falsely accused men and women or tests them on expendable agents of the Dark Soul.

Christine Swann is as much a dupe as the heroes. She has a long, distinguished service record in Capitol and has won several meritorious service citations. If the heroes have any contacts within

Hess' men quickly set up their ambush, then waited patiently for the Dark creatures to exit the alley. Several minutes ticked by, and Hess slowly became worried.

"What could they be up to?" Hess spoke into his headset. "Schmidt, were are they? What's the radar read?"

"Nothing, sir. By the Book, they just aren't there anymore!"

Hess cursed to himself and stared down the dark maw of the alley once more, straining to see into the gloom. "Schmidt, take your squad down the alley and see what in Nathaniel's name is going on." Schmidt and his squad started into the alley.

After a few moments, the report came in. "Schmidt here, sir. It appears they've entered the sewer system 10 meters down the alley."

Hess swore long and hard. They had not bothered to bring their night vision gear with them, not needing them with all the fires burning throughout the city. They would be blind down in the sewers, but Hess saw little choice. They had to destroy these foul creatures before they could bring any more terror to this night.



the Brotherhood, they may be able to find out that the Sentinels are sanctioned by the Cardinal, although this is a top-secret matter, and only the highest level members of the Brotherhood know of Harding's organization.

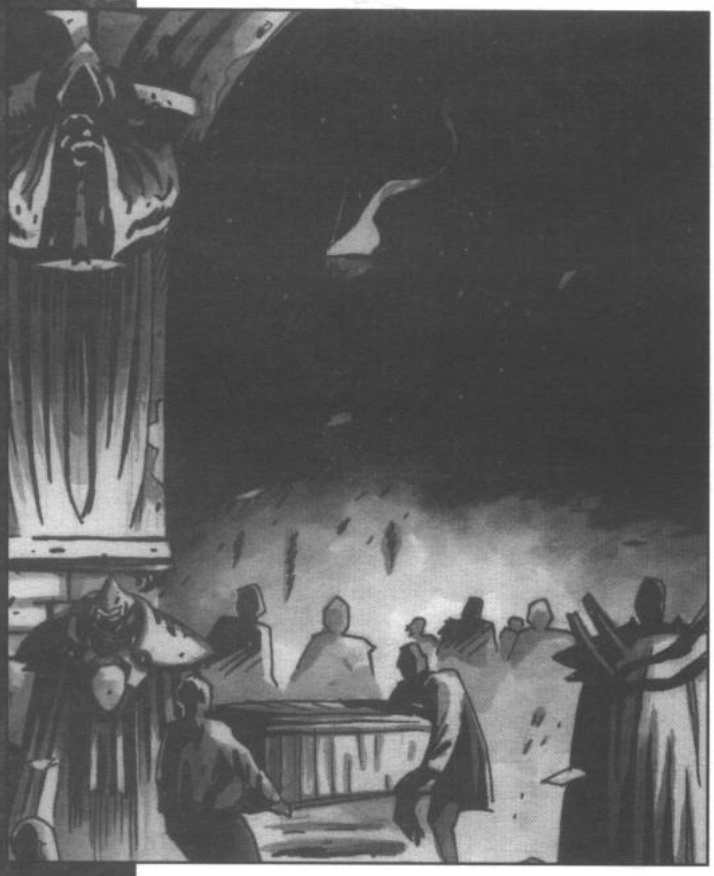
The Brotherhood is well aware of the danger posed by the Dark Tempter's converts, and they simply do not have the power to investigate every possibility. So much of the Brotherhood's resources on Venus are currently devoted to protecting the tenuous position at the Tomb of the Second Seal that the Brotherhood immediately agreed to Harding's proposal. They felt that a secret cabal could be a valuable asset, allowing the Brotherhood to deny any involvement should something go wrong.

Since Harding agreed to find outside funding, the Brotherhood was more than happy to give their blessing to the operation. They allow him to meet in the main Cathedral, and he has some access to Brotherhood resources. The Dark Tempter's Gift protects Harding from the cursory inspection of the Cathedral's Guardians, but if Harding ever entered the Cathedral with open malice in his heart, he knows that he would be discovered.

If the heroes choose to try and follow either Harding or Swann, they discover little. Harding's spies inform him that the heroes are following him, and he acts accordingly.

Swann has nothing to hide, and she acts in a perfectly legitimate manner. She goes home and gets ready for the raid. She lives alone in a small flat near a Capitol enclave. She is on a temporary attachment to Harding from her normal posting in Alpha Force. She has few vices, except for the occasional drink at the local bar.

She is shrewd and alert, and likely realizes it if she is being followed. She tries to lose her pursuers and then turn the tables on them. Once she realizes it is the heroes, she confronts them somewhat angrily. The heroes should be able to convince her that they were just being cautious.



"Hold your position. We're coming in, and then we all go in after them."

As Hess and his squad started into the alley, there was a sudden volley of gunfire from Schmidt's position. Hess and his men broke into a run, their Stonecleavers ready to strike at the first sign of trouble.

"Report!" shouted Hess as they got to Schmidt's position. He quickly surveyed the seen and realized that Schmidt was nowhere to be seen. Three of his men lay wounded on the cold concrete. Only one of them was still standing.

"Turco, what happened? Where's Schmidt?"

Shaken to his core, the private responded without taking his eyes off the gaping hole that led into the sewers beneath them. "I–it was–an Ezoghoul, sir. It leaped out of the opening and speared the lieutenant on its sword, then opened fire on us. I don't know if we killed it or not, but it got Tavano, Van Buren and Krupps before it slipped back into the hole with the lieutenant's body."

Hess quickly decided he had to wait for backup before proceeding. "Fall back to the street and call for medivacs for the wounded." This was going to be a long night indeed, he thought to himself as they retreated from the opening.

THE RAID ON MAJOR ISSACS

The meeting in the Cathedral goes off without a hitch. Harding and Swann are both there, excited about the prospect of nabbing another traitor. The Cathedral is always crowded these days, no matter what time of day it is.

The Cathedral is one of the Heimburg's largest buildings, stabbing up hundreds of stories from the center of the city. It stands on extensive grounds that spread out over the city's center. Troopers patrol the well-manicured grounds in squads of five, searching for any signs of trouble. In these chaotic times, they are more inclined to shoot first and ask questions later.

It is a walk of about a hundred meters from the outer gate to the steps of the Cathedral proper. The whole area is well lit during the night, and guarded over by machine-gun posts, rocket batteries and radar systems which bristle all over the surface of the Cathedral. Many of these defense systems lie disguised behind the statues, carvings and gargoyles which decorate the gothic building, but you can easily spot them if you look.

The three-story bronze doors of the Cathedral are almost always open, as services are held every hour of the day. Weapons are strictly forbidden within the Cathedral grounds, and all those who enter the compound are searched. They are searched again at the doors to the Cathedral. Unless they have a special dispensation from the Brotherhood, the weapons are confiscated and not returned. All parcels and bags are also searched.

This was not always the case, but in current times it is a necessary precaution. Anyone trying to sneak a gun into the Cathedral is arrested for questioning. If the heroes are caught attempting such a foolish feat, Harding is there to sort things out, although they still lose their weapons for the duration of their stay in the Cathedral.

Upon meeting with the heroes, Harding ushers the group into a side chapel and through a small door off to one side. This leads into a narrow passageway that runs parallel to the nave. Both sides of the passageway are lined with unmarked, locked iron doors.

Seemingly at random, Harding stops at one of these doors, produces a key, and enters the room. The claustrophobic chamber contains a heavy wood table and 10 uncomfortable wooden chairs. The only decoration is a portrait of the Cardinal. Harding asks everyone to take a seat and begins to plan for the raid on Major Issacs' quarters.

Issacs lives in a relatively upscale flat. He is unmarried and has no known lovers or long-time companions, although he has something of a reputation as a womanizer. He tends to stay late at work and then go out drinking with his friends in the service. He is in his late thirties and is renowned for never making enemies and being on excellent terms with much of the Bauhaus nobility, but he also has many friends among the lower classes.

The building containing the flat has moderate security measures: an alarm and a guard at the front desk, neither of which should prove any problem for the Sentinel team. He lives on the fifth floor, which also has six other flats on it. Most of the residents of the building are in some way employed by the Bauhaus military in the service sector. Issacs himself has not seen combat duty in over eight years and is currently assigned to the BLEU. He is armed, but not heavily so.

Harding leaves much of the planning to the heroes and Swann, but he presses them to act quickly. He doesn't force them to do anything they do not want to, and if they decide to wait a few more days he agrees readily enough.

He says he can get whatever small arms the team wants, but he suggests that, given the large number of innocents in the vicinity of Issacs' flat, explosives would not be advisable. He is not averse to taking Issacs on the street, but he insists they need to break into the flat to find incriminating evidence.

THE MISSION

As it turns out, capturing and executing Issacs is not hard. The main problem facing the team is circumventing the building's meager security.

The building is in a relatively safe part of town, and there are regular security patrols. This area is not one of the parts of Heimburg under a curfew. The doors are locked at all times, but there is a doorman who can open them for deliveries and guests.

The security guard is armed with a handgun, but he has not fired it in seven years. He has a panic button behind his desk which instantly alerts the local authorities. They can respond relatively quickly, taking no more than seven or eight minutes—and possibly as few as two—to arrive.

Harding already knows Issacs' flat number, so finding him is no problem. There is a bank of five elevators and two stairways running up the entire 30 stories of the building. Issacs' flat, #513, is in the middle of the hallway on the fifth floor.

Any loud noises, breaking doors, gunshots or explosions alert his neighbors who then either investigate or call the guard at the front desk. Two of the other residents on the fifth floor are armed with pistols, and they take





Captain Schaeffer strolled into the hanger bay at the headquarters of the Bauhaus armed forces in Heimburg and lovingly looked over his new assignment. The Bauhaus Cobra 12 GEV, one of the finest creations his corporation had to offer. All his life, he had dreamed of this moment. To be in command of a Cobra–to feel its skirts glide effortlessly over the most inhospitable terrain–was every youth's dream. He ran his hand along the titanium armor, imagining the glorious missions he and his crew were to undertake in it.

He had only met his crew earlier that morning, at the first mission briefing. They were a well-trained group of men, he had thought. Corporal Steiner, his driver, had served with honor during the last attack by Alakhai at Volksburg, and as a result of that, had been given the opportunity to transfer into the Dragoons. As the only survi-

them with them should they decide to investigate a disturbance.

The major's door has two key locks that are in place if he is not at home. While home, he secures the door with three more deadbolt locks which cannot be picked.

The small flat consists of a living room/dining room, a small kitchen, a bathroom and two bedrooms, one of which Issacs uses as an office. It is sparsely decorated and scarcely furnished. Much of the Major's possessions seem to be kept in old boxes scattered around the apartment.

There is little of interest anywhere except for the office. Underneath his desk, he keeps a safe containing photographs of top-secret documents relating to the civil defense plan for Heimburg, showing troop strengths, active reserves and supply depots.

Harding and Swann can both affirm that this is information the Major should not have copies of in his home. There is also a large amount of cash: 235,000 crowns as well as an open pass to Luna, redeemable at the space port at any time. Along with this is a fake set of papers identifying Issacs as a Capitol businessman.

The most damning evidence of all is hidden in the air-conditioning vent in the bathroom. Harding knows what is there because he planted it himself. He tries to let the heroes find it on their own, but if it looks like they are going to miss it he quietly suggests that Swann take a look in the vents. There the team finds a long-range radio of Dark Legion design, along with a code book full of Dark Legion codes.

All of this is more than enough for Harding to sentence the major to death right on the spot. He argues strongly against turning the major over to the authorities. With his connections, Issacs is sure to evade the accusations. The Sentinels are about getting things done, not turning people over to the police. Swann agrees with him and eloquently argues the position if the heroes disagree.

However the heroes decide to handle the situation, Harding seems entirely genuine in his hatred for the Dark Legion. He shows almost uncharacteristic hatred for Issacs, disgust that he could betray his people and give in to the Dark Tempter. Harding plays up his false hate, but not to the point of overacting. Once it is all over, he is ebullient, pleased with how well the job went and happy to have the heroes on board.



vor from his squad, Steiner had been personally responsible for slaying two Nepharites, one of them in hand-to-hand combat.

His gunner was Private Anderson, fresh from the vineyards and aching to prove himself in battle. He was probably the keenest shot Schaeffer had ever seen, often racking up a perfect score in the simulators. Schaeffer was anxious to see how the youth fared when he had a real Cobra under his boots and a real target in his scope.

Then there was his communicator/navigator, Private

CHRISTINE SWANN

Age:	24
Height:	5' 8"
Weight:	160 lbs.
Hair:	Black
Eyes:	Brown

STR:	15
INT:	15
COR:	16
PHY:	15
MST:	12
PER:	15
MOVEMENT:	3/225
OB:	+1

ACT/CR:	5
DB:	+4
PB:	+4
AVOID/PARRY:	10
BPs:	26
HEAD: 3	ARM: 6
STOMACH: 6	LEG: 7
CHEST: 7	

FIELDS OF EXPERTISE: Combat 15 Firearms 16, Communications 13, Movement 15, Technical 16.

Now Harding can begin his plans for the heroes in earnest. His surveillance teams are still watching the heroes closely, listening to their every conversation and phone call. He wants to make sure that they trust him and are committed to fighting the Dark Legion.

If the heroes are hesitant, he comes up with another simple mission for them to undertake, something in which the heroes can feel that they are really striking a blow against the Darkness. Harding can even arrange for the heroes to receive a secret commendation from the Brotherhood in thanks for their good deeds.

When he thinks they are ready, Harding phones the heroes and tells them that there is trouble. He sounds short of breath and anxious, saying that he does not have a lot of time. He says that the security of the Sentinels has been compromised and that some of his hidden weapons and supply caches have been raided. Furthermore, he says that he and one of his Sentinel teams were set up and ambushed by the Dark Legion.

There is obviously a mole in the operation, and the heroes are some of the few he can really trust. He asks them to meet him on a street corner in one of Heimburg's worst industrial slums. There the heroes can help him deal with some of his wounded men and help him deliver some supplies to another Sentinel cell. He warns them to make sure they are not followed and to come armed.

THE TRUTH

Harding did in fact lead a team of Sentinels into an ambush, one he arranged himself. The team was supposedly raiding a warehouse full of Dark Legion arms that was under the protection of a powerful Mishiman. In fact, the warehouse was empty except for Dark Legionnaires.

Half the team members died where they stood, and none of them escaped entirely unscathed. They fled into the sewer system below the streets of Heimburg, a place that Harding has recently been growing more and more acquainted with. Harding plans to use the shock of the ambush and ensuing chaos to bully the heroes into unknowingly delivering a powerful bomb into the very heart of the Cathedral.

THE SET-UP

Harding is waiting for the heroes when they arrive at the meeting point. He thanks them for coming and asks them to follow him down into a sewer grate. Harding is wearing combat armor that shows signs of recent fighting. His head is wrapped in bandages, and there is a long scratch down his left cheek. He seems to be walking with a slight limp, favoring his left leg. He carries a M516D Shotgun slung over his shoulder, the barrel of which is coated in blood and grime.

