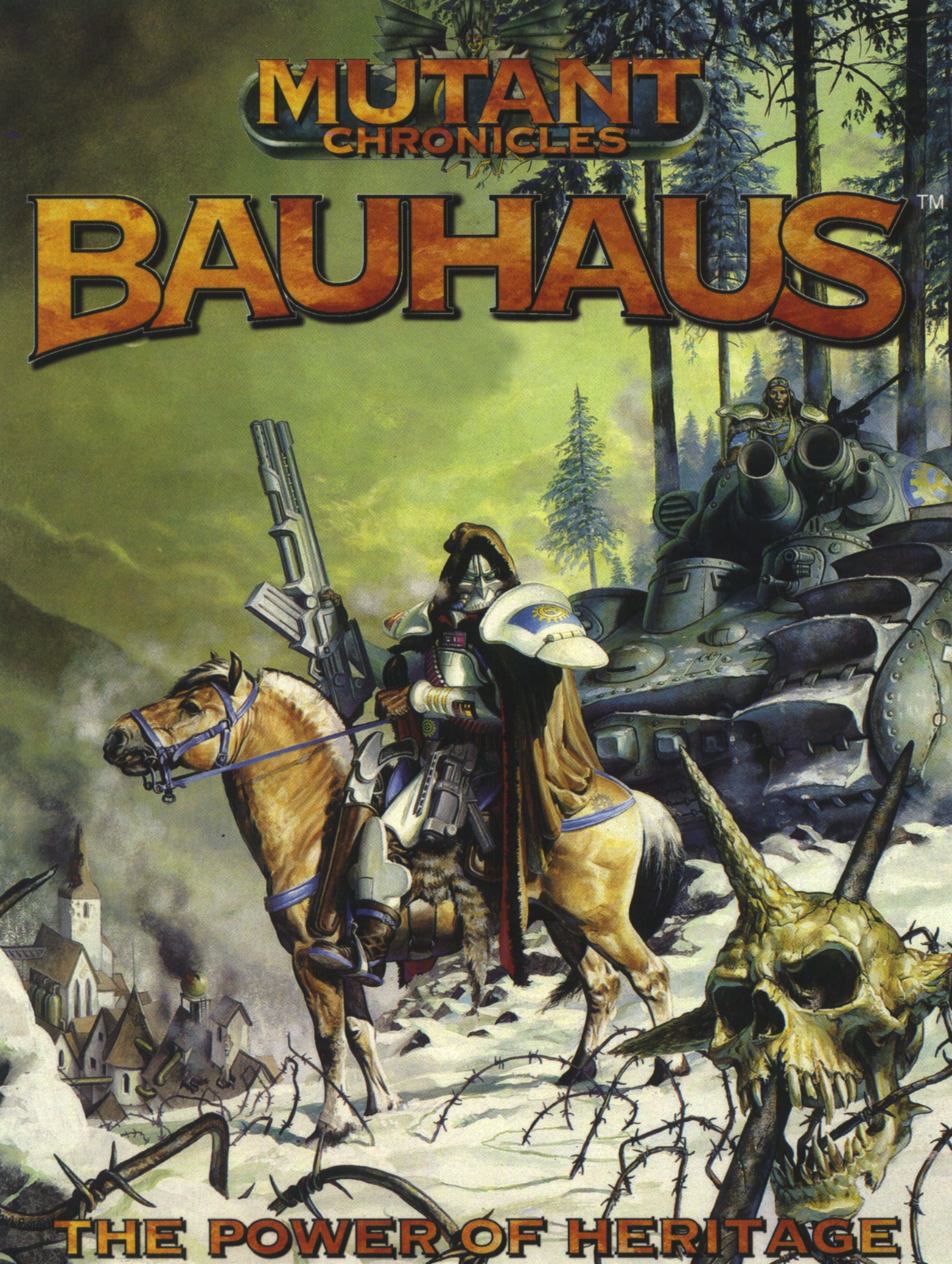
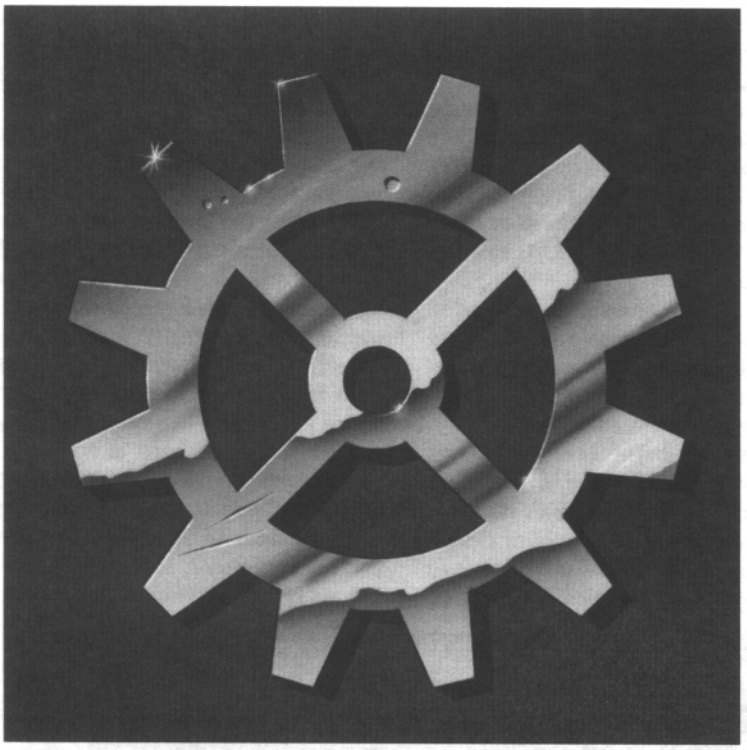
MUTANT CHRONICLES

BAUHAUS™



THE POWER OF HERITAGE

BAUHAUS™



AUTHOR: BILL KING
EDITOR: MATT FORBECK, HENRIK STRANDBERG
ART DIRECTION: STEFAN THULIN, NILS GULLIKSSON
ORIGINALS: TOM OLSSON, MAGNUS NEDFORS — KORKEKEN; STEFAN THULIN
COVER ARTWORK: PAUL BONNER
INTERIOR ARTWORK: PETER BERGTING, STEFAN THUNBERG, NIKLAS BRANDT, STUDIO PARENTE, NILS GULLIKSSON, TONY BAGGE, TOM OLSSON
CONCEPT: NILS GULLIKSSON, HENRIK STRANDBERG, MICHAEL STENMARK, MAGNUS SETER, JERKER SOJDELIUS, STEFAN THULIN, FREDRIK MALMBERG

COPYRIGHT © 1995 TARGET GAMES AB. ALL RIGHTS RESERVED. MUTANT CHRONICLES, MUTANT CHRONICLES THE TECHNO-FANTASY ROLE-PLAYING GAME, BAUHAUS, AND ALL CHARACTER NAMES AND LIKENESS(ES) THEREOF ARE TRADEMARKS OF TARGET GAMES AB. HEARTBREAKER AUTHORIZED USER.
PRINTED IN THE U. S. A.
MINIATURES BY HEARTBREAKER™

FOR MORE INFORMATION, CONTACT:

HEARTBREAKER, P. O. BOX 105, FOLSOM, PA 19033 U. S. A., *or*
GAMECRAFT, A16 GARDNERS ROW, LIVERPOOL, L36JT ENGLAND

It was an age of great dreams. Humanity surged outward across the newly reshaped system. The four Merchant corporations staked out claims to the newly inhabitable worlds.

To Venus went the Homebuilders of Bauhaus, most ancient and honorable of all the megacorporations. There, amid the teeming jungles and snowy wastes, they carved out their great estates. The two thousand Investor Houses let nothing daunt them, not the ferocity of beasts, not the deadliness of disease, not the malice of mortals. They held true to their ancient ideals, and they stood firm in the face of all adversity. They tamed the jungles, the turbulent oceans, and the chill arctic lands. They left their marks upon the poles, and they raised gleaming cities as monuments to their pride and ambition. They lived in amity with each other, and in peace with their fellows. They were ruled by their Directors. They were happy.

But all happiness is fleeting, and all times of peace end in war. Conflict arose between the Merchant corporations, and war came to the gardens of Venus. Soon, warriors fought everywhere, always seeking the best and richest lands, always fighting over that which had already been claimed, rather than trying to stake out their own territories. The Investor Houses fought back, for their pride was great and their armies were mighty. But Bauhaus was not unified, and its enemies tore at it like hyenas. The corporation teetered on the verge of extinction. Dissent emerged among their leaders, for war is no time to consult the voices of the many, and so the military seized power. In that time, they saw that it was the only way to preserve their corporation. Perhaps, as they claimed, they intended to return the power they had taken when the war ended, but the war never ended.

Weeks became months, months became years, years became decades, decades stretched into centuries, and still the Merchants fought. And with every moment that passed, the folk of Bauhaus came to accept their new rulers. Then came the dark time, the age of Catastrophe, when the Symmetry awoke, and all the ancient machines failed at once. The great thinking engines ceased to function, and all the knowledge of the ancients was lost. The people forgot. They forgot that ever there had been a golden age of peace and plenty. They forgot that they ever had any rulers other than the nobles. They forgot that there had ever been a time without war. Some things they did not forget. They did not forget their pride in their lineage, or their culture, or their dedication to excellence.

When all seemed darkest, the light shone. Into the corporation of Bauhaus was born Nathaniel, a man of faith and power, the chosen of the Light, the bringer of law, the founder of the Brotherhood. He preached, and the people listened. He spoke, and the people heard. He walked between worlds, and his radiance banished the darkness of ignorance and fear. He led humanity back from the brink. He brought a fragile peace to the megacorporations. He founded the blessed Brotherhood to ensure that humankind would never again be plunged back into the shadow. His Brotherhood grew, and Bauhaus was its greatest supporter, a shield when it was still frail and new, a staunch friend when the Brotherhood became strong.

And Bauhaus would have need of such friendship, for the Dark Apostles came and Venus became the most accursed, as well as the most blessed, of worlds. If it had been blessed by the presence of Nathaniel, it was cursed by the presence of the Dark Apostles, for on Venus, Algeroth walked, gathering the dead unto him and forming his mighty legions. A war the like of which had never been seen in history was fought. On one side stood the Demon Lord of the Dark Technology, and on the other stood the Cardinal and the proud and noble warriors of Bauhaus. Conflict raged across the planet. Citadels rose and were toppled. Ancient cities were destroyed. The seas boiled, and the land shook. In the end, Algeroth was banished, but his lackeys remained, lurking in their mighty Citadels, ever ready to emerge and spread their evil.

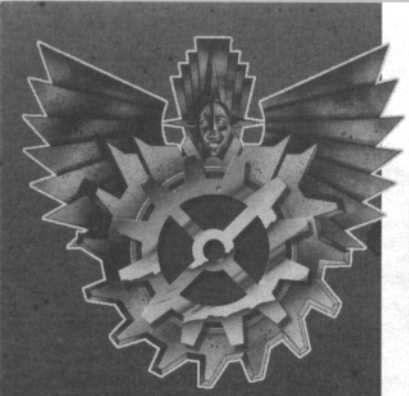


And there was worse, for men and women are ever given to folly, and the masters of Mishima and Imperial saw the coming of the Darkness as an opportunity to enlarge their lands, and enrich their coffers. They seized Homebuilder lands and called them their own. Conflict between humans came once more to Venus, and the Cardinal wept as he lay on his deathbed.

Since that accursed day, there has been war on Venus, war without end. Yet the Homebuilders stand firm, for they excel at war, as they excel at all things they turn their hands to. And so they stand, caught between darkness and greed, between the Legion and the megacorporations, and they try to hold what is theirs.

—Extract from the Eight Chronicle, The Cartel and the Megacorporations, by Lucius Marcellanius





INTRODUCTION

A SLIGHT PROBLEM

«Gentle folk, the Council is in session.» Commodore General Constance Romanov's deep voice filled the chamber. The buzz of polite chatter ceased. Everyone knew what this meant. The chamber was sealed. The sweep for bugs was over. The Inquisitors had pronounced the room clean from any external mystical eavesdropping.

Duke-General Otto Kruger studied the occupants of the luxuriously furnished chamber, measuring every person present. Round the huge oaken table, fashioned in the shape of the great cogwheel, sat the most powerful people in the Bauhaus corporate empire.

At the end of each inlaid golden spoke sat one of the Elector Dukes. To the north, under the banner of the Ministry of Defense sat the squat, burly form of Constance Romanov. To his right was the tall, thin Inquisitor Kline, his spiritual advisor. To the east, under the sword banner of the Brotherhood, sat pale ascetic Vittorio Saglielli, the Keeper of the Faith. On his right stood Inquisitor Tremonte, his red robes making him look even more huge. To the south, sat Grand Admiral Stanislaw Richthausen, the Director of Industry. He was flanked by the Mystic Constanzia Moran. To the west, plump, smiling Enzo Bernheim sat polishing his glasses with a silk handkerchief. His advisor, Inquisitor Terrino, stood on his right side with her arms folded.

Kruger took his seat at the table, along with the other representatives of the Great

«Capitol is a corporation. Imperial is an army. Mishima is a conspiracy. Bauhaus is a people.»
—Duke Elector Constantine Romanoff V.

THE CHOSEN PEOPLE

Bauhaus is one of the oldest of the great merchant corporations. It has its roots on the lost world of Earth, in the time before the Great Catastrophe rocked the human worlds, and most of the knowledge of the ancients was lost. It is a corporation which prides itself on excellence. Bauhaus goods are the best. Such quality does not come cheap, so they are also the most expensive. However, Bauhaus is a tradition-locked corporation, and its strategy has so far stood it in good stead. The corporation's rulers see no reason to change their methods now.

The Homebuilders pride themselves on being the last guardians of that old civilization and for being the true representatives of all that is best in humanity. Its people are proud, honest and honorable. They are known for their dedication to excellence and to their ancient heritage.

Of all the corporations, Bauhaus is the one closest to the Brotherhood, closer even than Imperial. The people of Bauhaus see themselves as the Cardinal's chosen. After all, the Brotherhood grew out of Bauhaus and the first four Cardinals were drawn from the corporation's ranks. This faith has only been strengthened by the fact that the corporation has felt the brunt of the Dark Legion's attacks. It confirms the Bauhaus people's view of themselves as the defenders of human civilization. Faith in the Cardinal provides a shield that is needed from the despair of being constantly in the front line of the fight against evil.

The folk of Bauhaus are notoriously insular. The only way to join the corporation is to be born into it or to marry into it. Such marriages are rare now, as the rise of the Darkness has increased Bauhaus's suspicions of all outsiders. Within the corporation, careful records are kept of all marriages, births and deaths. Bloodlines are monitored for any suspicion of the taint of mutation, and those who suffer from it are exiled or worse. These are harsh steps, but they are necessary in the new Dark Age into which humanity has descended.

The folk of Bauhaus are rich. Although the corporation employs only slightly more people than Imperial, its economic power is close to Mishima's, and its military might rivals Capitol's. This has been achieved by a process of intensive training for all the citizens. Although they are few in numbers, all the people are taught to excel.

To ensure that this happens, Bauhaus provides its people with the highest standards of education, health care and social welfare in the human worlds. This provides the corp with a skilled work force and also keeps internal dissension to a minimum. Bauhaus can afford no revolts with the threat of the Dark Legion so close. The social provision serves a second purpose. It allows the corporation to monitor any of its citizens for the taint of darkness.