Climbing down into the sewers, Harding leads the heroes through a maze of stink and muck, taking several twisting passageways and climbing down four more ladders. The heroes end up in a large room that is well lit with electric lamps and surprisingly clean. Three other Sentinels stand guard while the wounded bodies of seven other men and women lie on makeshift pallets on the floor. In one corner of the room, a pile of wooden crates rises almost to the ceiling. The guards and wounded all look at the heroes with some suspicion. These are angry, paranoid soldiers who are not willing to trust anyone at this point.



Harding tells the heroes the tale of the ambush. He thinks that the whole operation has been compromised, and he's advising all of his agents to go underground. He says they are probably all being watched and the streets are not safe for them. Both the BLEU and the Dark Legion are looking for them.

The heroes are a notable exception, since only Harding and Swann knew of their involvement with the Sentinels. At least for the moment, it should be safe for them, and Harding hopes to take advantage of that.

Swann was also involved in an ambush this evening, and she is holed up near the Cathedral. Harding needs the heroes to take her a crate of medical supplies so that she can tend to her wounded without having to take them to a hospital.

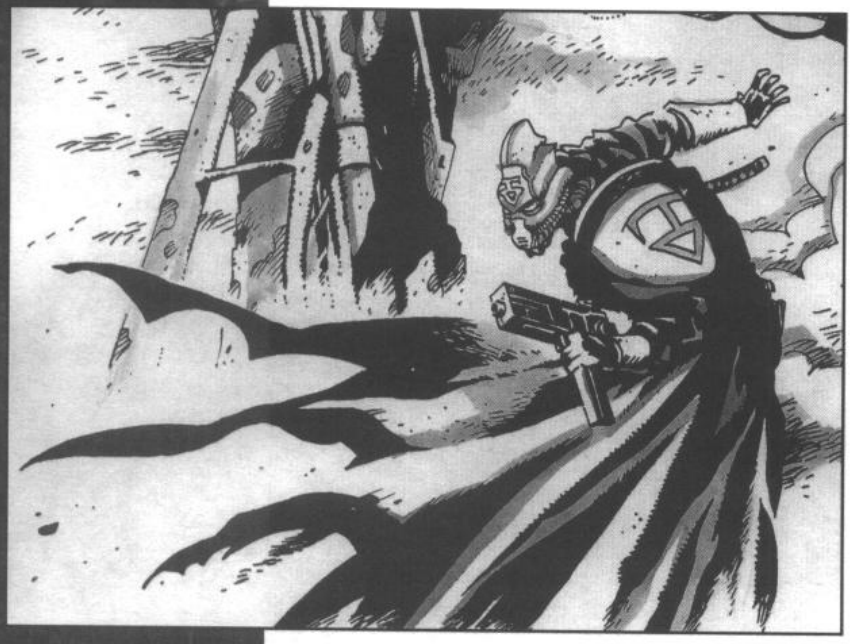
Sieves. She was something of an enigma. Her family had been killed trying to erect a noble's estate in the southern Ring of Strife when she was very young, and she'd raised in a Brotherhood monastery after that. It was hinted in her dossier that she had been given some training in the Art, and that the Etoiles Mortant had been seriously interested in her when she enlisted. She had requested the Dragoons when she signed up, though, so here she was serving in his tank.

As the captain completed his walkaround inspection, he came across his crew standing at attention at the nose of the tank. His heart swelled a little as he saw how precise they were standing, not a crease out of place and not a stain from their preflight inspections on their uniforms.



They can trust no one. Even the Brotherhood is prepared to wash its collective hands of the whole operation.

Harding shows the heroes two crates he wants them to deliver to Swann in the Cathedral. Inside are medical supplies and canisters of oxygen. All of the packages are sealed, and Harding warns them not to break the seals for fear of contaminating the sterilized medical equipment.



They saluted him as one, and Corporal Steiner said, "Preflight inspections completed sir. She's as ready as the day she rolled off the line."

"Excellent, Corporal. You and your team have done very well. All that remains, it seems, is to give her a name." Schaeffer strode down the line of crewmen slowly, looking each one in the eye as he spoke.

"I give you leave to speak freely and suggest a name for our new tank."

Anderson stepped forward and said, "Begging the Captain's pardon, but we have discussed it among ourselves, and we feel that the name Nachtflugel—Nightwing—is the best choice. If that meets with your approval, we would like you to have the honor of painting it on her nose, sir."

Schaeffer looked at the private for a moment, contemplating the name, then smiled . "Of course. I'd be honored to. Nightwing. I like it."

A few minutes later, they boarded the Nightwing for

Harding only opens the two crates for a moment, just so the heroes get a short look at what appears to be inside. He then closes them up and seals them shut, securing them with a lock. He says that Swann has the other key. Each crate is marked *MEDICAL SUPPLIES* and is stamped with an official Bauhaus seal of inspection.

The heroes are to meet Swann in a side chapel of the nave of the Great Cathedral. Swann will come in a disguise during the crowded morning services. The heroes are to bring the crates into the Cathedral and leave them with her at the chapel. She will take care of it from there.

When the guards question the heroes about the crates, they are simply to say that they are offerings for the war effort. Since the crates bear the official Bauhaus inspection seal, this should not be a problem. Afterward, they are to return to this secret base.

Harding primarily calls upon the heroes' sense of duty and honor, but he's ready offer them whatever they want. He lets a note of desperation creep into his voice at this point. He states plainly that he needs the heroes now more than ever before. He becomes somewhat annoyed if the heroes ask too many questions, restating the urgency of the situation. Dawn is now only a couple of hours away, and he does not want the heroes to be late for their meeting with Swann.

THE BOMB

Of course there are no medical supplies in the crates. In fact, they contain enough explosives to blow the Cathedral off its foundations and send it crashing down into a pile of rubble. The crates appear to be wood but are actually lined with a special aluminum alloy that prevents any detection equipment from discovering the volatile contents.

All of the medical supplies actually contain concentrated high-explosives, and the oxygen tanks hold powerful explosives in the form of a concentrated liquid. The wiring and detonation devices are hidden within a secret panel beneath the floor of the crates. Harding can detonate the bombs remotely at any time, but there is also a timing device set to detonate the bombs soon after the beginning of morning services. Obviously Swann and the heroes are totally unaware of what is really in the crates, although they may have some suspicions. If they look closely they can discern the true nature of their packages, although they must break the seals to do so. Cutting into any of the packages of medical supplies reveals that they in fact contain plastic explosives. Turning the nozzles on the oxygen canisters releases a foul-smelling, viscous liquid that anyone with expertise in explosives can identify.

Disarming the bomb is another matter. Harding has booby-trapped the detonators to blow the bomb if they are tampered with. It takes an expert in demolitions to disarm the thing, and one wrong move destroys an area of roughly 20 square blocks.

Harding can also detonate the bomb by remote at any time until it goes into the Cathedral. The walls of the colossal structure block the radio waves of his transmitter, although he is not aware of this. Harding can also deactivate the timer with his remote transmitter, although the walls of the Cathedral block this transmission as well.

DISCOVERING THE BOMB

It is imperative that the heroes discover the bomb, or they are all done for. Harding has done all he can to win over their trust, and they may well not be suspicious enough to check what they are carrying. In any event, they have only a few hours to discover the fatal nature of their cargo.

Once the heroes leave the secret sewer location, Harding's surveillance team starts to follow them. Now the heroes should be very paranoid, and on the look out for tails, so it should not be hard to pick up on their pursuers.

It might be a good time for the heroes and the surveillance team to have a confrontation. The spies certainly intervene if they see that the heroes are in some way interfering with the crates or trying to break the seals. If the heroes do discover

the bomb anywhere where the surveillance team can monitor them, the team attacks, being careful not to shoot the bombs. If the heroes do not find the bombs or discover the surveillance team, then they proceed unmolested to the Cathedral.

Thousands of pious early risers crowd the Cathedral grounds for early morning services. Everyone from the lowliest street sweeper to corporate heads and noble families come every day to the dawn services. Heimburg is a busy city, and its most industrious residents like to get a early start on the day.

Brotherhood Troopers watch everyone carefully, searching for weapons and checking faces for wanted criminals. High above, Brotherhood Seers look out on the crowd, gently scanning minds, looking for any signs of corruption or malice on the part of the massed worshipers.

Unfortunately, the heroes are but unknowing dupes and easily pass the mind scan. They are questioned about the crates they carry, but only cursorily. Many others bring in large crates containing donations to the war effort, and the guards accept the veracity of the Bauhaus seals, noting the heroes' names and their donation in a log book.

Inside, everyone is milling about, socializing in quiet voices and waiting for the service to begin. Today is an exciting day because a guest is officiating at the service. Brother Michael, an important Mystic from the Cathedral at Luna, is addressing the congregation concerning the importance of the Second Seal and what its discovery means to Venus and the rest of humanity.

Swann is in place well ahead of time in the prearranged side chapel, waiting anxiously for the heroes. She has dyed her hair red and wears the clothing a Bauhaus office worker, so the heroes might not recognize her immediately. She looks relieved to see the heroes and rushes to them.

PLAN B

If the heroes have not discovered the bomb yet, they are in big trouble, as it is set to detonate in less than half an hour. As Swann and the heroes meet, the service begins, and the Mystic Michael begins the long procession down the nave. When he comes even with the chapel where the heroes are, he stops and shudders, collapsing to one knee. There is a loud gasp from the congregation, but he quickly gets to his feet again, waving off the crowd of attendants who have encircled him. Michael turns and moves straight to where the heroes are, his honor guard falling in close behind him.

Brother Michael is a tall, stocky man, dressed in the full battle armor of a Mystic. His dark eyes miss nothing, and he immediately fixes his gaze on the heroes, who are immediately surrounded by the honor guard. The Mystic then demands to see what is in the boxes. The heroes should have no problem with this, especially given the large number of automatic weapons pointed at them. Inside, Brother Michael reveals the bomb and immediately orders the nave evacuated. He then orders the heroes to disarm the bomb immediately.

Of course the heroes have no idea how to disarm the bomb, and they must convince Brother Michael that they are innocent dupes in an evil plot. Using the Art of Manipulation, the Keeper of the Art discerns that the heroes are in fact telling the truth.

Meanwhile, Brotherhood bomb experts arrive and set about disarming the bomb. With the help of Brother Michael's Art, they are able to do so without detonating it and destroying the whole Cathedral. Needless to say, the heroes and Swann now have a lot of explaining to do, and they are handed over to members of The Second Directorate for questioning.

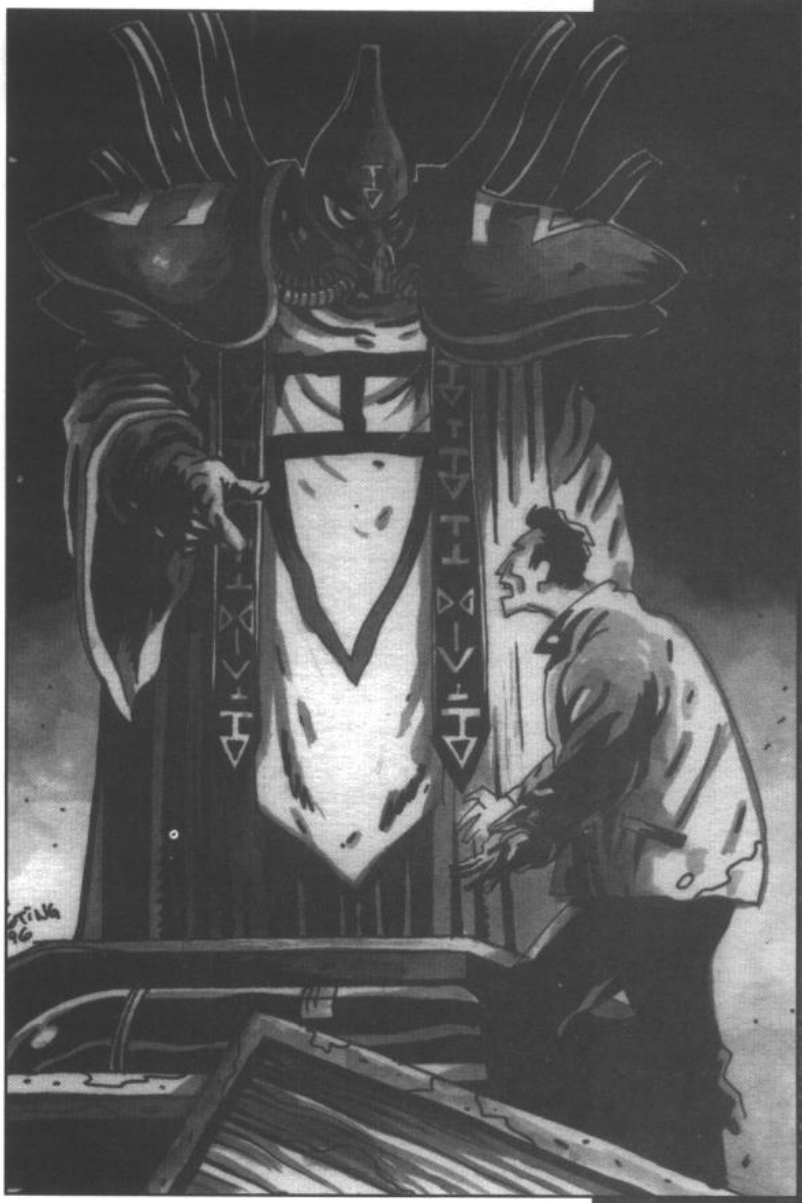


their maiden voyage in it. Steiner climbed into his position to the left of Anderson in the upper hull, strapping on his helmet.

"I've been waiting for this moment for my entire life, sir," Anderson said as the Captain got into his seat.

"I know what you mean, Private. I know what you mean."

Now it was time to get down to business. Schaeffer





CHAPTER 2: STREETS OF FIRE

plugged his headset into the tank's communications system and said, "All right, let's get this bird rolling. Steiner, bring the mains online and set us to hover. Sieves, get us clearance to taxi out of the hangar and start our patrol. We're going to do a sweep of the city perimeter, then return to base and report."

Steiner and Sieves acknowledged the orders and set about to completing them. The tank was roaring to life, slowly rising on an invisible cushion of air to hover a few feet off the ground, when an alert came over the line.

"Sir, reports are coming in of Dark Legion teams assaulting various targets throughout the city. They've taken out the main civilian power station and water-treatment plant. We are now being ordered to best possible speed to the industrial district to engage in seek-and-destroy patrols," reported Sieves. His voice was steady as a rock.

Schaeffer slowly nodded. "All right, crew, let put Nightwing through her baptism by fire. May Nathaniel protect us and bring us victory over our enemies! Steiner, taxi out of the hangar, then top speed to the relayed coordinates."

"Affirmative, Captain," replied Steiner, taxiing the hovertank out of the hangar. When they cleared the hangar doors, Steiner put it into full throttle, the Cobra soaring over the tarmac and on to glory.

The night hadn't improved for Captain Hess and his men. They were able to get their wounded taken in for treatment, but there was still no backup available.

Harding's plan has failed, and he is forced to play his last card. His Dark Masters can wait no longer. They demand that the Second Seal be opened immediately.