BAUHAUS SOCIETY

«Without civilization—without our society—we are nothing more than savages.»
—Old Bauhaus proverb.

Bauhaus is ruled by four great Noble Houses, each of which appoints one of the Elector Dukes who guide the corporation. These houses are the largest, richest and most influential of Bauhaus's noble families, and they are tied to each other and to many lesser families by a web of marriages, kinship and mutual understanding. Below these great houses are the hordes of Bauhaus's lesser noble families. There are several thousand of these which control various industrial fiefdoms and great estates scattered throughout the Solar System. The pomp, pageantry and grandeur of their great balls and galas are famed throughout the human worlds.

Each noble family has scores of retainers. These are the managers and factotums who oversee the day-to-day running of the family's businesses. The retainer families are the ones who do the most to ensure the smooth running of the Bauhaus business empire.

Beneath the retainer families are the commoners, the vast majority of the employee-citizens of Bauhaus, the skilled laborers who see that Bauhaus factories keep running and shops keep selling. These employees may be at the bottom of the Bauhaus social ladder, but they still enjoy a standard of living vastly superior to that enjoyed by most of humanity in these dark times.

Finally, there are the thralls, the industrial serfs, as the Bauhaus nobility refer to them.

They are the army of non-corporate people who provide Bauhaus with a pool of cheap labor and a ready market for its goods. They enjoy none of the privileges of Bauhaus citizens. Most remain loyal, though, since they have good jobs provided by the most stable and far-sighted of megacorporate managements, as well as the shield of the corporation's mighty armies and the security of living in areas patrolled by Bauhaus police.

LIVING IN THE DOMAINS

What your life is like depends entirely on your social class. Bauhaus nobles enjoy some of the most privileged existences anywhere in the Solar System. Bauhaus thralls are not quite so lucky.

NOBLES

«Family honor comes before personal honor, but honor is the most important thing.»

—Old Bauhaus proverb

You were brought up to dedicate your life to the corporation, to give your life for it if necessary. In the meantime, you have an enviable existence.

Like all Noble Houses, your family controls extensive estates. These are vast tracts of land on Venus and elsewhere where your factories and mines and production centers are located. Most likely, they are the location of your ancestral home, a huge palace that combines the functions of a house, an administration center and a fortress. Your family probably maintains palaces in Heimburg and possibly on Luna. Less wealthy houses make do with beautiful apartments in the most exclusive and prestigious residential blocks. These are huge, sumptuous affairs containing hordes of servants and the most luxurious furnishings imaginable. You know all your servants like family, having grown up with them pandering to your every whim.

Much of your life is given over to your work. You are most likely a high-level administrator, either in your family's business or one of the many ministries, or you are a soldier. Given the choice, you would prefer to be a warrior. You feel that this is the true calling of the Bauhaus aristocrat.

Your social life centers on your family and friends. As a member of a Noble House, you are at the center of a vast extended family numbering in the hundreds. You have many brothers, sisters and cousins. With them, you attend the opera, the theater and the glittering balls which are the centerpiece of the social calendar. There you dance and flirt and eat and drink to the music of highly talented orchestras. Occasionally, your family gives a ball at their own residence. If you belong to one of the lesser Houses, this is most likely a small, intimate affair. If you belong to one of the Great Houses, it is a huge event attended by thousands of the most important people in Bauhaus society. Here you make the political connections so important to your career.

Your other leisure activities include carousing with a like-minded group of your peers. You seek out low-life haunts and drink and party all night. You gamble. Cards and dice are a way of life to the nobility. There is nothing more serious than a gambling debt. If you give someone your marker, it is as good as giving that person the money. Many a youth has been ruined and disgraced for failing to meet such debts. You do not intend to be another one.

Hunting is very important to you. This is an ancient sport whose lineage extends back to the days of the original Homebuilders, when it was necessary to forage for food and rid the estates of dangerous beasts. It gives you a chance to prove your skill with weapons and at tracking and jungle lore. Most see it as invaluable training for the military life.



You are devout. Your family pays their tithes to the Brotherhood gladly, and you attend the Cathedrals will real fervor. The Darkness is everywhere, and faith in the Cardinal is your shield.



Houses here to advise the Council. His mind raced, wondering whether it would be war. He hoped so. War was good for his business. Steel was always needed for tanks and planes and guns. He squashed the hope, suddenly ashamed of himself. War would also mean the deaths of tens of thousands of good people, people Bauhaus could ill afford to lose after the Cybertronic debacle.

«Gentlemen, we have a slight problem,» said Saglielli getting straight down to business as always. «We have conclusive proof that Baron-Heir Nikolai Sternberg is a Heretic.»

«What is the problem?» growled Inquisitor Kline. «He must be purified at once.»

Kruger restrained a smile. How like an Inquisitor, he thought. Things must always be cleansed with fire and the scourge. He does not understand at all. Kruger wondered who would tell him. Duke Jean-Francois Giraud stood up and bowed politely.

«With all due respect, Inquisitor Kline, that is not an option. Nikolai Sternberg comes from one of Bauhaus's oldest and most famous families. He is also the best-known novelist in the system.»

«So?» Kline grunted. «This does not put him above the Cardinal's law.»

Kruger shook his head. Kline was a fine Inquisitor, but he was new here, having replaced old Master Holdberg. He did not understand the delicacy of the situation, the need for finesse. Kruger admired Giraud's restraint in dealing with the Inquisitor's rudeness.

COMMONERS

«There is nothing common about our commoners.»
—Bauhaus advertising slogan

You have a high standard of living, and the higher your rank, the better it is. You most likely live in a residential block, surrounded by your chattels. Here, and at your work, is where you find most of your friends, for the world outside is dark, and non-Homebuilders are not to be trusted. Sometimes, you hear rumors of Heresy, and sometimes people disappear. The name of the Ministry of Fear is never far from your mind when this happens.



You most likely work in a factory or heavy industry, either as a skilled laborer or a manager. You like your work, and you know you are well paid for it. In addition, you are glad for the chance to repay the corporation which taught you your skills. You are loyal to your local Noble House that provides for you. Every week, you attend your training session for the Reserves, during which you hone those skills you learned during your military service. This provides some excitement and a feeling of comradeship. You look forward to the great military exercises in which you get to feel like a soldier again. Secretly, you rather hope for a state of emergency to be declared so that you can find a chance for glory.

You listen to the news programs on your radio and see newsreels at the moviedromes. You are appalled by the fiendish rise of anarchism and the perfidy of the other corporations. These are among the prime topics of conversation when you meet with your friends in your local beer hall. One thing you never discuss is the Dark Legion. You do not want to be mistaken for someone with an unhealthy interest in the subject. You are secretly proud of your corporation's stand against the Darkness, and you cannot understand why the lesser corporations do not stand with you on this.

Sometimes, you are approached in the street by agitators preaching rebellion and social justice. You report such Anarchists to the police. You are secretly sympathetic to the Apocalyptic Cults. You recognize much truth in what they say. However, you are too sensible ever to join one—unless the situation gets much worse.

Last week, on your way to work, you saw a riot. You find it hard to understand what the thralls and some of your less well-off brethren are thinking about. Can't they see that times are hard for everybody? Sure, you would like to be better off yourself. Who wouldn't? But there is a war on, and such protests are little better than sabotage and treason.

You attend the Cathedral at least once a week. You respectfully take your position in the back rows, leaving the seats closer to the front for the nobility. You are pleased to have this opportunity to view the great and good up close.

THE THRALLS

«The bottom of the Bauhaus barrel is still higher than most.»
—Bauhaus proverb

You live in a cramped apartment block, surrounded by thousands of others. It's not a bad apartment—it was built by a Bauhaus subsidiary after all—but it is

small. The constant press of people irritates you, and sometimes the shouting and arguing of your neighbors drives you crazy.

You work long hours in a dingy factory, and every night, you stumble home exhausted. At least you have a regular job. In these days, how many can say that? Just looking at the hordes of beggars in the streets outside your protected area tells you what the alternative is.

Sometimes you find the Homebuilders arrogant and offensive. Even commoners behaves as if they were Dukes. They are so righteous and smug you could tear their throats out. You have some sympathy for little Ottokar, the man at your factory who whispers about anarchism. Why should the Homebuilders have all the best jobs and all the money? Isn't their business empire built on your sweat and hard labor? Still, you don't say these words aloud. The men from the Ministry of Light are everywhere. Only last week, young Milena vanished, probably to one of those labor camps way up north, or perhaps to something worse. All that talk about armed revolution—madness anyway. The Homebuilders are too well armed and too well organized to ever be overthrown.

It is hard to be surrounded by so much wealth and be so poor. It's hard to watch the Homebuilders get their free health care, and watch the old and the wretched die of treatable diseases. It's hard to see all those well-fed Homebuilder kids marching off to school, and then look at the kids next to you on the production line, slaving for a pittance. Sometimes, you are so angry that you just have to explode. Maybe that's why last week when the riot broke out you picked up that stone and smashed that shop window. Maybe that's why you took that stuff. You didn't stick around when the riot police came, though. An arrest would cost you your job. Your papers would be revoked, and you would be kicked out of your small flat. Cramped as it is, it's still home.

You read the papers and attend the moviedromes and wonder how the Homebuilders can be so stupid. You agree with Ottokar. It's all just lies dreamed up by the Ministry of Truth to keep the sheep content. They called that Anarchist bombing last week an outrage against all morality. So a few nobles and their offices got blown up—what's outrageous about that? Pity it wasn't the whole damn Palace of Government.

You like to go to the Cathedral. You find the Cardinal's words of hope and redemption a balm for your anger, and you fear the Darkness. A good man, the Cardinal. It's only his saying that "most Anarchist cells are fronts for the Dark" that keeps you from trying to learn more. Maybe you should pack up and go to the Capitolian sectors. But what about money? How could you afford to get there? Then there's the crime. Everybody knows you can be murdered walking down the main street in San Dorado. One thing you will say for the Homebuilders—they know how to keep the streets safe. So maybe you'll just stay here a bit longer.

The future looks bleak. When will things change?

ADVENTURERS

«Serving one's family is all a Bauhauser ever needs.»
—Duke Rudolph Romanov to his wayward daughter Nikita

Bauhaus is a tightly-knit, well-regulated corporation, and its people like order. They are brought up to do their duty and to be ready to defend their corporation with their lives. They have close links with their families. All Homebuilders like order and discipline and are suspicious of those who put themselves outside the mainstream of society. This is why Bauhaus adventurers are fairly rare. The sort of highly mobile, flexible people who become standard player character types are not common in Bauhaus.

However, there are two types of people Bauhaus produces who are perfect for adventurous player characters. The first are the disgraced, those who have fallen from favor and been exiled from the corporation. They are now rootless wanderers, without home and family, and must seek to build a new life for themselves elsewhere. The second type are Pilgrims. All Homebuilders would like to make the great pilgrimage to see all the system's Cathedrals. The richer ones try. They are given two year's leave-of-absence to make the pilgrimage. This gives them a lot of leeway to wander around and get into trouble. Indeed, many get to like the freedom of the pilgrimage so much that they never return home and drift into a life of freelance mercenary adventuring. If you are a GM, you can start any non-disgraced Bauhaus character as a Pilgrim and let the player take it from there.

GENERAL ARCHITECTURE

«If you're going to build it, built it right.»
—Bauhaus proverb

Bauhaus is the system's best builder. Its skyscrapers are marvels of intricate design, combining the latest building techniques with the artisanship of generations. Like all megacorporations, Bauhaus builds big, but this does not stop its buildings from being ornate. The sides of even the largest skyscrapers are carved in intricate patterns, containing the crests of the occupants and the builders. They are terraced with ledges upon which stand huge statues, and gargoyle heads poke out from cornices.

Bauhaus cities are built in tiers, with many bridges running between the buildings. Seen from above, they resemble a huge three-dimensional spiderweb. Almost every bridge is lined with statues, and monuments and memorials to Bauhaus's splendid past are everywhere you turn. Bauhaus architecture has been called Megacorporate Gothic or simply «Megagothic» because of its complexity and style. Flags and pennons flutter all about, advertising the omnipresent ownership of the nobility. The gigantic billboards which constantly flash the Ministry of Truth's latest slogans before the eyes of the citizenry are everywhere.



No title. No "your excellency." Nothing. The man was a boor, pure and simple. Still, now was not the time for taking offense. No one at this table disagreed with Kline. It was just that there were ways that these things had to be done.

Giraud nodded to the Inquisitor. «It would reflect badly on the prestige of the corporation if it became public knowledge that one of our most respected noblemen was a friend to the Darkness. Our enemies would have a field day.»

Well put, thought Kruger. He also thought about the boy's father, his old comrade-in-arms, Colonel Bruno Sterberg. It would kill that proud old man to have his son executed as a Heretic, he thought. He would die of shame. Kruger felt some sympathy. After all, he had his own family problems.

He thought of his disowned daughter Maria. She had left the Military Academy halfway through term and run off with a commoner, a mere musician. Now she flaunted her body for half the system to see in one of Valmonte's disgusting films. Thank the Light, she used that stage name. At least his shame was not common knowledge among the people.

Sudden anger filled him. He felt sure that everyone at this table knew about it and pitied him. Still, he would have a small revenge. The Valmonte boy, Ricco was coming up for his promotion board. Kruger would have a word in Romanov's ear. Ricco Valmonte's career would be at an end. The thought gave him some satisfaction.

Since the arrival of the Dark Legion, a new trend has arisen. Atop every building are searchlights. Look closely at the gargoyled terraces, and you will see weapons emplacements bristling with light cannons, machine guns, and anti-aircraft missiles. Beneath every apartment block is a huge bunker designed to provide shelter during air raids. Most administrative districts contain a Redoubt, a huge fortress where the local Reserve forces muster and train. Along every major street are Watchtowers, lesser fortifications which serve as police bases, as well as havens during time of invasion. All of these factors, combined with the huge number of armed and uniformed officers in the streets, make Bauhaus cities seem like armed camps.

THE MEDIA

«The truth is that which serves the greater good. What higher truth can there be?»

—From the *Ministry of Truth Media Handbook*



Bauhaus has the most heavily censored and controlled media in the whole Solar System. Its journalists are expected to conform to Ministry of Truth guidelines in all of their coverage. Those who don't can expect a visit from the Ministry of Fear, and possible indictment on charges of treason and moral sabotage.

The Ministry of Truth ensures that all newspapers, newsreels and newscasts in the domains hold to the corporate line. Political criticism of the Elector Dukes and the nobility is forbidden. Coverage from the warzones is heavily edited. Only great victories are reported, since anything else would be deemed bad for morale. Coverage of other corporation's works and plans is usually critical. There are many tales of Bauhaus corporate triumphs and lots of upbeat coverage of local events. The human interest stories are often excellent, and Bauhaus media excels at gossip about the nobles, court bulletins and glossy stories about the nobility and media stars. Skilled observers of the Bauhaus press can read a lot between the lines. If there is a story about Lady Sternberg being seen in an old dress, you can infer that the Sternbergs' fortunes are on the slide. If you read an article about how Ludwig Romanov hopes that he will soon have a chance to prove his valor, you can bet that there is war brewing.