Harding has one last chance to destroy the Cathedral before the Brotherhood and its Doomtroopers hunt him down. He calls upon all of his resources to launch a major campaign of terror on the streets of Heimburg, hoping to distract the Brotherhood enough to maneuver his attack against the Cathedral into position.

During his study of the ancient maps of Heimburg, Harding discovered an ancient sewer network below the city's current system. Long ago sealed off and forgotten, these tunnels run right under the Cathedral to a point only 40 feet beneath the holy edifice's lowest level.

Harding plans to fill the tunnels with explosives and destroy the very foundation of the Brotherhood stronghold. His only worry is that some Mystic like Brother Michael might use the Art to find out what is going on below his very feet. With this in mind, Harding plans a grand distraction: war in the streets of Heimburg.

THE TERROR BEGINS

When Harding realizes his first scheme has failed, he sets his new plan in motion. By nightfall, he is ready, and the assault on Heimburg begins. He has been using the forgotten sewers to move Dark Legion troops into position without alerting the Bauhaus military. All over the city, Heretic cells are waiting for the signal. Both those corrupted by the Dark Tempter as well as older Heretics are ready to lay down their lives for their master in an orgy of blood and fire.

An hour after sunset, Centurion teams make surgical strikes on power and communications centers, sending most of the city into a total blackout: no electricity, telephone and in some cases water. The city reservoirs and aquifers are also prime targets, with poison gas attacks and psychoactive drugs used to pollute the city's water. By midnight, the city is in utter chaos.

At nearly the same moment miles away in the Venusian jungle, the Dark Legion is making another assault on the Tomb of the Second Seal. This is an all-out attack, the largest since the Battle for the Tomb that took place several months ago. The battle itself will probably go on for days no matter what happens in the next few hours in Heimburg. Who wins, however, depends on whether or not the Cathedral is standing come tomorrow. Without the Cathedral to support their use of the Art, the Brotherhood will not be able to maintain their hold on the Second Seal, and the Dark Tempter will soon be free to spread its corruption again.

As the attacks begin, most citizens flee the streets, seeking the tenuous safety of their homes. Some join in with the destruction, taking advantage of the blackouts and chaos to loot and steal. Common criminals unknowingly become servant of the Dark Legion.

In some sectors, the BLEU patrols scour the streets, shooting anything that moves. In other sectors, rioting and looting has grown so bad that the patrols cannot even enter the area without being beaten back.

Dark Legion snipers roost on every corner, gunning down anyone in a uniform. This is urban combat at its worst, with Bauhaus and Brotherhood troops fighting for every floor of every building. The Heretics and Legionnaires are fighting with a scorched earth policy, burning anything they cannot hold on to. In the darkness of a powerless city, the only light comes from the flaming ruins of the housing blocks and the smoldering remains of the city power plants.

Harding's troops cannot hope to actually win this fight. They are too few compared to the total number of troops available to the city's defenders. But Harding does not need to win here. His troops are fighting to affect maximum chaos and distress.

Once the power plants are gone and the water polluted, the Legionnaires cease to attack heavily defended targets. They focus instead on residential sites and housing blocks. Hospitals

are another popular target for the Heretics, who shoot at anything that shows an affiliation to the medical field. Orphanages, chapels, retirement homes, shopping centers and schools are all popular targets as well. They want the residents of Heimburg to know nothing but despair and sorrow, a fraction of how they'll feel when their Cathedral lies in ruins.

A DARING RUSE

As the evening of terror draws to a close and morning approaches, Harding makes his final play. He has thus far concentrated his forces well away from the Cathedral, hoping to draw off as many members of the Brotherhood as possible. In the hour before he plans to set the demolition charges, Harding lets one of his soldiers get captured by the Inquisition.

The prisoner does not know Harding's true plans, but he thinks he knows where the main concentration of the Dark Legion troops are. He reveals that the Legion attacks have all been a diversion and that a large force of Ezoghouls, Razides, and Undead Legionnaires led by a Nepharite are preparing to make an assault on a Brotherhood air base and supply depot. The alleged target lies on the outskirts of the city, well away from the Cathedral.

The information leads Brother Michael to take a large contingent of Brotherhood Forces to take up defensive positions at the air base in order to surprise the attackers. This plays perfectly into Harding's hands.

The Cathedral is still be well guarded from physical attack by ground or air, but the powerful practitioners of the Art are all occupied with guarding the Second Seal or defending the air base. Since the only way the Brotherhood has any hope of detecting the attack from below is through the Art, they are unable to stop Harding.

There is in fact an attack on the air base, and it is led by a Nepharite. Harding needs this to keep the Brotherhood and Bauhaus forces occupied while he carries out his mission. Once the Cathedral lies in ruins, Harding plans to travel out to the Tomb of the Second Seal and help free it from the clutches of the Brotherhood.



THE HEROES

Where the heroes are when everything starts depends on where they were when the bomb was discovered. If the heroes found the explosives on their own, they could be anywhere. If Harding finds out they know what's in those crates of "medical supplies," he immediately detonates the bombs. Failing that, his surveillance teams attack the heroes before they can turn Harding in. Assuming they surmount these two obstacles, the heroes are free to do as they please.

They may well choose to alert the authorities to what Harding has been up to. If this is the case, they are taken into custody and handed over to the Inquisition for questioning. See the next section for details on what happens then.

The heroes may decide to just cut their losses and run for it. Harding tries his damnedest to kill them before they tell anyone—mostly via a series of attacks by Dark Legion forces—at least until all hell breaks loose that evening. At that point, Harding loses interest in what happens to the heroes.

If the heroes do fight it out with any of Harding's death squads, they find sewer maps on the corpses of the enemy leaders. The maps

The rioting and mayhem had gotten much worse, and the military and police forces were being stretched to their limits trying to restore order to the beleaguered city. The Brotherhood couldn't even lend its support, for they were too busy trying to defend both the city and the site of some major disturbance in the Venusian jungle.

Driven by his undying sense of duty, Hess and his soldiers entered the sewer through the same manhole that the Ezoghoul had slipped into while making its escape. Hess took no chances, throwing



several frag grenades into the opening before he committed any of his men to the assault.

Upon entering the tunnels, the Bauhausers discovered the mutilated corpse of Schmidt only a few yards down the main line. He'd been torn asunder by the grenades, but the gnawing on his bones proved he'd been dead and devoured long since. Hess steeled his troops against the sight and ordered them to press on.

are very detailed and seem to have been drawn by hand. There are a number of locations marked on the maps, including the sewer safe house where Harding gave them the bombs.

The heroes may also try to find Harding right away and get some answers out of him. He is not to be found in his office or quarters, and according to the Capitol military he is on an extended leave of absence.

Swann, if the heroes ever meet up with her, has no idea where Harding is and is quite shocked to find out about her former commander's betrayal. She has no idea where to find Harding, although if questioned, she realizes that Harding seemed to know the sewer system very well.

If the heroes look for the remains of Swann's ambushed team, they find them all dead, many shot in the back at close range by a shotgun. All roads seem to point to the sewers, and all the captured maps start with the secret chamber the heroes met Harding in. For more information on that, see the section *Into the Sewers.*



After several minutes of creeping through the sewers, it seemed the trail had vanished. Hess worried that the foul creatures might have returned to the surface. It was obvious that he and his men could easily lose themselves in the warren of sewer tunnels that ran beneath Heimburg, and he began to doubt his decision to pursue the Dark things.

Private Turco slipped on something and fell face first into the filth that oozed along the sewer floor. He cursed and stood up, garbage and filth covering his uniform. In his frustration, he turned on Hess

IN THE HANDS OF THE INQUISITION

Chances are the heroes find themselves in the hands of the Inquisition. If the heroes brought forward the information on the bombing attempt of their own accord, they are treated kindly. However, if the heroes were caught by Brother Michael with the bomb, they are in for a rough seven or eight hours.

The interviews take place in separate rooms, and the heroes are forbidden to talk to each other. The rooms are small iron cubicles high in the spire of the Cathedral. Skilled practitioners of the Art monitor the interrogations, checking to see if any lies are told. Lying to the Inquisition is dealt with immediately through the use of an electrical device resembling a cattle prod. The heroes are made to tell their stories over and over again to at least three different Inquisitors.

The Inquisitors do not stop questioning the heroes until they have found out everything about their relationship with Harding. They believe that Harding is behind the attempt to destroy the Cathedral, and they want to know why. They want all the details of the survey mission in the jungle and of the museum break-in and murder charges from *The Four Riders.* Finally they want to know everything about the Sentinels and Harding's plans for them.

The heroes are forced to tell everything one way or another, and torture is a viable option. Although the Inquisitors soon come to believe the heroes' story that they were duped, they do not take kindly to men and women who are so easily fooled. They search and search until they discover all there is to know about the heroes and Harding.

This takes the rest of the day, but the heroes are finally released just before dusk. There is an all-points bulletin issued for Harding's immediate capture, as well as a 500,000 crown reward. The heroes are free to go, and they may even be asked to help hunt Harding down.

Harding's surveillance team is still waiting for the heroes outside the Cathedral, and when they emerge they begin to make plans to attack the heroes. The Brotherhood is preparing to raid Harding's last known location when the war in the streets begins. Harding is all but forgotten as Brotherhood and Bauhaus fight desperately to keep their city from falling into too many pieces.

It is up to the heroes to do what they can to find Harding at this point. Fighting the surveillance team gives them possession of sewer maps showing the location of Harding's secret chamber. If the heroes pass this information on to the authorities, they are thanked and sent on their way.

It is obvious that the authorities are too busy to listen to the heroes, as the city around them bursts into flames. The heroes are on their own if they want to find Harding, and that is something they definitely should want to do. Emphasize to them how betrayed they feel, how evil Harding is, and the 500,000 crown reward for his capture. All of this should prove more than adequate impetus for action.

TRAVELING THE STREETS OF FIRE

The major problem facing the heroes now is the daunting task of trying to maneuver through Heimburg, now an active warzone. Fighting has broken out all over the city, particularly in the less well patrolled neighborhoods. There is a full curfew in effect for the entire city, although since most of the city is without power or communications, few people are aware of the decree. Soldiers of both sides are shooting anything that moves unless they are certain it is friendly. Mobs and street gangs prowl the dark alleyways, hoping to prey on the leftovers from the battle that rages around them.

Periodically a block suddenly bursts into flame. Maybe it was a gas main breaking; maybe an enemy rocket. Sometimes it is simply someone taking advantage of the chaos to settle an old grudge.

Flares shoot up into the air, providing brief periods of spectral illumination. The Bauhaus army has taken to using mortar to saturate entire areas with knock-out gas.

The Dark Legion is doing all it can to obstruct travel through the city, blowing bridges and overpasses and blockading main thoroughfares. Any moving vehicle is an instant target and subject to sniper fire, machine-gun attacks and even anti-tank rockets. Air travel is now severely restricted, and only Bauhaus and Brotherhood aircraft are permitted in Heimburg airspace. Any craft without proper identification codes and clearance is immediately shot down.

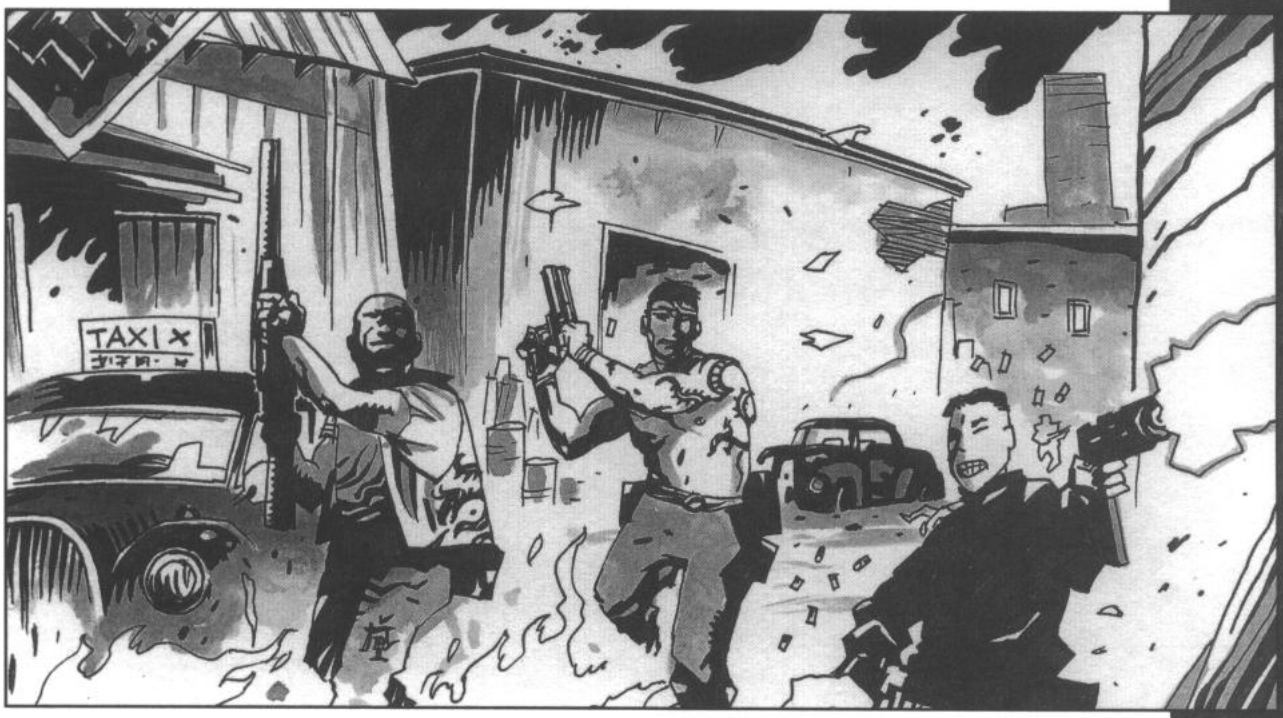
The surest way to get across the city is on foot. The sewers are an even better option, but they present their own problems. Heroes making their way across the city face every kind of danger mentioned above. Bauhaus soldiers try to prevent them from going into certain heavily contested neighborhoods. Dark Legion Snipers and ambush squads try to gun them down where they stand. Bands of thugs and looters may or may not accost them, depending on how well armed and numerous the heroes are.

Feel free to make up any encounters you feel are appropriate, but there are a few suggestions below. It is important to emphasize the chaotic atmosphere that pervades Heimburg this night. With the power out, all is in darkness. Except for the occasional emergency lights, the only sources of illumination are the fires burning in destroyed buildings. The air is thick with smoke and the noxious gasses that Bauhaus has been liberally spreading about the city. Every corner reveals some new atrocity, from families gunned down in the streets to hospitals burning to their foundations.

SAMPLE ENCOUNTERS:

THE RAZIDE. The heroes hear whimpering and then a woman's screams from a nearby building. They then hear the monstrous growling of some otherworldly beast. Nearly immediately, a Razide steps out of the building, pulling along a young woman by the hair. He wields a Nazgaroth machine-gun in his other hand.

Preoccupied with the woman for the moment, the Razide is off guard, and the heroes get a chance to fire before he brings his weapon to bear on them. If they manage to save the woman, she is eternally grateful and offers to show them a short-cut through part of the neighborhood.



and said, "We're never going to find them down here, sir. Why are we doing this?"