The major Bauhaus papers are *The Heimburg Gazette* and *The Volksburg Herald*. They exemplify the Bauhaus media, being glossily produced, upbeat and heavily partisan to the Elector Dukes' line of the moment.

In film, Bauhaus is very much a minor player. Aside from the many inspiring war films, the industry produces very little mass entertainment, except for some very popular historical dramas. It does provide sophisticated art films popular with the system's intellectuals though. Perhaps the most successful part of the Bauhaus cinema industry is House Valmonte's notorious line of erotic films.

Bauhaus excels in high culture. This is the result of a subsidized system primarily geared to the tastes of the aristocracy and the middle classes who ape them. Its theaters, opera houses and galleries are famed throughout the system. Its novelists are reckoned to be among humanity's best, and Bauhaus painting and sculpture are universally hailed as excellent.

TRANSPORT

«If all you want is to simply get from Point A to Point B, forget about Bauhaus. If you want to get there in style, we're all you need to know!»

—From a Fieldhausen Motors ad

Bauhaus is a leader in all fields of transport. Its luxury cars are justifiably renowned for their performance and comfort. Its aerospace industry is second only to Capitols, and arguably exceeds it in certain areas such as spacecraft building and the creation of large flying machines like zeppelins and Aerial Dreadnoughts. The complex river systems of Venus have led Bauhaus to develop the most advanced hovercraft and ground effect vehicles currently being made. These range from the famous hovertanks of the Dragoons to the gigantic hoverliners which ply the waters of the Southern Ocean.

FOOD

«A good chef is like an artist, only more valuable, as he or she can feed your body as well as your soul.»

—Bauhaus proverb

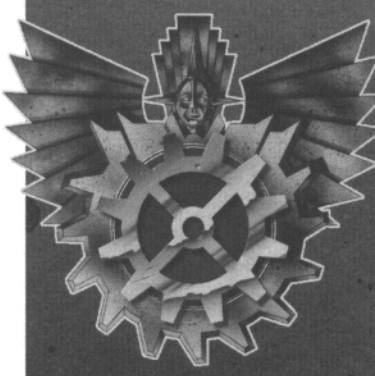
Bauhaus is, as you would expect, renowned for its production of wines. The lush Venusian climate is perfect for the growing of grape vines and other forms of agriculture. After Capitol, Bauhaus is the system's largest trader in food. Bauhaus cuisine is shaped by the refined tastes of the aristocracy and known for its complex sauces and subtle seasonings. Surprisingly, there are few Bauhaus restaurants. Most of the noble families eat at home with their guests, dining on food produced by the best trained chefs in the system. For those who would sample Bauhaus cuisine without being invited to a noble's home, there are a few very exclusive restaurants, usually found in Homebuilder-owned hotels. The food here is cooked to perfection by chefs who are often as well known and eccentric as movie stars. The result of their work is best appreciated by gourmets with deep pockets, for it is not cheap. Bauhaus fast food tends to be dominated by meat products like sausages. These go well with the copious amounts of cheap (and good) beer favored by the lower classes of Homebuilders.

STORES

«When you want the best: Bauhaus.»

—Bauhaus slogan

Bauhaus owns most of the system's most luxurious and expensive malls and department stores, and ensures that they carry a full line of Bauhaus products. Jaeger's is perhaps the best known, but there are a dozen more. Within these palaces of shopping, servile assistants hasten to gratify the client's every whim, providing they have the wherewithal to make a purchase. Scruffy and unlikely looking customers are excluded by discrete security. If they prove to have money, they will be given a jacket and tie to wear while within.



«I think we will all be saddened to hear of Nikolai Sternberg's tragic automobile accident,» said Enzo Bernheim. His glasses suddenly caught the light, turning his eyes into circles of fire. «So young and so talented—what a waste.»

«Car bomb. Imperial-sponsored terrorists,» said Romanov. Kruger looked at him in awed astonishment. Trust him to turn this to military advantage. «I'm sure the Ministry of Truth will see the public gets all the details.»

Kruger could see the implications of what Richthausen said slowly sinking in around the table. Imperial-sponsored terrorists. It would be war then. The time had come to punish the Imperial interlopers. Perhaps he would not speak to Romanov after all. Bauhaus would soon need all able-bodied officers, even the Valmonte boy.

Saglielli looked around the table, saw no disagreement, then smiled his chilling smile.

«It shall be done,» he said.



SPECIAL RULES FOR BAUHAUS CHARACTERS

THE RIGHT THING

Julian Wroclaw stood nervously in his father's study. The taste of fear and failure filled his mouth. He studied the room's oaken panels, the paintings of his ancestors who looked down upon him. Their faces seemed to express a mixture of disappointment, scorn and shame at his behavior. There was no distraction there. Julian knew that, after all the many follies, he had at last committed the one that his father could not forgive.

The balcony door opened and his father stepped in. He was dressed in his field uniform. He had been reviewing the troops of the Wroclaw Guard. The glittering argent skull helmet of the Order of the Silver Blade stared accusingly at Julian. His father's hand toyed with the hilt of his Homebuilder blade as if he were considering drawing it and stabbing his son. There was an air of restrained fury about his father, a tenseness that not even the bulky armor and the long black cloak could conceal. Slowly, he flipped the seal buttons on his helmet and pulled it off. Then he slammed the skull mask down upon the desk. The sound of it was like the crack of a shot.

Involuntarily, Julian shuddered. He gazed on his father's face imploringly and swiftly looked away. His father's features were pale, their pallor accentuated by his trim black beard. His eyes glittered madly like the eyes of one of his prized hunting falcons.

«You are a coward!» he said. Julian flinched as if at the crack of a whip. «You have

CREATING A BAUHAUS CHARACTER

When creating a Bauhaus character, use the following procedure instead of the one outlined in the *Mutant Chronicles RPG*.

1 Determine your Social Standing. Roll 2d4+2.

2 Determine your STR, PHY, COR, and INT. Roll 3d6 six times. Drop the two lowest values and assign the remaining ones to these four Basic Capabilities as you see fit.

3 Determine your MST and PER. Roll 2d4+SS.

4 If you are a noble (SS 8 or higher), determine your House. See *The Nobility* chapter. Apply any Basic Capability modifiers now.

5 Figure your Base Skill Values. If your MST or PER is 15 or higher, you can now join the Brotherhood instead of continuing on with Bauhaus. See *The Brotherhood* sourcebook.

6 Roll three times on the *Bauhaus Adolescence Events Table*.

7 Make your elementary education skill picks.

8 If you qualify, spend age 14–15 as a Student (see the *Bauhaus Careers* chapter). Do not roll to enter.

9 If you qualify, spend age 16–17 in the military (see the *Bauhaus Careers* chapter). Do not roll to enter.

10 Choose a career whose requirements you fulfill. Note that Bauhaus characters can only choose from the careers listed in the *Bauhaus Careers* chapter. If you were in the military from age 16–17, you do not have to roll to enter your career. Otherwise, you do. Note that you only have to make an INT/PER roll when you change careers, not between each two-year term.

11 Make your skill picks and apply all other effects (e.g., PER mods, aging, etc.). Roll twice on the *Bauhaus Special Events Table*.

12 At the end of each two-year term, make a Promotion Roll. See «Social Stability, Promotion and Social Standing.»

13 If your Promotion Roll is 1, you're unemployed. Roll 1d10. If it's greater than your SS, you're disgraced. Start your adventuring career now. Otherwise, change careers right away. If you blow the INT/PER roll, become a Student (or, if you don't qualify for that, a Worker).

14 Repeat steps 11–13 until you either decide to or are forced to start your adventuring career.

SOCIAL STANDING

«It's not who YOU are; it's WHO you are.»
—Bauhaus proverb

In Bauhaus, Social Standing is EVERYTHING. It determines how swiftly you progress in your chosen career, how fit and healthy you are, and even the amount of self-confidence you possess. Bauhaus nobles are amongst the proudest people in the system, and this pride gives them drive and charisma. Before creating your character, you should first generate your SS. This will tell you to what part of Bauhaus society you belong.