"Quiet, private," warned Hess. "At least you're wearing your mask. Can you imagine what this muck must smell like?"

"I'd rather not, sir."

"Good," said Hess, "then how's about finding us a way along this tunnel that leads to a drier one."

"Yes, sir," replied Turco, as he sloshed through the sewer.

The squad's mood did not improve soon. They had always thought of themselves as invulnerable, Hess surmised, and now that one of them is dead, they're having serious doubts about their ability.

It had been like this for Hess when he was just a lieutenant. He and his first squad had thought of themselves as being blessed by the Cardinal–they were invincible. But that all changed when they were assigned to the assault lines against the Citadel of Alakhai. Hess shuddered with the memory. Only he and his radio operator had survived.

A few minutes later, the lights along the tunnel ahead of them went out. Hess paused, straining to see into the absolute blackness in front of him. One of his men produced a flashlight and lit it before Hess could stop him.

"Put that out!" Hess cried out, but it was too late. A belching sound erupted from the blackness, and the hapless soldier



was engulfed in a torrent of putrid flesh and filth.

"Ambush!" Hess screamed. "Take cover!"

His men scattered along the sewer walls, pressing themselves into every scrap of cover they could find. It was too late for the victim of the Plaguebringer, and as the infected Hussar fell screaming into madness, Hess mercifully peppered him with bullets from his Stonecleaver. Tracer fire erupted from the other Hussars as they fired into the inky black unknown before them.

Hess cursed and shouted into his headset. "Don't use tracers! They'll track them back to your positions!" Once again he was too late. The thunderous sound of a Nazgaroth shook the sewer, and two of his troopers were torn apart by the heavy-caliber shells.

"Bring up the machine-gun now!" The heavy weapons team trotted up the sewer and opened fire back down the

GANG WAR. The party stumbles straight into the middle of a fight between two rival street gangs. It turns out that one group has sold out to the Dark Legion and is actually a band of Heretics. The others, although criminals, are merely trying to save their home from the forces of Darkness.

If the heroes can work all this out, they may be able to help the "good" gang win the battle. If they do so, the gang's leader offers to guide the heroes through this part of the city and even provide some troops to help them hunt for Harding. War makes strange bedfellows.

INCOMING! The heroes find themselves caught in a barrage of mortar fire from a Bauhaus position a few blocks over. The soldiers are dropping knock-out gas, and unless the heroes have protection, they need to immediately seek cover in a nearby building or lose consciousness.

Inside, homeless men and women accost the heroes, begging for food and money and asking them to protect them. They become more and more insistent, and soon they all start trying to drag the heroes down. None of them are armed, and they are not overtly violent, but the simple weight of their numbers threatens to crush the heroes.

The heroes should find a non-violent solution to the problem. They may even be able to enlist some of the homeless ones in their cause of the heroes are persuasive enough.

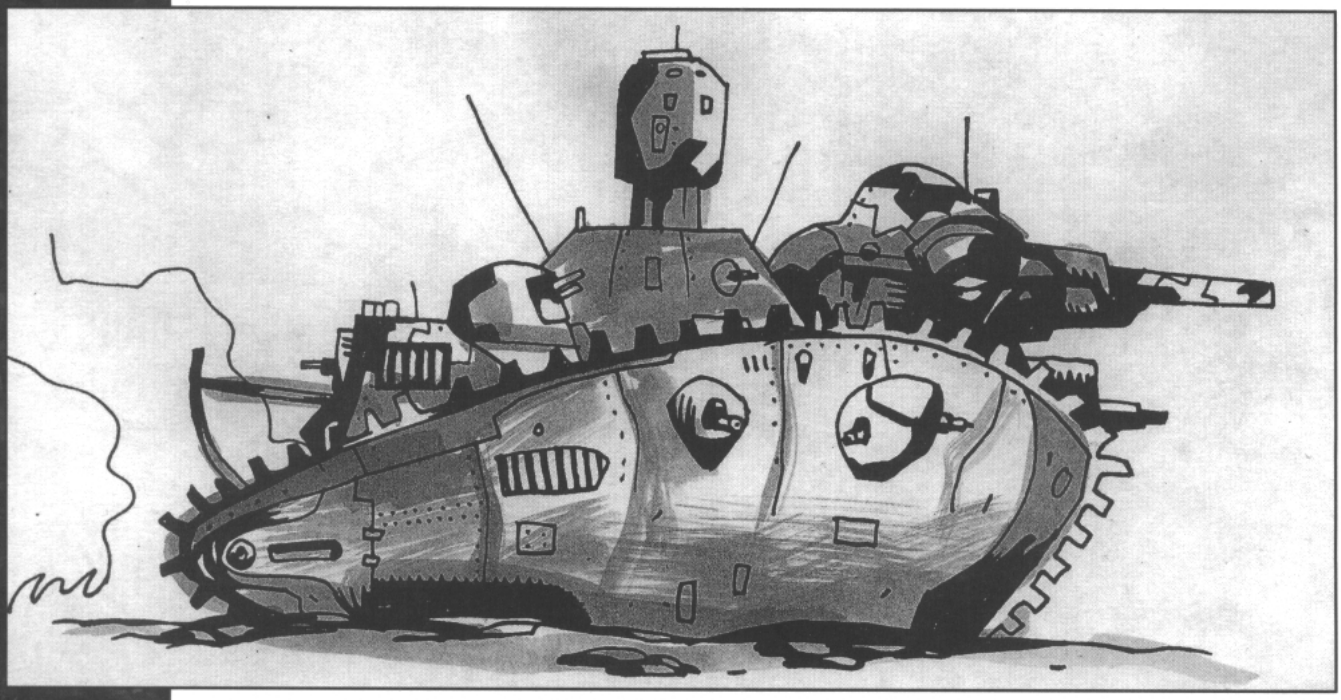
THE SNIPER. A Centurion lies in wait on the top floor of a building, blocking any further passage with bursts of automatic fire. The heroes must find another way around or roust the sniper from his nest. Unfortunately, they find that he is holding a family of five hostage in their apartment. Use the stats for a standard Centurion for the sniper.

THE DOWNED FIGHTER. A Bauhaus Raven air-superiority fighter has crash-landed in the street near the heroes. The pilot is unconscious in the cockpit, and Dark Legion troops are closing in on his position. The heroes have an opportunity to rescue him before he is captured or killed. If they do so, he helps them hunt down Harding.

UP FROM THE SEWERS. As the heroes proceed alone a narrow alleyway, they see a manhole in the next block open up, and a Heretic sticks his head out. He is part of a squad of Heretics using the sewers to make their getaway from pursuing Bauhaus troops. The heroes can either flee or take the squad by surprise. Either way, they now have a clue as to how the Dark Legion is getting around the city so easily.

ROGUE TANK. The heroes have managed to make their way into a relatively peaceful section of town, although from all directions they hear the sounds of distant and not-so-distant fighting. Suddenly, there's a loud rumbling at the end of the street, and a speeding GBT–49 Grizzly rounds the corner moving at full speed.

Almost too wide for the street, the tank runs down street signs, parked cars and anything else that stands in its way. Most of the crew is dead, and only one insane driver remains. He has fallen victim to the Dark Symmetry and is now irretrievably mad. Heroes must make dodge out of the tank's way or be run over, which probably means diving through glass windows into abandoned storefronts. At the end of the street, he runs into a large building, bringing the whole front of the building crashing down on top of him. If the heroes can figure out how to get him out without getting shot, they can take the tank, assuming they know how to drive it.



INTO THE SEWERS

Eventually the heroes make it back to where they originally met Harding and can once again journey into the city's sewers. It is possible that they traveled the entire way underground, in which case you need to apply the circumstances given below to their original journey.

All of the maps they may have taken off of Harding's men have the room where the heroes met Harding as their central point of reference, so to track down any of the other sites listed on the maps, the heroes must start with Harding's secret chamber. The maps show seven other similar chambers throughout the city, as well as four passageways marked "portals." All are accessible through the central hub where Harding and the heroes met.

The Heimburg Sewer system is centuries old and has been built and rebuilt scores of times. In fact, the ground level of the city itself has been raised at least 50 meters since the Homebuilders laid the first stones. Over 70% of the tunnels beneath the city are no longer used for the removal of sewage. In fact, many of the lower tunnels are more recent additions, used by crime organizations, smugglers, the homeless and, most recently, the Dark Legion. Some of the tunnels are said to even predate the founding of Heimburg and may have been used in the original terraforming of Venus. No complete map exists, but Harding has managed to create one of the most accurate maps extant today.

Finding the hub again is not the easiest task, and unless the heroes made a map or mental note of how to get there, it may take some time to find their way back. Once they get down to the level of the secret room, they need to be very careful. It is very quiet down there, and sounds travel a long way. This part of the sewer system is no longer in use and is mostly dry and musty. There is the occasional sound of dripping water, but not much else. It is pitch black, and the heroes must bring their own light source, something else that may give their location away.

THE SECRET ROOM

There are three passageways that come into the secret room, although the heroes have only traveled in one of them. All three have tripwires near the entrance to the chamber. The tripwires are set in pairs of two, very close to one another. The first is just a few inches above the ground, while the second, which is only a foot further down the hall is about three feet off the ground. The first is connected to a flash bomb, the second to a grenade. The hope is that the unlucky soul who trips the first will stumble forward into the second, blinding his compatriots and then shredding him and anyone nearby. It is not hard to discover the trap, as long as the heroes are looking for traps and using flashlights or some other light source. Just walking along in the dark, the traps are pretty much impossible to detect.

Assuming the heroes make it past the traps, they enter the chamber where they previously met with Harding. He has left two Heretics waiting in the shadows. If the heroes do not speak the pass phrase ("Kiss it good-bye") as they enter the room, the guards open fire with their sub-machine-guns. The Heretics cannot see in the dark any better than the heroes can, but they fire at light sources with their weapons on full auto.

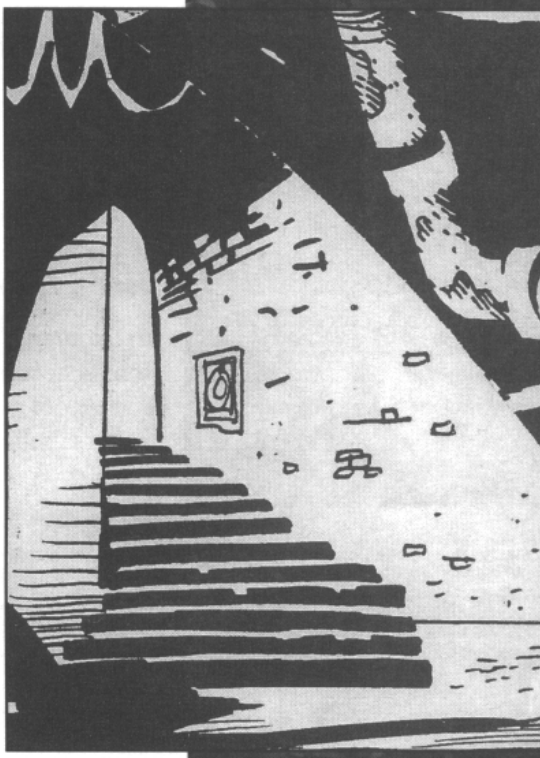
There are no longer any lamps lighting the room, but the heroes' flashlights reveal the corpses of Sentinels, all shot by a shotgun where they lay wounded. The other crates of "medical supplies" are gone. The smell of death and gunpowder hangs heavy in the air.

There are three exits from the chamber, one of which the heroes came in from. The other two go deeper into the bowels of Venus. The map provided here is a simplification of the one taken from Harding's men by the heroes. The real map folds out to 1 by 1.5 meters and is covered with intricate drawings of the city's sewer systems. Certain routes are clearly marked on the map, giving instructions on how to get from one specific site to another.

Only by comparing the sewer map with an equally detailed city map can the heroes even hope to figure out exactly where in the city each of the marked locations is. This in itself could take several hours, time the heroes do not have. The map here shows approximate travel times between the locations, and their general orientation towards each other. Assume that each of the routes marked on the map involves a fair amount of climbing through storm drains, up and down ladders, and opening secret passages between sewer tunnels.

SEWER ENCOUNTERS

Moving through Heimburg's sewers is usually a disgusting, but otherwise harmless process. Tonight, it can be positively deadly. The Dark Legion is using the sewer as a way to move about the city unchallenged. The Brotherhood



tunnel at the source of the Nazgaroth shots.

Hess threw a flare into the dark, so the gunners could se what they were firing at. It li the sewer with an eerie glow, illuminating a squad of Blessed Legionnaires and a Razide. Within moments, the were slaughtered by the concentrated firepower Hess's men threw at them.

Suddenly, Kratach fire erup ted from behind the Hussars. It was joined by fresh troops rushing down the sewer ahea if Hess's men. Hess saw his squad's predicament and acted quickly.

"Turco, lock and load a co cussion grenade and bring down the ceiling 10 meters ahead!"



Turco nodded and chambered a round in his grenade launcher, firing it at the ceiling just as he was ordered. The explosion knocked Turco off his feet, happily knocking him out of the way of the Blutarch fire that stitched the wall behind where he had been standing. The ceiling collapsed on the Dark Legion forces, burying them under tons of rubble.

It had been a gamble on Hess's part. He had hoped it would open an escape path for his soldiers to get to the surface. It had failed at that, but had at least got rid of half the problem. Now all they had to do was fight their way through the creatures that had them pinned in the newly created dead end. It just gets better and better, Hess thought.

"Fight your way to freedom!" he shouted, as the battle raged on under the embattled city of Heimburg.

"Is it clear?" the nervous looter asked his partner, who was watching the street. His partner nodded, and the youth threw the brick he'd been hefting through the window of the small tech store.

and Bauhaus troops have caught on to this fact, but they are having a hard enough time trying to control the city above ground without engaging in tunnel warfare.

The heroes can probably hear any large squads of Legionnaires long before the enemy hears them, so they should be able to avoid mass combat if they are careful. The Dark Legionnaires know that Bauhaus dares not come into the sewers tonight without a lot of troops and poison gas, so they are not expecting or looking for a small team of invaders.

Most of the tunnels marked on the heroes' map are ancient sewers largely unknown to Heimburg's current public works department. The Legionnaires pretty much assume no one but followers of the Great Darkness knows their secret tunnels. Smart heroes may even dress in the uniforms and armor of dead Legionnaires to further hide their presence.

All the same, there is a good chance the heroes run into trouble in their search for Harding. Here are a few suggestions:

CHILDREN OF ILIAN. From up ahead, the heroes hear a maniacal chattering, the sound of a group of Children of Ilian on their way back from sabotaging a water purification plant. They carry only tools for working on Necrotechnology. The heroes can hide from the little beasts, who are too preoccupied with celebrating their success to notice the heroes lurking on the shadows. Capturing one of them would prove futile since the heroes cannot possibly understand their incessant gibbering.



BOOBY TRAPS. All throughout the tunnels, the Dark Legion has been laying traps, just in case someone should venture down into their territory. Trip wires are quite common, as are other sorts of mines. In some areas, pits have been covered over with plywood that instantly collapses under a man's weight. Gas bombs attached to trip wires are also popular, because they do no harm to the tunnels but are effective against undesirables.

Most of the traps are crudely built, and some do not even function. If the heroes are looking for them, they should be able to find them. Likewise, there are many more traps off of the routes marked on the heroes' stolen map in areas where the Dark Legion is less likely to be traveling.

SEWER TRIKES. Some areas of the Dark Legion's underground route involve long stretches of wide, straight tunnel, sometimes several kilometers long. Here the forces of Darkness are employing three-wheeled motor vehicles for quick transportation.

As the heroes near a tunnel, they hear the roar of engines and the screeching of tires as Heretics race up and down the tunnel. The bikes themselves are simple and are not armed. Each can carry up to three man-sized riders sitting in tandem. Some of them have trailers harnessed to them, carrying even more troops. All of the vehicles have large, wide tires suitable to the uneven stonework of the ancient tunnels.

REFUGEES. The heroes may well stumble upon innocent denizens of Heimburg who have sought shelter in the sewers. Now they are even more scared having seen the large numbers of Legion troops marching around below their city. Most of them cannot be of any help to the heroes and are now hopelessly lost. The heroes may do what they wish with them, helping them or not.

ARMED PATROLS. Armed patrols are certainly the most common threat down below, as virtually every kind of servant of the Dark Legion can currently be found beneath the city. Almost every variety of Dark Legion troopers are running around in Heimburg's sewers, so feel free to include your favorite foes to throw against the heroes. Most of the Ezoghouls, Soulslayers and all of the Nepharites and other powerful creatures are already committed to certain areas of battle and are not likely to be wandering around the sewers.

CHAPTER 3: SAVING CIVILIZATION

The heroes are now in the sewers and on the trail to discovering Harding's plot to destroy the Cathedral. It is obvious that something big is happening down below, and the heroes may try to alert the Brotherhood and the Bauhaus military.

Radio communications from the sewers themselves are impossible. Harding and the Dark Legion are jamming all frequencies, and radios pick up nothing but static. Only Necrotechnological communication devices function for the rest of the evening or until the heroes destroy the jamming station in Chamber Four. They could use communicators stolen from Dark Legion forces, but then any number of unpleasant individuals might be listening in.

The timing of events in this chapter is largely left to when the heroes happen to stumble onto things. They may never make it to Chamber Six where the Lost Battalion has gathered to force the Dark Legion from their home. If this is the case, that's one less ally for the heroes when it comes time to fight it out with Harding in the final chapter.

Either way, the heroes make it to Chamber Seven just in the nick of time. Of course, they may give up and never make it there, in which case Harding's plan succeeds, the Cathedral is destroyed, and the Tomb of the Second Seal falls into the hands of the Dark Legion.

THE FOUR PORTALS

The portals are gateways between the sewers of Venus and some of the more powerful Citadels around the solar system. Harding created these portals only in the past few hours, although he had prepared all the necessary rituals beforehand. Each portal required a mass sacrifice and a powerful infusion of the Dark Symmetry.

The portals are one-way from the Citadels to the sewers and will disappear in 24 hours. Most of the forces of the Dark Legion who were going to come through the portals have done so already, but there are a few stragglers still making their way to the warzone. Each portal is slightly different, but all of them are surrounded by the corpses of those sacrificed in the name of the Great Darkness.



While each of the portals is attached to a particular Citadel belonging to a particular Dark Apostle, servants of each of the other Dark Apostles are involved in the battle for Heimburg. Harding brought these in well before the night's festivities began.

PORTAL ONE: CITADEL OF DEMNOGONIS

The first portal is actually where Harding found the inspiration for creating the other three. Long ago, only a few decades after the First Seal of Repulsion was found on Nero, Dark Legion forces came to Venus and set up an underground portal connecting Venus to Nero. The Brotherhood found the portal and sealed it–they thought–for good.

When Demnogonis stepped forth from the Great Darkness, he found the portal's other side and reopened it. For centuries, the portal has remained active, although not to the degree that it once was. Originally it was a huge doorway, allowing the passage of tanks, masses of troops and machines of war instantaneously from one end of the solar system to the other. The Dark Apostle knew that reopening the portal on such a grand scale would instantly alert the Brotherhood to its presence.



It had been a bountiful evening for the thieves. After the power had gone out and fighting had spread throughout Heimburg, there were areas not yet engulfed that were ripe for the looting. So far, the two of them had filled their small van to capacity twice with goods stolen form all manner of stores. Their hideout in the industrial district was crammed with stolen radios, record players, fine clothing, and even furniture that they had looted from the finest department stores Bauhaus had to offer. Now they were trying for a grab at some major home-tech, robbing a small but exclusive store that catered to the rich and influential.

The duo made their way to the back of the store quickly, trying to beat the alarm's call. Since the city had been thrown into chaos, the two looters were confident they had enough time to get what they were after and make a quick escape long before the authorities arrived.

The youth looked up worriedly as he heard something over the alarm. "What was that?" he said to his partner.

"Nothing. Just your imagination. Come on. let's go!"

They picked their way out of the store, arms piled so high with stolen merchandise that they couldn't see directly in front of them. Suddenly they heard a voice say, "Excuse me, gentlemen, but might I see your receipt?"

As they slowly lowered the goods, they found themselves looking down the barrel of the main cannon of a Cobra GEV, its commander nonchalantly



leaning out of his hatch on the turret. They dropped the stolen goods and raised their hands. The commander spoke into his headset.

"Sieves, radio the nearest precinct house and inform them we have two guests eagerly awaiting a stay in one of their luxurious cells for a long, long time."

The night had proven both daunting and exciting for the crew of the Nightwing. They had arrived in the industrial district in time to save a squad of police from being massacred by some Templars attempting to blow up an ammunition factory. Then they had patrolled the streets of Heimburg for hours, assisting the authorities with the capture of looters, and fighting with the terror squads of Dark Legion forces.

Schaeffer and his crew had thus far been unscathed, and their new tank had only been abused slightly, losing some paint from its armor in a high-speed chase with a fleeing group of suspects who had stormed an armored car full of Cardinal's crowns. Anderson had laid a high-explosive round right in front of the car as it sped along the road high above the city, between two of the massive star-scrapers that dominated the upper levels of Heimburg. The car flipped over when it hit the crater and had come dangerously close to skidding over the edge of the bridge.

Steiner had just managed to keep it on the road by throttling the lift motors to their maximum and sideswiping the van as it skidded to the edge of the precarious drop.

Instead he created a much smaller portal, one only large enough to transport the microbes and disease-bearing insects of Demnogonis' myriad plagues and afflictions. Ever since, the portal has been a source of disease in Heimburg, which grew up around the portal. Bugs and vermin from deep in the sewers became carriers, bringing up the deadly diseases. If the portal were to be closed, mortality rates in Heimburg would probably decline drastically.

For a long time, the portal itself was not much to look at. The original structure was quite impressive: a huge arch of black stone carved with images of the Great Darkness and its servants. The Brotherhood tore this down, and Demnogonis' portal was simply a small hole in the wall.

Harding has used the Dark Symmetry to expand the portal to its original size. Now it lies in a large chamber that Harding created by breaking out the walls of several different tunnels and chambers. The portal chamber is a large cube, measuring 40 meters to a side. The route on the tunnel map the heroes stole enters the chamber from the south wall. The west wall is the portal, now enlarged from a mouse-sized hole to a 30-meter-high gaping maw.

Only darkness is visible within the portal, and anyone trying to walk into it is prevented from doing so by an invisible barrier. Inside the portal chamber, several Heretics keep guard. They are anxious and bored, sad to be kept from the fighting.

Since this was the first portal Harding opened, everything that is going to come through the portal already has. If the heroes become involved in a firefight with the Heretics, a group of three Blessed Legionnaires comes through from the other side to aid in the portal's defense. If the wall in which the portal is built is destroyed, the portal itself ceases to exist.

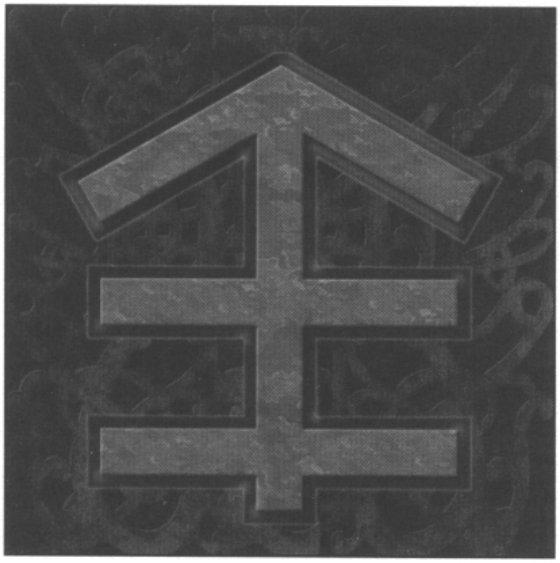
PORTAL TWO: CITADEL OF ALGEROTH

Given the nature of Harding's operation, it was only natural that he turn to the Apostle of War when seeking aid for his assault on Heimburg and the Cathedral. This is the first of two temporary portals Harding has created to Citadels belonging to Algeroth. Located at opposite ends of the city, they provide most of the heavy hitting troops that have taken out the city's power plants and hospitals.

This first portal is located in a natural cave that was once part of Heimburg's subway. The vaguely oval shaped cavern is close to 100 meters long but is only 15 wide. It is in the lowest levels of the underground tunnel system, but it is well suited for transporting large numbers of troops. Harding has cut several tunnels connecting the portal chamber almost directly to the surface. The cavern itself lies about a kilometer under the city's largest power plant, which now lies in ruins.

The portal is set against the north end of the cavern. It consists of two altars spaced 10 meters apart. An arc of pulsing black energy connects the two altars, reaching up 20 meters to the cavern's roof. The dead bodies of the 20 men and women killed to consecrate the portal lay piled at the foot of each altar.

The second of Harding's portals, this one has also largely served its purpose, and only a minimal guard has been left to watch over the cavern. Five Undead Legionnaires stand silently in the shadows, waiting for intruders. They open fire with their Krataches as soon as anyone enters through the single tunnel that connects this cave to the rest of the sewer network. Disabling the portal is a simple matter of overturning one or both of the altar.





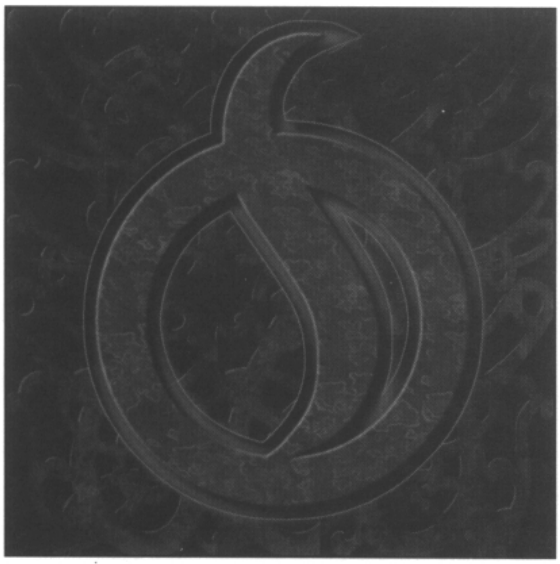
PORTAL THREE: CITADEL OF SEMAI

Harding has always had a special place in his heart for Semai, and given the backhanded, conspiratorial nature of the attack on the Cathedral, he was pleased that the Lord of Spite agreed to lend his aid. Callistonian Intruders were among the first through this portal, setting up the explosive charges that would disable the city's infrastructure and communications. Ever since the initial attacks they have been hunting down important Bauhaus citizens and killing them and their families. Meanwhile, large contingents of Heretic Legionnaires have been engaged in terror operations, attacking defenseless housing developments, kidnapping children and so on—anything to demoralize and confuse the people of Heimburg.

The portal is a ring of stones soaked in the blood of 30 young men sacrificed to Semai and the Dark Symmetry. The floor within the stones is a shiny black substance, slippery to the touch. Displacing the stones destroys the portal, which will dissipate in a few hours anyway.

The portal lies within a low-ceilinged chamber beneath one of the city's largest hospitals. The chamber is small, only 30 meters by 10, with a three-meter high ceiling. There are three tunnels leading into the chamber, one of which is marked on the heroes' map. All three of the tunnels have been rigged with explosives that detonate once someone enters the portal room, effectively sealing them in behind tons of stone.

The servants of Semai are all done with the portal, but they know that as long as it is active, it attracts Brotherhood forces who do not know that its purpose is complete. Heroes searching the tunnels thoroughly discover the explosive charges, and if they watch where they are stepping, they discover the pressure plates that detonate them. The pressure plates surround the portal and are scattered throughout the room.



PORTAL FOUR: SECOND CITADEL OF ALGEROTH

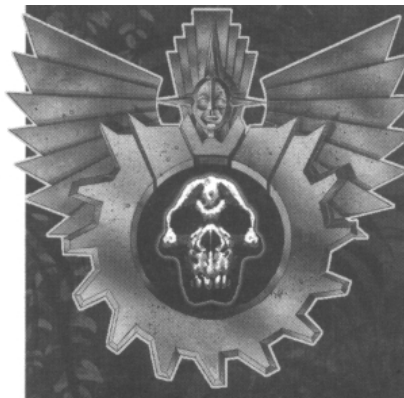
The last of the portals Harding opened, this one is still active, with new contingents of Algeroth's troops coming through every few minutes. The portal chamber is another large underground chamber. It used to be a sub-basement for one of the earliest skyscrapers built on Venus. That venerable building is now forgotten, but Harding found its sizable basement and has converted it to a charnel house for his own uses.

The room is rectangular: 25 by 50 meters, with a 10-meter-high ceiling. There are two tunnels leading out of the room, as well as a shaft leading upward to the city streets. Opening the portal to Algeroth's other Citadel needed the blood of 40 innocent souls, people Harding has kidnapped and imprisoned over the past few weeks. Their blood and entrails form a rough circle on the cracked cement floor of the building, within which shimmers the portal itself.

The portal is very active, and sounds of troops moving and otherworldly creatures gibbering can be heard from quite a ways away. The entire area is best avoided by the heroes, since a Nepharite is already present, overseeing the passage of tens and hundreds of Legionnaires through the portal. Most of them proceed up the shaft to the surface, climbing on ladders made from black wire.

The heroes' approach is not likely to be noticed, but every few minutes a contingent of troops heads off down the corridor in which the heroes are standing. It should be obvious that any attempt on the heroes' part to interfere can have only one possible result: their deaths.





Anderson had still been a little angry with the private for ruining the paint job in such a way, but Schaeffer had quickly diffused the situation by commending them both for their quick thinking and promising them he would note that in his report at the end of the night.

They had just come back to Heimburg from refueling and rearming when Steiner had spotted the broken window of the storefront the two looters were robbing. So Schaeffer had ordered Steiner to ground the Cobra right in front of the thieves' van and await their coming out of the store. As he watched the police haul the two thieves away, he grinned and called out to them, "Thank you for shopping with us and please come again, provided you're still citizens after the courts are through with you two."