Because of Bauhaus's unique social structure, you roll your SS on 2d4+2. Bauhaus social welfare ensures that there are no really poor citizens of the corporation.

2D4+2 SOCIAL STANDING

SS 4-6 You are a commoner. Your parents belong to one of the great industrial fiefdoms owned by the corporate nobility. You have a good standard of living, and the best of health care and social security is provided for you. You are proud to be one small cog in the Bauhaus machine.

SS 7 Your parents belong to the managerial class. You expect to be a supervisor and a leader, responsible for overseeing a horde of underlings. You aspire to join the nobility, and you know that if you work hard and excel you will be given that opportunity.

SS 8 You belong to the nobility. You are part of an old family that has served Bauhaus for many generations. You know it is your destiny to lead. Your chosen career would be the military, but it is possible that your family needs your services to oversee its industrial holdings.

SS 9 You belong to one of the Great Houses, one of the ten mighty economic powers of the Bauhaus world. You belong to a family of great influence and enormous prestige. You can expect a glittering career in any area that your family chooses to back you.

SS 10 You belong to one of the four great Elector Houses, the movers and shakers of the Bauhaus world. (Roll 1d4 to see which: 1=Romanov; 2=Richthausen; 3=Bernheim; 4=Saglielli.) You are the proudest of the proud, and the haughtiest of the haughty. You know that the eyes of the world are upon you and that the worst thing that you could possibly do is bring disgrace upon the family name.

High office in the military, corporate governance or the Brotherhood is your destiny. You probably belong to one of the scores of cousins and distant relatives of the Elector Houses, but you can, with your GM's permission, play a character from the very core of the nobility. This will put you stage center in the political events that shake the corporate worlds.

A NOTE TO THE GM. Bauhaus is not a democracy and does not pretend to be. The aristocracy easily gets the best deal of all Bauhaus citizens. Because of this, you may want to run a noble campaign. In this case, let the players roll 1d10. On a result of 1–5, they belong to a Noble House (SS 8). On a result of 6–9, they belong to a Great House (SS 9). On a result of 10, they belong to an Elector House (SS 10).

BASIC CAPABILITIES

«A Bauhaus baby is like a block of Venusian granite: a quality material to work with.»
—From Dr. Glock's Guide to Childrearing

Bauhaus provides its people with the best health care and diet that money can provide. In addition, its program of genetic screening means that, over the generations, the best have come to the fore.

- Bauhaus characters generate STR, PHY, COR and INT by rolling 3d6 six times; drop the lowest two rolls and assign the rest as you see fit to these four capabilities.
- Within Bauhaus, a character's self-esteem is often directly related to his Social Standing. Therefore, MST and PER are generated using 2d4+SS.
- In addition, a character gets a number of points equal to its SS to distribute among any Basic Capabilities. The maximum you can have in any Basic Capability (except MST and PER) is 20.
- Noble characters should note that their Basic Capabilities may be further increased depending on what house they belong to. See the section on Noble Houses for more details.

You can exchange points between Basic Capabilities in the usual way, by swapping two points in one Basic Capability for one point in another. However you CANNOT increase your Social Standing by spending PER and PHY points.

BROTHERHOOD CHARACTERS

«Thank the Light for Bauhaus.»
—Cardinal Nathaniel Durand

Bauhaus is a corporation of the faithful. More people per capita join the Brotherhood from Bauhaus than from any other corporation. You can be one of them. At this stage of character generation, if you have an MST or PER of 15 or greater, you may choose to join the Brotherhood. In this case, you should use the Brotherhood character generation rules given in *The Brotherhood* sourcebook, including the *Adolescence Events Table*. You don't benefit from the Bauhaus special education rules given below. Your early life will still shape your character, and you should use the personality guidelines given in this book to give you an idea of what your character is like. However, your loyalty now lies with the Brotherhood, and no one at Bauhaus would expect anything different.

ADOLESCENCE SKILLS

«No matter the stock, a child is only as good his or her education.»
—Bauhaus proverb

Bauhaus stresses the importance of education to all of its work force. From an early age, its people are prepared for their tasks in life by the system's best educational system. This education is far superior to the secondary education offered by the other megacorporations. Nobles are taught by private tutors; the best and brightest of the others' children are taught at special corporate academies. All of this means that, between the ages of 14 and 15, commoners may choose the Student background. You receive these skills in addition to the skills gained in your elementary education. Only nobles may attend the Military College at this age. Joining the officer caste directly is one of the many privileges of the nobility.

MANDATORY SKILLS

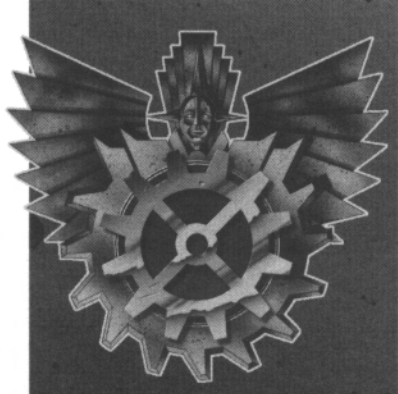
«There are certain basic things that every Bauhauser should know. This is what makes them Bauhausers—this and their blood.»
—From Dr. Glock's Guide to Childrearing

Bauhaus believes in indoctrinating its people early. It is unthinkable that any Homebuilder would not be given a grounding in the background and history of his or her society. It is equally unthinkable that any Noble House would let any member out into the world without a knowledge of the proper way to behave and a thorough grounding in the history of the nobility. Noble characters receive skill picks in both Bauhaus Corporate Etiquette and Knowledge of Bauhaus equal to half their SS rounded up.

COMPULSORY MILITARY SERVICE

«Every Bauhauser knows that the family honor is the most important of matters, and every Bauhauser is willing to fight—nay, to DIE to protect the extended family that we call Bauhaus.»
—Duke Sergio Saglielli

Between the ages of 16 and 17, all able-bodied Bauhaus citizens are conscripted into the milita-



brought shame and disgrace upon this family. What do you have to say for yourself.»

Julian's tongue refused to move. It seemed to fill his entire mouth. His knees trembled and threatened to give way. He forced himself to stand upright. He had that much pride at least.

«I put up with your drinking and your gambling and your taste for low life. I put up with your shirking your studies and your boorishness and your laziness. All of these things I have tolerated but this—this is unendurable.»

Julian looked at his feet. How could the old man understand, he thought? How can he judge me? He was not there. He had not seen the hordes of the living dead striding across the snow. He had not seen his comrades fall one by one around him. He had not seen that towering, evil-eyed Nepharite brandish his glowing, rune-covered sword. No one who had not been there should judge me, Julian thought.

«You ran!» His father spat the words out as if they were poison. He glared at his son with a look of unimaginable loathing. Seeing that look, Julian wished he could turn back the clock, that he could face the demonic thing once more and fight. But it was no use wishing for such things. The moment had passed. He had been found a coward.

His father looked at him once more, then shook his head. He unbuttoned the flap of his holster. Julian flinched. Surely, he's not going to shoot



me, he thought, not his own son. Seeing him flinch, his father's smile of contempt widened into a taut grimace of hatred. He placed the pistol on the table beside his skull helmet.

«At least do the right thing for once in your life,» he said and turned and walked back to the balcony once more. Julian walked over to the table. He knew what his father meant. He picked up the gun. It felt heavy as death in his hand. What else could he do? There was no place to go. His father had disowned him. His former friends and brother officers would not speak to him. If he did the right thing, he would have a hero's funeral, and wipe out his shame with a single shot. If he did not, he would be a homeless vagabond nobody. Friendless, despised, a beggar in the richest society in history. Not even the thralls would speak to him. They would recognize his upper-crust accent and know him for a fallen man. Slowly he placed the gun against his temple. There was no escape, no option. His hand trembled, he tried to squeeze the trigger. But he could not. He wanted to live now, just as badly as he had at Novakursk.