Anderson laughed, slapping the side of his hatch in hysterics. Steiner simply watched impassively, smoking a cigar as he perched on the nose of the Nightwing next to his driver's compartment. Sieves was inside, monitoring the radio traffic for any potential trouble they might be needed for. She was unusually quiet, Schaeffer thought to himself, probably from her monastic upbringing. He decided to make a point to get her story from her.

Sieves poked her head out of her cramped area deep within the tank. "Sir, I just intercepted a badly fragmented call from a squad of Hussars. They are trapped in a sewer main about two miles from here with a Dark Legion force pinning them in.

THE SEVEN CHAMBERS

There are seven chambers like the one in which the heroes met Harding, and each one represents a different aspect of Harding's plan for the city. The first six are chiefly staging grounds for the Dark Legion's assault on the city. The final chamber is directly beneath the Cathedral itself. Encounters in the passageways between the chambers are detailed in the previous chapter.

CHAMBER ONE: STAGING AREA

More of a warren of closely packed tunnels than a chamber, this is one of the centers for organizing the attack on Heimburg. The area covers a half of a square kilometer underneath the city's financial district and is full of Dark Legion troops constantly on the move.



While it may be packed with potential foes, the chaos and confusion would make it easy for the heroes to try and sneak through unnoticed, as long as they are wearing Dark Legion uniforms or some other form of disguise. Of course, if they are discovered they are surely done for, since there are enough Legionnaires and other creatures here at any one time to take on several heavy weapons platoons.

The most valuable thing that can be acquired here is the central planning map posted in one of the smaller tunnels which is serving as a command post. The map shows the map of the sewers overlaid with a map of the city and approximate troop concentrations. The map shows that Chamber Seven lies directly beneath the Cathedral and that there is only a small contingent of troops assigned to the area (the demolition squad and its guard). Of course, to get a good look at the map, the heroes must get past the scores of guards and the Nepharite of Algeroth and his two Razides.

CHAMBER TWO: SUPPLY DEPOT

Months ago, Harding cleared out this area and built a reinforced steel bunker. It was not nearly complete when it came time to launch the attack, so it has since been converted into a supply depot. There are five tunnels that lead into the depot. The large chamber is simply a steel shell full of munitions crates.

Most of these have already been opened and emptied, but if the heroes get a chance to look around, they can find enough demolitions charges, grenades and rifles to outfit two or three squads. Many of the weapons are stolen from the Capitol armed forces, although there are some empty boxes bearing the logo of the other corporations, including Cybertronic.

Most of the supplies have already been handed out, and the depot has served its purpose. A skeleton guard remains: five Heretic soldiers, two of which were wounded in the early fighting and have since been posted here. They are alert to any comings and goings and attack anyone who does not present the code phrase. Likewise they immediately alert the communications center to any attacks on the depot.

CHAMBER THREE: COMMUNICATIONS CENTER

Long ago, this cavernous stone chamber was an underground reservoir, but now it serves as the nerve center for the Dark Legion's offensive against Heimburg. The vault-like room is entire-



ly made of concrete and rounded at the edges, much like a giant empty pool. Aside from the tunnel shown on the heroes' map, there are five other entrances to the abandoned reservoir.

Sounds echo noisily off the walls, and there is quite a bit of noise being made here. The room is full of both human and Necrotechnological communications equipment. This is probably the most crowed of all the chambers, with Centurions and Legionnaires rushing about, doing the bidding of the Nepharite of Algeroth who commands the center.

From here, the Dark Legion can instantly communicate with any of its forces in the city without fear of being intercepted by Bauhaus or Brotherhood detection equipment. They are using special-frequency equipment that actually sends signals through the Dark Symmetry and not via normal radio waves.

The center of the room contains a raised makeshift dais on which rests the command table: a large map showing every street, raised walkway and alleyway of Heimburg. Small models and metal figures are scattered about the map, showing the location of Dark Legion troops and their Brotherhood and Bauhaus foes. Each unit has arrows next to it representing the direction of their current assault.

If the heroes manage to somehow get a look at the map, they see that a large concentration of Legion forces is building up near a Brotherhood air base on the outskirts of the city. They also notice that there is a small demolitions squad in the tunnels near the Cathedral, seemingly waiting for something, since they are not marked as having any movement orders.

This is another room where the heroes are best served to avoid confrontation. There is certainly more firepower present than the heroes can conceivably overcome. They might have some success with a hit-and-run attack, but then every Legionnaire in the sewers is out there looking for them.

Damaging the communications center proves inconvenient for the Dark Legion forces, but it does not set them far back. Their plans are already well advanced, and all the units have their final orders.

I ordered sewer schematics from headquarters. The Nightwing could easily make it to them, provided we don't need turn around much once we go in."

Steiner snorted. "Oh, is that all? Then why don't we go after them and get ourselves trapped in the process," he said, his voice dripping sarcasm.

Schaeffer looked at him and said, "Those are loyal Bauhaus soldiers, Corporal. How would you feel if you were trapped with no hope of escape and no one came after you?"

"Actually, Corporal Steiner," Sieves interjected, "there are several points where two or more tunnels link that we can carefully turn around, but the tunnels themselves are just wide enough for us to travel down."

Steiner looked at them both and stubbed out his cigar on the heel of his boot. "I guess that means we go after them then. Right, sir?"

"That's right Steiner. Private, find us a way in and plot us the fastest intercept course to those soldiers." Sieves nodded and climbed back into her chair, typing in the requests on her nav-com system, while trying to raise the embattled men.

"This is Cobra echo four niner, to squad beta charlie, come in over," she spoke calmly into her headset. A static-filled voice filtered over her headset.

"This is–eta charli–over. We ne–help. Captain Hess and–pinned down–get to the wound–" The voice was cut off in a burst of static.

CHAMBER FOUR: JAMMING EQUIPMENT

This room is located beneath one of Heimburg's most powerful radio broadcast towers, and it is by far the closest to the surface of all the chambers. It is a small cellar that once belonged to a fashionable villa long since torn down and built over. The room measures a mere 10 by 15 meters and is filled with equipment. There is a thin shaft leading straight up that contains various wires and cables.



Other than the entrance used by the heroes, there are two other exits leading off into the sewer network.

The room contains powerful Necrotechnological jamming equipment that the Dark Legion has attached to the transmitting tower above them, broadcasting a signal that disrupts all conventional radio broadcasts in the city. This is one of the few surface sites that the Legion is really protecting, and they have placed substantial anti-aircraft defenses around the building and are currently engaged in a massive fire fight with the Hussars. This fight should last all night, but eventually the Bauhaus troops are going to be able to storm the building and retake the tower, disconnecting the jamming equipment.

There is only a handful of technicians stationed in the chamber to maintain the Necrotech. They are all much too busy monitoring outputs and adjusting frequencies to notice the heroes' approach. The heroes should be able to catch the Legionnaires by surprise and seriously damage or destroy the equipment, greatly aiding the Bauhaus cause and allowing Bauhaus to concentrate its forces elsewhere.

Any large explosive in the crowded room damages the equipment beyond repair. At the first sign of danger, the Legionnaires alert others to their peril, but it is several minutes before help arrives. The technicians try their best not to harm any of the equipment in the room during the fight, but if they see that the equipment has been rendered inoperable they burst into a frenzy and do not stop attacking until they or the heroes lie dead.

CHAMBER FIVE: PROTOPLASM PEN AND TEMPLE

Early on in his experimentations with the Dark Symmetry, Harding learned a powerful rite for summoning and binding a terrifying beast from the Great Darkness known as the Dark Spawn. The Dark Spawn has no set form, but rather exists in our world as a mass of pure darkness. It can assume any form, and usually moves about as a great roiling mass of black tentacles.

The Dark Spawn normally masses about as much as an average man. It is a creature of inhuman malevolence and exists only to destroy creatures of the Light (including all humans). Because of the Dark Spawn's ravenous appetite for mindless destruction and the fact that it attacks anything even vaguely humanoid, most of the Dark Apostles do not employ such creatures in their Legions. However, the Dark Tempter revealed to Harding a rite for controlling these creatures using a combination of the Dark Symmetry and human sacrifices.

Harding summoned the Dark Spawn almost as soon as he returned from the Venusian Jungle, keeping it in a specially prepared chamber deep beneath the city. At the time, Harding had no idea what it was he was going to do with the creature but kept in reserve as insurance. All the while, he experimented with it, feeding it different kinds of prey and using

Sieves grimly spoke into the headset, "Corporal, I am relaying the coordinates to you for the nearest entrance. We need to expedite to those men. They have wounded and are under fire."

Steiner acknowledged her as the coordinates fed into his display. He throttled up the Nightwing's engines and sent it speeding toward a sewer main opening nearby. They zoomed down into the dark opening, the lift fans spraying filthy water in their wake, on their way to save their comrades.

"Ammo! Ammo!" shouted Corporal Horst from his position on the machine gun. Hess gritted his teeth and threw a belt of bullets across the tunnel to the soldier.

"Check your perimeters, troops! Keep it up! Help is on the way!" Captain Hess shouted, trying to reassure his soldiers in the face of the growing opposition before them. He knew his assurances would only become true if

the Dark Symmetry to expand its powers. In the past month, Harding has been using Necrotechnology to make further alterations to the Dark Spawn, giving it a kind of rudimentary intelligence. Now it is smart enough to act as a guard and follow simple directions, which is exactly what it is doing now (see *Chamber Seven*).

The room where Harding summoned and imprisoned the Dark Spawn is really a wide sewer tunnel with iron doors at each end, one of which the heroes enter through. The other leads back into the sewers.

There are no lights in the room except for what the heroes have brought with them. It is about 25 meters long, but only four meters wide. A coffin-sized iron box sits in the center of the room, covered with strange sigils of the Dark Symmetry drawn in blood. Various pieces of strange Necrotech are attached to the box via tubes and wires. The purpose of these is unclear, although some of them seem to have been used for injecting some kind of blue fluid into the coffin.

The lid has a vacuum seal and a series of locks, all of which are open. The inside of the box is perfectly clean, without a trace of any dust, blue fluid or blood (the Dark Spawn consumed everything put into the box). The rest of the tunnel is filled with the bones and clothes of those Harding sacrificed to the Dark Spawn, at least 100 men, women and children.

CHAMBER SIX: STAGING AREA

This is another staging area, and like the first one, it is a warren of closely connected tunnels that have been broken up into different rooms. However, unlike the other staging area, this one is no longer in the hands of the Dark Legion.

The heroes notice that it is quiet as they approach the area, and the smells of gunpowder, blood and burning flesh are strong in the air. The Dark Legion has been totally annihilated here, and not by Bauhaus or the Brotherhood, but by the Lost Battalion.

The Lost Battalion is a group of homeless – and sometimes mentally unstable – retired soldiers and mercenaries who live on the streets and in the sewers of Heimburg. They are not a military unit in any traditional sense of the word but rather a sort of mutual aid society. They look out for one another, protect each other from other street people and alert the group as to the location of good sources of free food or shelter. These are the lowest members of Heimburg society, but they are also all former soldiers of one sort or another, and this makes them potentially very dangerous.

They have proven themselves just that, especially to the Dark Legion. The Lost Battalion was the first to realize what was happening when large numbers of Dark Legion Troops began to appear in the sewers. Since many of the Lost live in the sewers, they were soon driven from their



they could hold out long enough for the Cobra to make its way to them.

Hess chambered the last frag grenade he had and fired it carefully into the mass of Dark beasts that were slowly edging their way down the corridor to their position. He grunted with satisfaction as it landed at the feet of a Zenithian Soulslayer trying frantically to keep the Screaming Legionnaires under its control. The beast looked down at it just in time to see it explode, shredding its body with high-velocity fragments of steel.

The Legionnaires immediately broke out in shrill laughter at the fate of their master, their insanity too great to be kept in check without his help. Hess almost laughed himself as he carefully sprayed them with fire from his Stonecleaver LMG. They fell in a shower of blood and foul-smelling entrails, their insanity at an end.

"Turco, try to get those two out of the line of fire again! " he shouted. "The rest of you cover him!"

Hess had two men down in the middle of the sewer, their bodies riddled with bullets but still alive. Every attempt to rescue them from their precarious position only met with stiff resistance. Turco and another soldier crawled through the muck of the floor to the wounded. They got to the men under a hail of bullets from both sides and were finally able to drag them back, but not before Turco took two bullets in his leg himself.



If he lives through this, thought Hess, I'll see he gets a medal.

The tunnel sides were mere inches from the hull of the Nightwing as it sped down the sewer to its rendezvous with the trapped Hussars. Steiner cursed as the tank scraped the wall on a turn, sending up a shower of sparks.

"It's getting tight in here captain," he said to Schaeffer over his headset.

"Maintain speed and course, Corporal, those men are counting on us," replied Schaeffer as he held on for dear life.

Anderson, never taking his eyes off the targeting scope before him, said, "Captain, won't we bring down the ceiling if we fire the HE rounds on the main gun?"

Schaeffer thought for a moment. "Yes, you're right. How many rounds of armor piercing do we have remaining?"

"Enough for maybe 30 seconds of continuous fire, sir."

"Go ahead and switch over to it. We don't have much choice."

The tank suddenly came to a violent halt as Steiner slammed on the brakes.

"Ezoghoul, dead ahead!" he cried out, grabbing for his weapon controls. Schaeffer cursed and opened fire with his turret-mounted machinegun.

homes by the Legion patrols. The Lost fled and regrouped, gathering together all of their number as the streets above them burst into war.

Now they have struck back at the invaders. Using makeshift weapons and stolen guns, thousands of the Lost overran the Dark Legion staging area less than an hour ago. While more than half their number died in the fighting, the Lost managed to kill all of the foul creatures of Darkness they found. Now they are busy sealing off the tunnels that lead to the surface, preventing the Legionnaires from retreating back into the sewers.

The heroes come upon them in the middle of this activity, and they are almost instantly surrounded. If the heroes are wearing Dark Legion uniforms, they may be fired upon at first, but the Lost commander quickly realizes that they are not Legion troops and orders a cease-fire.

The commander's name is William McKinney, and he is a former officer in the Imperial army. He lost his arm in a battle and was subsequently accused of cowardice in the face of the enemy and drummed out of the service. Now he lives in the streets of Heimburg and leads the Lost Battalion.

He welcomes the heroes, although at first he is quite suspicious of them and questions them thoroughly. When the heroes mention Harding, McKinney says that he knows the man well, at least from afar. McKinney has observed Harding in the sewers many times over the past few months but has kept his distance. He notes that Harding has spent a great deal of time with excavation teams in the old sewer system that lies under the Cathedral.

McKinney offers to help the heroes as much as he can. Most of his troops are currently occupied with sealing off the tunnels used by the Dark Legion. McKinney has captured the planning map used by the now-dead Nepharite to command its troops, and he knows exactly which tunnels to cut off to foul the Legion's plans. At this point, most of the Legion troops have gone off toward a Brotherhood air base on the edge of town, so right now the Lost Battalion is busy cutting off their retreat routes. He is willing to lend the heroes a few soldiers if they want to go investigate the area under the Cathedral, but he is not particularly interested, since there is no large concentration of Dark Legion troops there.

If questioned about his past and his motives, McKinney says that all of his men once suffered one shame or another, and now they are trying to make up for it. McKinney also points out a small airfield on the map that does not show up on any official map of Heimburg. McKinney reveals that a small reserve has been stationed at the airfield for the entire night and there have been no attacks in the neighborhood surrounding the airfield (sites that have been attacked are marked out in black and cover about a quarter of the city).

McKinney theorizes that this might be a possible last resort evacuation plan for the Dark Legion's leaders. He remarks that this is a remarkably human contingency, not something he



would have expected from a Nepharite. In fact, the airfield is Harding's escape route, and that is where the heroes may eventually find him.

CHAMBER SEVEN: BELOW THE CATHEDRAL

Here is where Harding's grand scheme is to come to fruition. For months, under the guise of a Capitol archeological expedition, Harding has been excavating the ancient sewer system directly beneath the Cathedral, a system that actually predates the founding of the Cathedral itself. With the help of ancient blueprints and plans, Harding has determined the exact points underground that need to be blown to bring the whole Cathedral crashing down.

There are three demolition teams active below the Cathedral. Harding kept the teams small to avoid attracting any attention from either the Brotherhood or Bauhaus intelligence. Unfortunately, Harding gave the heroes the most potent explosives he had available, so he is forced to use larger quantities down below. Likewise, he has to blast through nearly a kilometer of earth, stone and metal to destroy the Cathedral's foundation, so there are several tons of explosives being loaded into the underground chambers.

Wary of attempts to literally undermine their position, the Brotherhood long ago sealed all of the sewer tunnels leading to the area beneath the Cathedral. Harding managed to find one ancient tunnel that they had missed, and this is the one shown on the heroes' map. It is the only way to get from the rest of the sewer system to chambers underneath the Cathedral.

The tunnel runs deep, but it is also dry and straight, allowing vehicles such as the Dark Legion's motortrikes to make the journey. It is on these trikes that most of the explosives are being transferred to the site, and most likely several of the trikes pass the heroes as they journey from Chamber Six to Chamber Seven. The heroes may take the opportunity to hijack some of these trikes. If they do so, they discover that each trike has several hundred kilos of explosives loaded onto it.

The chamber itself is a huge, low room extending further than the eye can see in the darkness. Pillars crowd the room, standing roughly 10 meters apart and forming a grid. The room measures an impressive 100 meters to a side, although the ceiling is only three meters high.

All around the room, the heroes can see the shining light of flashlights and portable lanterns used by the Legionnaires while setting their charges. The charges are being affixed to the ceiling and are shaped to direct a tremendous amount of force upwards.

The explosives are wired with Necro-technology detonators and are actually powered by the Dark Symmetry, which increases the potency of the blast many times over. When all the charges are set and detonated, the explosion should equal roughly fifty megatons of conventional explosives, tearing apart the Cathedral and much of the surrounding city.

As the heroes approach, the Dark Legion has just begun its assault on the Brotherhood air base outside of town, and the battle is now in full swing. The Brotherhood's attention is focused there, and they are unaware of what is transpiring at their very feet. In 15 minutes, the charges are set and then detonated.



The Legionnaires planting the bombs think they are on a timing device, but Harding was not foolish enough to let the bombs sit around armed for as long as it would take for his people to get to safety. He's perfectly willing to sacrifice a few Legionnaires for the destruction of Heimburg's great Cathedral.



Together, he and Steiner stitched the creature with bullets even as it returned fire, damaging the tank's front armor. "Nobody shoots our tank!" shouted Anderson, opening up with the main gun. The AP rounds cut the creature in half.

Schaeffer looked over at Anderson where he sat and grinned. "A little attached to the old girl aren't you son?"

Anderson grinned and said, "I guess so, sir."

Sieves came over the headset, her voice strained with pain.

"S-sir…I'm hit…"

Schaeffer tore off his helmet and lowered himself further into the tank to where Sieves was slumped over her console, blood seeping from the gaping wound below her left breast.

"Hang on, Private! Do not die! I do not give you permission to die. Do you understand me? Do not die!" Schaeffer shouted as he pressed a combat dressing he pulled from the first aid kit into her wound.

Sieves' eyes fluttered open and she looked into her Captain's. "I-I'll do my best, sir," she said as she died softly in his arms.

Schaeffer looked down at her, hot tears brimming in his eyes. She was the first casualty he'd ever had under his command. He gently closed her eyes, then climbed up to his command console.

"Steiner, get us to those Hussars as fast as you can," he said quietly. Steiner did not reply, but grimly nodded and gunned the lift motors once more, sending the Nightwing racing down the corridor

The Legionnaires themselves carry only handguns, as they were not expecting much trouble. There are 15 of them busy at work when the heroes arrive. The Dark Spawn is here too, lurking around and waiting for the first sign of trouble. It has been taught to ignore the demolition crew, but it gladly attacks anyone else who enters the room, particularly the heroes.

The Dark Spawn lies in the shadows, as it detests any kind of light, and it attacks heroes holding light sources before anyone else. It does so by charging into combat and flailing with its tentacles. Anyone it strikes, it immediately tries to and grapple and crush. The heroes should not even be sure what is attacking them, just darkness and shadows striking out. Normal weapons do no damage to the Dark Spawn, but fire and high-intensity light do harm it. Explosives do normal damage, while flash bombs do damage like a normal grenade.

When the Dark Spawn attacks, most of the Legionnaires stop working and investigate, shooting at the heroes. Because they are created from Necrotech compounds, most of the explosives can't detonate without the activating the appropriate detonators, but the heroes do not know this. They can plainly see the large amount of explosives attached everywhere to the ceiling, and should be very afraid.

If things look like they are going very badly, the Legionnaires may try and detonate some of the devices on their own. Since the massive Necrotech detonator has not been hooked up and activated, the explosion might not even be felt by the Cathedral. Everyone in the room, however, could be made very uncomfortable, and the roof may collapse.

The Legionnaires all carry hand radios with which they are keeping in direct contact with Harding. They alert him when the heroes arrive,

WILLIAM MCKINNEY

Age: 47
Height: 5' 10"
Weight: 185 lbs.
Hair: Black
Eyes: Brown

STR: 18
INT: 12
COR: 15
PHY: 14
MST: 12
PER: 8
MOVEMENT: 3/225
OB: +1
ACT/CR: 3
DB: +4
PB: +4

AVOID/PARRY: 10
BPs: 26
HEAD: 3
ARM: 6
STOMACH: 6
LEG: 7
CHEST: 7

ATTACKS: Lumberjack auto cannon.
FIELDS OF EXPERTISE: Combat 15 Firearms 16, Communications 9, Movement 13, Technical 12.

TYPICAL LOST BATTALION SOLDIER

STR: 12
INT: 10
COR: 12
PHY: 12
MST: 11
PER: 11

MOVEMENT: 3/175
OB: —
ACT/CR: 3
AVOID/ PARRY: 6

BPs:
HEAD: 3
ARM: 6
STOMACH: 6
LEG: 7
CHEST: 7

.IATTACKS: Clubs, knives or stolen Dark Legion weapons.
FIELDS OF EXPERTISE: Combat: 14, Firearms: 12, Communication: 10, Movement 13, Technical: 10.



and he is in constant radio contact with them while they fight.

Afterward, the heroes can talk to Harding. He is infuriated with them, madder than they have ever seen him. He loses control completely, flooding the airwaves with promises of their horrible deaths. Then he calms down and tries to convince the heroes to finish the job, offering them whatever they want.

All the while, his aide is trying to get in touch with someone at the second staging area, but everyone there has already fallen victim to the Lost Battalion. The heroes can hear the sound of fighting in the background, and from the sound of things, Harding is riding in some sort of motor vehicle.

The heroes have managed to save the Cathedral and foil Harding's plans for the planet Venus and the rest of the human worlds. All that remains now is to hunt him down and make him pay.

Hess ordered his soldiers to fall back to his position for a last stand. It seemed like days since the GEV had said it was on its way, and he assumed that it had been destroyed trying to get to their position.

"Let's go down fighting, troops! Show no mercy!" Attack! *he shouted, breaking into a suicide charge while firing his Stonecleaver on full auto. Those of his men that were able followed suit and charged headlong into the Dark Legionnaires before them.*

Hess found himself face to face with a Centurion, which lunged at him with its Sectioner bayonet. Hess barely parried the thrust with his now-empty Stonecleaver, taking the bayonet deep in his left leg. He quickly drew his Punisher blade and thrust it into the neck of the creature. The Centurion gasped, spraying dark fluid into Hess's face before it collapsed, taking a large chunk of his thigh with it as the bayonet ripped free from his leg.

Hess collapsed onto one knee, thinking that this was how he was destined to die, ankle-deep in excrement. Just as he passed into unconsciousness, he heard a high-pitched sound building from behind the enemy.

Turco fought his way through the melee to where Hess lay pitched face first onto the floor of the tunnel. He grabbed him, trying to drag him to safety. He heard the noise as well and saw a light coming up the sewer them at high speed. It was the Cobra.

"Take cover! Incoming friendly fire!" He shouted into

his headset as he threw himself on the captain's body to shield it.

Inside the Nightwing, Anderson looked at his scope and said, "Multiple targets, sir."

Schaeffer nodded and replied, "Fire at will, all guns."

Anderson calmly sighted the main gun at a pair of Pretorian Stalkers turning to face the tank and opened up with rapid bursts of armor-piercing rounds. Steiner set the rear of the tank down, sending a wave of filthy water into the horde before them, then opened up with the gun under his control.

A Nepharite of Demnogonis suddenly strode forth out of the darkness, unleashing some Necrotech-infested autocannon at the Cobra's hull. Schaeffer felt the armor begin to buckle under the monster's onslaught.

"Bring all guns to bear on the Nepharite! Fire on my mark!" Schaeffer screamed as the Nepharite's shells battered the Cobra mercilessly.

Schaeffer sighted his gun, bringing the crosshairs to bear on the monstrosity's forehead. The bombardment was shaking the tank so badly that the sights jiggled around mad. "Wait for it!" he yelled.

Just for a moment, the battering stopped as the Nepharite seemed to draw a breath, readying itself for a final assault. "Now!" bellowed Schaeffer.

The Cobra let loose with everything it had,

CHAPTER 4: SHOWDOWN WITH HARDING

This is it: the heroes' chance to finally get back at Harding for all of the misery he has caused them over the course of this trilogy of adventures. Harding is on his way to the small airfield on the opposite side of Heimburg from where his allies in the Dark Legion are currently being slaughtered by the Brotherhood and Bauhaus forces.

The heroes must rush to the airfield to catch him in time. The Lost Battalion is more than willing to help, and they show the heroes some short cuts through the sewers which save them a great deal of time.

It is now close to dawn. Most of the Dark Legion has cleared out of the tunnels, and few have returned, since McKinney and his men sealed off the entrances. The heroes and their ragtag army should meet little resistance on their trip across the city.

The big showdown can be run as a big fight in which the heroes are caught up. Don't roll out all of the myriad firefights that take place at the airfield. Instead concentrate on the role the heroes have in the fight.

As GM, you decide how the battle turns out, depending on how brave and tactically minded





the heroes are. A complete force list and the general disposition of those forces is presented below, and you should decide who from the list the heroes ultimately encounter in the course of the battle. The Lost Battalion outnumbers Harding's troops, but the Dark Legion forces are better armed and include some pretty fearsome creatures.

When Harding is finally cornered, what he does is up to you. The Harding envisaged here would rather surrender than fight. He knows that a chance at a later escape is much better than a sure death now.

Of course, your heroes may not find this particularly satisfactory. They may decide to kill him anyway, or they may bristle under Harding's final ploy of helplessness. Alternately, you can have Harding put up a hard fight to the bitter end. He is quite a formidable opponent, either way it's not easy to take him down.

Hopefully the heroes have managed to stop Harding from destroying the Cathedral. Otherwise it hardly matters what happens to him, for humanity's position on Venus has become tenuous at best. Not only has the entire center of Heimburg disappeared in a ball of fire, but the troops guarding the Second Seal have lost their support. This makes enough of a difference that the Dark Legion can to break through long enough to permanently reopen the Second Seal. Should such a thing happen, the human worlds will never be the same again.

beating the Nepharite steadily back. For a moment, it seemed like it might rally against the overwhelming tide of bullets washing against it.

Schaeffer lined his crosshairs right across the thing's bloodshot right eye and pulled his gun's trigger. "This is our world! You can't have it!" he shouted as he let loose with everything he had. "Go back to Nero, and tell your master that Venus belongs to Bauhaus!"

The Nepharite's eyeball exploded like rotten egg, spewing foul, white matter everywhere. The rest of Schaeffer's telling burst followed right through after the first bullet, rattling around the Nepharite's skull and mincing the foul tissue it used for a brain.

It fell backward into the muck, never to rise again, steam spilling from its perforated head.

Schaeffer popped open his hatch, stepped out of the Cobra and called out to the Hussars huddled against the walls of the tunnel.

"Squad beta charlie, I presume?"

An hour later, the Hussars and the Cobra emerged from the sewer onto the street, where medical gyrocopters were waiting for the wounded. An Inquisitor moved among them, using her Art to remove the infection that the creatures of Demnogonis had spread among the wounded.

Captains Schaeffer and Hess sat side by side in a medivac tent. Neither man stirred or spoke as they stared into the distance.

Heimburg still burned, but reports were coming in of

control being restored to many areas. They were winning, but at great cost. Heimburg would never be the same, and both men knew it.

"Johann Hess, Captain," Hess finally said.

"Karl Schaeffer. It's a pleasure, Johann," said Schaeffer wearily.

Hess offered his hand, which Schaeffer took and gripped firmly.

"Thank you for saving us, Karl. Damn fine soldiers you have there."

Schaeffer nodded. "The best in the city. You have a fine crew there yourself."

Hess nodded, shutting his eyes as the Inquisitor administered to his wounds. He grimaced in pain as the wound knitted itself shut and disappeared, leaving only a thin scar. "The Light be with you, Captains," muttered the

FINALE
WARZONE STYLE

We recommend that, if you have some miniatures and the *Warzone* rules, you play the final battle as a *Warzone* game. It is up to the heroes to assemble whatever forces they can. The Lost Battalion likely provides the majority of their troops, as most of the Bauhaus and Brotherhood forces are engaged in the large battle for the airfield on the other side of the city. Certainly that is where all the Bauhaus heavy artillery and aircraft are concentrated.

If the heroes did not manage to round up the Lost Battalion, they may be able to recruit a few stray BLEU patrols to their side, plus whatever other allies they may have met over the course of the adventure. Swann can provide a squad of troops–what remains of the Sentinels–assuming the heroes trust her.

HARDING'S FORCES

The forces of the Dark Legion are comprised chiefly of units from the Algeroth army list and total a little over 1,300 points.

THE LOST BATTALION

These troops are less well trained than their enemy, especially since most of them had not seen real combat for years until tonight. Nevertheless, they fight bravely and to the last. They are desperate men and have nothing to lose now but their honor. For this reason, they are treated as having the Imperial army special ability *To the Last Warrior*. They may panic like any normal unit, but they never route.