He threw the gun away as if he had been clutching as poisonous snake. He turned on his heels and ran as if the Nepharite was once again pursuing him. He left his father's study, his father's house, and ran down the street, friendless in the great city. He knew now that he was entirely lost to honor, too much of a coward to even take his own life.

ry, where they learns the use of weapons and the skills they will need to defend their corporation against any threat. At age 16, if you meet the requirements, you automatically enter the Military profession. Commoners go in as soldiers; nobles become officers. Take your skill picks from the appropriate background. At age 18, you may choose to leave the service and find another career, or you may choose to stay on, and seek glory in the true Bauhaus way, by the profession of arms. If you decide to do this, you do not need to make the usual INT/PER roll.

If you do not meet minimum requirements, you will be granted a Certificate of Exemption. This means you are deemed unfit for active service and will not be enrolled in the Reserves.

MILITARY RESERVE. Even if you choose to leave the military after your compulsory service, you will be placed on the Reserves' list and join your local Corporate Defense Unit. At least once per month, you will be expected to attend basic training sessions. Once per year, your employers grant you soldier's leave, and you take part in one of Bauhaus's great military exercises.

All of this means that, no matter what non-military career you choose to follow, you will always gain an extra skill pick in Combat and Firearms. People with Certificates of Exemption are not part of the Reserves and do not receive these skills.

STATE OF EMERGENCY. During a state of emergency, the Reserves are often called up to fight. If this happens, you automatically follow the military career of Regular Army Hussar at your old rank. Do not roll for promotion. When the emergency is over, you return to your old career at the rank you held before.

A JOB FOR LIFE

«Jacks-of-all-trades never excel at anything.»
—Bauhaus proverb

Bauhaus is a very stable organization. It is also a very conservative one. Once you are in a job, you stay in it. After you have made your initial roll to get into a career, you don't have to roll at the end of every career repetition to see if you keep it. Conversely, you can't change from that career either. It seems foolish to the Bauhaus management to spend huge sums training a person and then not to employ that person using those skills.

SOCIAL STABILITY, PROMOTION AND SOCIAL STANDING

«A place for everything, and everything in its place»
—Old Bauhaus saying

Bauhaus believes in rewarding excellence, but it also believes in order. In Bauhaus, your Social Standing is determined by birth. It is very difficult for commoners to change this, and virtually impossible for nobles, unless they are disgraced. This means that there are no Social Standing Rolls for Bauhaus characters. Instead, there is the Promotion Roll.

All Bauhaus careers have ranks. Bauhaus commoners strive to increase their rank, and thus their Social Standing. Bauhaus nobles, driven by the doctrine of excellence, also seek to increase their ranks, and thus the power and influence of their House.

In most careers, you start at rank 1. Exceptions are noted in the career descriptions.

COMMONERS. Commoners roll for promotion using 1d10–5. If the result exceeds their current rank, they have received promotion, and their rank increases by 1. Until they reach rank 7, an unmodified roll of «10» is always successful. Once a commoner reaches rank 7, he or she can only advance by receiving a Patent of Nobility.

Of course, Bauhaus rewards excellence, and the most intelligent, driven and forceful personalities have a better chance of succeeding. You get a +1 on your Promotion Roll (for each Basic Capability) if your INT, MST or PER is greater than 13. If a commoner's rank exceeds his or her Social Standing, increase the Social Standing to match the rank.

NOBLES. Nobles, too, must make Promotion Rolls, but their family connections and influence help. Promotion is not only determined by excellence, but by other intangible factors such as being the «right» sort of person and knowing powerful people. Nobles make Promotion Rolls on 1d10–5, but in addition to the bonuses for INT, MST and PER, they receive +1 for each point of SS above 7. «The cream floats» is a Bauhaus saying. No one wants to be the person who denies a member of the Romanov family promotion. After all, one day that person will probably be your superior. Nobles may not hold a rank above their SS. The Great Houses reserve all the top positions for themselves. That's one of the reasons why they are Great Houses.

Even nobles can find it difficult to progress to the uppermost echelons of the corporation. These positions are usually reserved for members of the Elector Houses and their families. Even if you are a noble, you can only progress to a rank higher than your Social Standing by rolling an unmodified «10» on your Promotion Roll.

UNEMPLOYED

«One without a job is one without a purpose.»
—Bauhaus saying

Markets change, officers can be asked to retire, forces are disbanded, whole industries become obsolete overnight. This can happen to you. If you roll an unmodified «1» on your Promotion Roll, you have become unemployed. You are out of a job and must make a INT/PER roll to find a new one. If you cannot, you will be retrained.

RETRAINING. Bauhaus does not believe in unproductive laborers. However, it also knows

that times change, and competition is fierce. Bauhaus does not believe in letting its people suffer or sink into poverty. It will retrain them. If you ever lose your job and cannot find another, you can choose to become a Student. You enter this profession automatically if you meet the minimum requirements. If you don't, you will become a Worker, or you may choose to become a Pilgrim. Whenever you start a new job, you begin at rank 1. (Unless you are a noble and your new career is the military.)

PILGRIMS. Bauhaus is a very devout corporation. Its followers believe fanatically in the Cardinal's word. They often prove this devotion by becoming Pilgrims, visiting every great Cathedral in the Solar System, and many lesser holy sites, to attend services and hear the word preached. Bauhaus grants all its citizens two years unpaid leave-of-absence at any time to become Pilgrims, except during states of emergency. You can always choose to become a Pilgrim for two years and then return to your old job afterwards. If you were unemployed when you became a Pilgrim, you may seek a new job on your return.

HEALTH CARE

«What sort of barbarians would fail to care for their elderly and their ill?»

—Duke Karsten Karlstein, speaking of Capitol at the Cartel

Bauhaus provides excellent health care for its minions, and the higher you go, the better it gets. Of course, diet and early life experience are a factor in this, too. Bauhaus characters get to subtract their SS from their age when working out the NEGATIVE effects of aging. For example, a noble of SS 8 and age 34 gets treated as 26 when it comes to applying the bad effects of aging, but still gets the positive effects, like increased INT and PER.

DISGRACE

«I would rather kill you now with this pistol than have you bring shame on our family.»

—Old Bauhaus saying of Bauhaus parents to their children.

A loss of honor can happen for many reasons. It may happen through the malice of your enemies. It may happen because you could not pay your debts. It may happen because of some unacceptable behavior on your part. Or worst of all, it may come about due to cowardice in the face of the enemy. The reason does not matter. The result does.

Disgrace is the worst thing that can happen to any Homebuilder. Most would prefer death. You are ostracized from the corporation. All your family, friends and contacts will shun you until you have cleared your name. You will be unwelcome in any of your old haunts. Even those who have fought beside you for ten years will not speak to you. Secretly, they may feel some sympathy, but being Homebuilders, they will never show it.

If you become unemployed, roll again. If the result is greater than your Social Standing, you have been disgraced. It's much easier to be disgraced if you are of low Social Standing. This reflects the tendency of Bauhaus noble management to shift the blame for disaster onto pushy commoners rather than one of their own. If you roll a 10 on this die roll, you are disgraced whatever your rank. Even the child of an Elector Duke can still fall from grace.

When you are disgraced, all your old Bauhaus contacts from work and the Orders will shun you. You must begin your adventuring career at once. Reduce your Social Standing to 1, as your family and corporation cut you off without a penny. If you are disgraced early in your career, say during adolescence or your first two career repetitions, a kind GM may allow you to continue the normal character generation process using the rules in the *Mutant Chronicles RPG*. Use the *Special Events Table* there, not the one in this book.