THE HEROES

The heroes may convert their own stats as explained in the back of the *Warzone* rule

FOUR SQUADS OF UNDEAD LEGIONNAIRES, EACH WITH TEN TROOPS:

	CC	MW	PW	LD	AC	W	ST	MV	A
UNDEAD LEGIONNAIRE	10	10	0	10	3	1	1	3	22

Armed with Kratach assault rifles. Led by a Centurion.

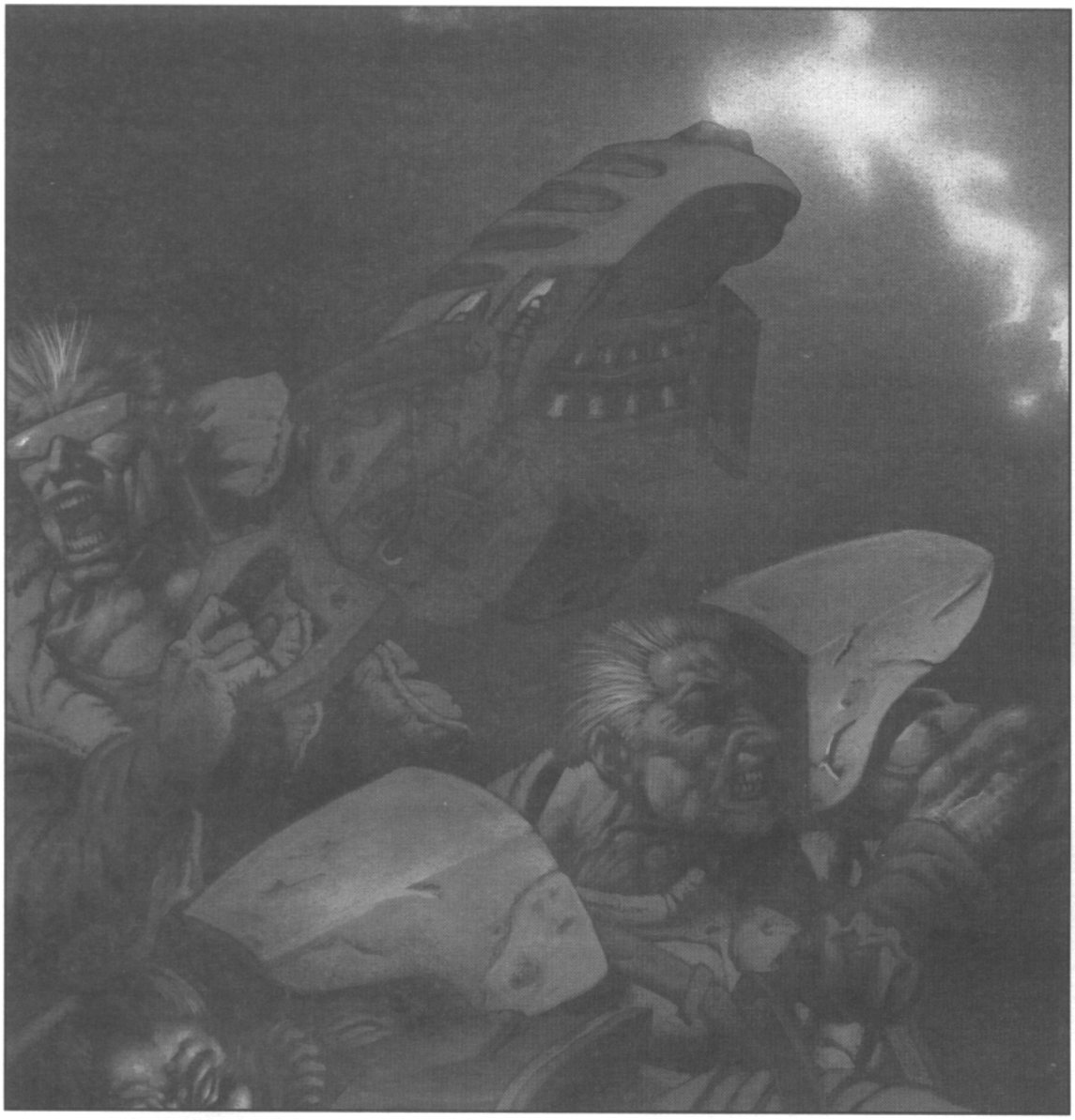
	CC	MW	PW	LD	AC	W	ST	MV	A
CENTURION	14	14	0	14	3	1	2	3	24

Armed with Voriche handguns and Skalak blades.

TWO SQUADS OF NECROMUTANTS, EACH COMPRISED OF FIVE TROOPS:

	CC	MW	PW	LD	AC	W	ST	MV	A
NECROMUTANTS	13	12	0	12	3	1	2	3	24

Armed with Belzarach assault rifles.Led by a Centurion, see above for stats.



Inquisitor as she moved on to the next pallet of wounded. Steiner walked up to the tent and saluted the officers.

"Sir, a report came over the command frequency. We are to move at best possible speed to the airfield on the other side of town. There's a major assault going on between our forces and the Dark ones."

Schaeffer nodded and slowly rose to his feet. He looked back to Hess and said, "Take care, Johann. Maybe we'll meet again someday."

Hess smiled and said, "Yes, I'd like that very much. Good luck Captain."

He saluted Schaeffer, who returned his salute, then turned from the tent and ran to his Cobra with Steiner. Moments later, they were speeding away, back into the chaos of a new day over the embattled city of Heimburg.

THREE INDIVIDUAL IMMACULATE FURIES, EACH ACTING ON ITS OWN:

	CC	MW	PW	LD	AC	W	ST	MV	A
IMMACULATE FURIES	10	14	0	14	4	2	4	4	26

Armed with Belzarach assault rifles.

TWO RAZIDES, ACTING AS INDIVIDUALS.

	CC	MW	PW	LD	AC	W	ST	MV	A
RAZIDE	14	16	0	14	3	3	5	5	30

Armed with Nazgaroths.

ONE NEPHARITE OF ALGEROTH, LEADING THE WHOLE GROUP.

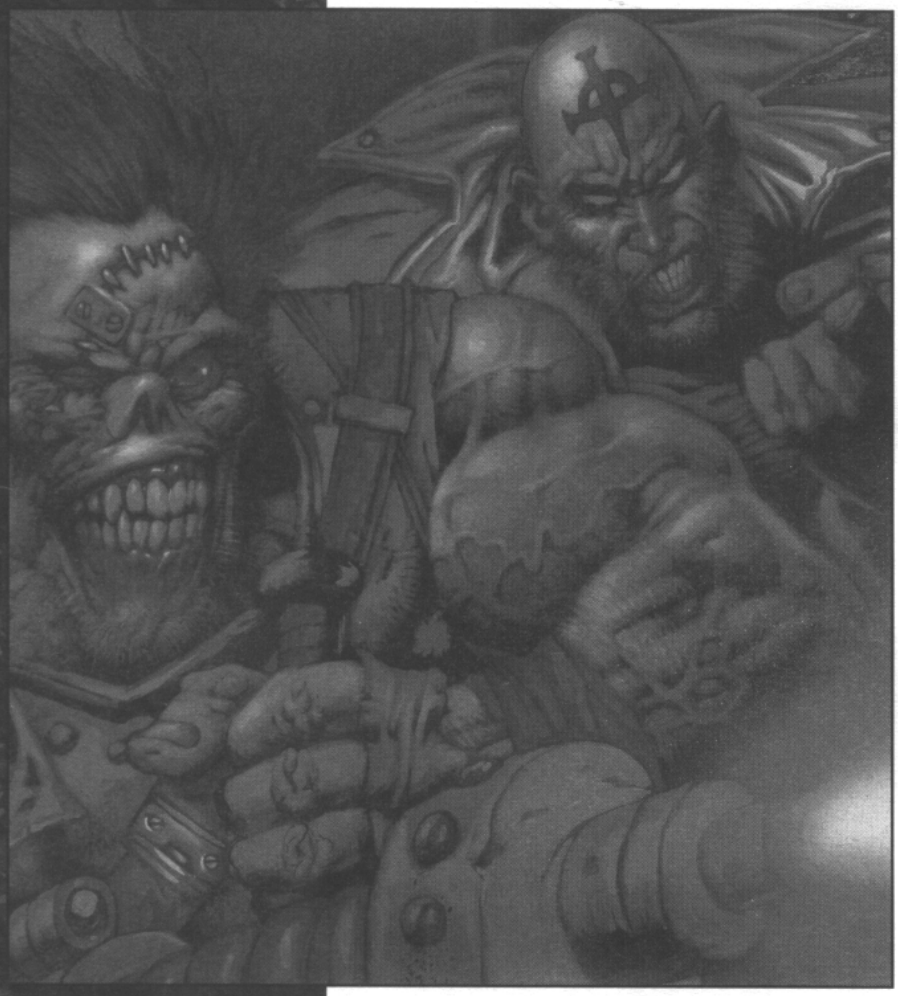
	CC	MW	PW	LD	AC	W	ST	MV	A
NEPHARITE OF ALGEROTH	16	14	14	16	5	4	5	5	26

Armed with a Scythe of Semai.
Dark Gifts: Dark Aura, Compression, Invoke Frenzy.

book. They may also recruit other units to help them. Simply take them from the Brotherhood and Bauhaus force lists.

THE FIELD OF BATTLE

The final battle is fought mostly in the open, on the airfield itself. There are a few hangers and other buildings which offer some cover, but mostly it is just open tarmac. The Dark Legion sets up first and may be anywhere on the field, except within 30 inches of the sewer grate. The heroes' forces come in from the south side and must start within 20 inches of the sewer grate. Some units may start the game still in the sewers, but only one unit may leave the sewers per turn. A unit leaving the sewers appears on the board with all the models within five inches of the sewer grate.



Harding is getting ready to depart on a stolen Bauhaus transport plane. He has all of the right codes to get clear of the city. The heroes can hear the plane's engines warming up, but it takes three game turns before it starts moving, and another two to take off.

The heroes' first goal is to disable Harding's plane at the other end of the field. A few well-placed rocket blasts should do the trick. The plane has an Armor Value of 25, and if it suffers three or more wounds it is inoperable. After six or more wounds, it explodes as if three grenades had detonated: one at the front, one at the middle and one at the rear of the plane.

The fight continues until one side is completely obliterated or Harding is captured or killed. In the latter case, the Dark Legion tries to escape, knowing that they have failed in their mission to protect the Dark Tempter's servant. If the heroes decide not to follow, Bauhaus or the Brotherhood eventually hunts the Legionnaires down.

RANDALL HARDING, SUPREME BAD GUY

Harding has changed somewhat since his encounter with the Dark Tempter, and he has been learning a thing or two about the Dark Symmetry. He still appears much the same, but now there is a fire in his eyes that was not there before. He is unimaginably angry with the heroes, and would love nothing more

RANDALL HARDING

Height: 6'2"
Weight:210 lbs.
Eyes: Blue
Hair: Black
Age: 32
Citizenry: Capitol

STR: 15
PHY: 18
COR: 16
INT: 13
MST: 25
PER: 15
MOVEMENT: 3/225
OB: +1
ACT/CR: 3

DB: +4
PB: + 4

	BPs:	Armor
Head:	3	0
Arm:	6	9
Stomach:	6	9
Leg:	7	9
Chest:	7	9

ATTACKS: As per weapon.
FIELDS OF EXPERTISE: Combat 17, Firearms 19, Communication 17, Movement 16, Technical 15, Avoid 16, Perception 21.
DARK GIFTS: The Terrible Lie (see below), Resist Pain, Invoke Pain, Summon Dark Spawn, True Gate, Dimensional Warp, Control Mind, Confuse, Illusion

than to see them dead for ruining his plans so completely.

He may carry any Capitol or Dark Legion weapon in combat, but he prefers his shotgun. He is a wily opponent and has given up on his old habit of running into combat, regardless of the consequences. Now he tries to ambush the heroes, using his Dark Gifts to their fullest advantage.

THE TERRIBLE LIE

This a special Dark Gift that is always active and does not require that Harding exert any effort. The Gift makes it impossible for anyone to detect that he is lying or has been corrupted by the Dark Tempter. It is not 100% reliable, and someone using the Art may well have a premonition of his evil if he is about to perform some particularly heinous act (such as blowing up the Cathedral).



LOST BATTALION TROOPER: TEN SQUADS OF TEN, EACH LED BY A SERGEANT.

	CC	MW	PW	LD	AC	W	ST	MV	A
LOST BATTALION TROOPER	10	12	0	11	3	1	0	3	20

Armed with Kratach assault rifles stolen from the enemy. One Trooper in each squad has a heavy weapon. Five have MG–80 HMGs, and the other five have ARG–17 rocket launchers.

SERGEANT OF THE LOST BATTALION

	CC	MW	PW	LD	AC	W	ST	MV	A
SERGEANT	11	13	0	13	3	1	0	3	20

Armed with a Kratach assault rifle.



SUMMON DARK SPAWN

Level: 23

Range: Special

The use of this Gift requires a long period of preparation, including creating a chamber in which to hold the Dark Spawn once it is summoned and readying human sacrifices to appease it once it has arrived. The ritual takes a full eight hours to perform, plus an additional eight hours (and another skill test) to bind the Dark Spawn. The binding ritual must be repeated every few days, or the Dark Spawn becomes free to run wild.

AFTERMATH

The city of Heimburg doesn't recover from this night for many years to come. Much of the city has seen violence tonight, and thousands have died in the fighting. Tens of thousands more are now homeless, thanks to the terror campaign of the Dark Legion, and for the next year Bauhaus is busy removing mines and booby-traps laid throughout the city.

The Bauhaus government uses this as an excuse to crack down even harder on its citizens, imposing new, stricter laws. The Brotherhood sees a massive rise in the piety of their flock, as thousands more come each day to services at the Cathedral. The sight of the Dark Legion in their streets has scared almost everyone into the arms of the Brotherhood.

The heroes are hailed as such. They may choose to take commissions in the Bauhaus military or become important figures in the Cartel. For the moment, the world is theirs.



THE VENUSIAN APOCALYPSE™

The Venusian Apocalypse

Venus, one of the most populated planets in the solar system, home to Bauhaus Corporation and two of the Brotherhood's Cathedrals. Heimburg, Venus's greatest city and home to millions of men, women, and children of all corporations. Soon all of this might be a pile of smoldering ash, unless a few brave souls can stop a mad man's plan to destroy Heimburg and its great Cathedral.

Beyond the Pale

Here, in the exciting conclusion to The Venusian Apocalypse, the streets of Heimburg erupt into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. In the midst of this battle, another, more deadly plot is developing. Its purpose: the destruction of the Cathedral and of life as we know it on Venus. There is only one night left before all is lost. Only a few hours to find out who is behind the war in Heimburg's streets and save the city, the planet, and possibly humanity...

HEARTBREAKER™

BEYOND THE PALE

TARGET GAMES

TM & © 1997 Target Games AB. All Rights Reserved. MUTANT CHRONICLES, The Venusian Apocalypse and all Character names and the distinctive likeness(es) thereof are Trademarks of Target Games AB. Mutant Chronicles is a registered Trademark in the USA.

ISBN 91-7898-438-6

9 789178 984381

#4014