PATENTS OF NOBILITY

«There is no higher honor than to be accepted as a peer by your betters.»

—Bauhaus saying

For a commoner, a Patent of Nobility is a sign that you have finally arrived. Your services have been recognized by your corporation, and you have been given the chance to found a family or even marry into the nobility.

Patents of Nobility are granted only at the discretion of the Council of Electors. To get one, you must be sponsored by a noble who will plead your case to the Council, and you must have done something sufficiently worthy to be granted this great honor. Sometimes, nobles will plead the case of a person whose family has been trusted retainers for generations. This always helps, but it's no guarantee of success.

Patents of Nobility can be received by rolls on the *Special Events Table*. They can also be granted because of exceptional performance of your duties. The scientist who discovers a new process, the officer who performs outstanding feats of heroism, the administrator who triples the company's profits have all been rewarded in the past. When you reach rank 7, continue to roll for promotion as normal. If you roll an unmodified «10» on the Promotion Roll, then you have a chance, just a chance, of being granted a Patent of Nobility. Roll 1d10 again. If the result is 8 or more, your merit has been recognized, and you will be elevated to the ranks of the nobility at a great ceremony in Heimburg Cathedral.

Once you have been granted your Patent of Nobility, you will also be granted your domain. The corporation will reward your loyalty by giving you an estate and an industrial fiefdom. This is not quite as generous as it sounds. Your estate will simply be the title to a vast tract of untamed jungle. You will have to take a squad of Homebuilders to clear it and then build your mansion. If you are granted an industrial fiefdom, you will be given a small, unprofitable sub-

sidiary company that does not manufacture goods up to the Bauhaus standard. It will be your task to ensure that this company produces goods worthy of bearing the Bauhaus cogwheel. In either case, you have the rest of your life to succeed in these tasks. If you manage before you die, your children will inherit your domain. If you fail, your title dies with you, and your children will sink back into the mass of commoners.

HONORARY RANKS

«Serving in your corporation's military is not the ONLY way to honor.»

—From the note attached to each Certificate of Exemption



In the Bauhaus corporation, military rank confers a lot of prestige, but Bauhaus recognizes that it is not only soldiers who help make the corporation great. The administrators who oversee industry, the scientists who design weapons, the Magistrates who ferret out corruption all play their part, too. Any civilian who reaches rank 6 is granted an honorary rank equal to the military rank of the same level. Thus, any civilian who achieves rank 7 gains the honorary rank of colonel. Anyone who achieves rank 9 becomes a marshal.

HERETICS

«Even near humanity's most pure breast can be found the foul asp.»

—Cardinal Nathaniel Durand

If you are a Heretic in Bauhaus, you have chosen a very difficult path. Bauhaus has suffered most at the hands of the Dark Legion and, as a consequence, exercises the greatest vigilance. Every two years, every Bauhaus citizen must undergo a compulsory medical examination and get a Certificate of Fitness signed. Ostensibly, this is to prove that you are still fit for military service. It also serves the secondary purpose of examining you for the taint of Darkness. Of course, there are ways around this. Corrupt doctors can be bribed, records can be faked, etc. Even so, this system makes life difficult.

If you are a Heretic, you should roll 1d20 at the end of every two-year career repetition. Your chance of discovery is calculated in the same way as it would be in any other corporation, except that Bauhaus' unceasing vigilance means that you must increase your chance by +2 (see the *Algeroth* sourcebook for this). If you possess any stigmata, you will automatically be discovered. Not even the most corrupt doctor will not clear you of this. It goes without saying that you will be disgraced, as well as suffer all the other penalties a discovered Heretic must undergo.

The advantage of being a Heretic is that your Brothers-in-Darkness will do their best to see that you advance within the corporation. Their evil influence ensures that you get +1 on all your Promotion Rolls. Many commoners fall into the trap of seeing the cults of the Dark Apostles as simply being a way of advancing their careers.

OATH OF ALLEGIANCE

«And in my loyalty to Bauhaus and the Cardinal's word, I shall not falter.»

—Part of the Oath of Allegiance

Upon achieving adulthood at age 16, Bauhaus nobles must visit their local Cathedral and swear loyalty to the Cardinal and the corporation. They spend a day being examined for stigmata, and a night-long vigil in the Cathedral. This oath of allegiance is sworn in the presence of a high-ranking member of the Brotherhood who possesses the Art. Any youthful Heretic will be discovered on a roll of 10 or less on 1d20.

Any commoner granted a Patent of Nobility must swear the Oath upon ascension to the new rank.

This oath must also be renewed when you join certain organizations such as the Templar Knights, and the chance of discovery is then the same.

Bauhaus would like to administer the oath to every corporate employee, but the sheer numbers of the people make this impossible. It is one of the reasons, though, that Bauhaus is the corporation most closely associated with the Brotherhood, and why Bauhaus nobles are among those most trusted by the Cardinal's brethren.

BAUHAUS CAREERS

«I do not care what vocation it may be that my children find themselves called to, but they WILL be called to perform it for Bauhaus!»
—Duke Demetrius Dante

Rather than following the careers outlined in the *Mutant Chronicles RPG* rulebook, Bauhaus characters follow the careers given here. Within each career, you will find the rank structure important to a Bauhaus citizen.

BONUS SKILLS AND ADVANTAGES

Certain Bauhaus careers give you advantages in your career. These advantages come in two forms: BONUS SKILLS and ADVANTAGES.

BONUS SKILLS. Bonus skills are skills that you acquire in addition to those that you buy with your skill picks. They represent special forms of intense training given by various organizations. You do not have to expend skill picks to get them. You will be told what bonus skills you are getting in the career description. Each bonus skill gives you one pick in that skill per two-year term served. You can still spend your own skill picks on that skill if you wish.

If a Field of Expertise is listed under Bonus Skills, you may choose to place your bonus skill pick on any skill within this Field of Expertise. This skill may be changed between each repetition.

ADVANTAGES. Advantages are harder to quantify. They normally take the form of contacts with certain organizations, or they can be increases to Basic Capabilities or bonuses to certain skills. Whatever they are, they represent the benefits of joining a certain career or organization.

MILITARY/LAW ENFORCEMENT

REQUIREMENTS

ARMY AND NAVY: STR 9, COR 9, PHY 9.
SPECIAL FORCES: VARIES.
AIR FLEET: STR 9, PHY 9, COR 11.

	SOLDIER	OFFICER	SPECIAL FORCES SOLDIER	SPECIAL FORCES OFFICER
COMBAT	1	1	2	2
FIREARMS	2	2	2	2
COMMUNICATION	—	1	—	1
MOVEMENT	1	1	1	1
TECHNICAL	1	1	1	1
FREE	1	1	2	2
PER MOD	+2	+1	+2	+1

MILITARY/LAW ENFORCEMENT

Most Bauhaus youth dream of the fame and glory of a career in the armed forces. This is still the most highly respected profession within the cor-

RANKS

	ARMY	AIR FLEET	NAVY
1	PRIVATE	AIRMAN	JUNIOR SEAMAN
2	BANNER SERGEANT	WING SERGEANT	SEAMAN
3	SERGEANT	FLIGHT SERGEANT	BOSUN
4	LIEUTENANT	2ND LIEUTENANT	PETTY OFFICER
5	KAPITAN	1ST LIEUTENANT	LIEUTENANT
6	MAJOR	CAPITAINE	CAPITAINE
7	COLONEL	COMMODORE	COMMODORE
8	GENERAL	ADMIRAL	REAR ADMIRAL
9	MARSHAL	AIR MARSHAL	ADMIRAL
10	GRAND MARSHAL	HIGH AIR MARSHAL	SEA MARSHAL



EXECUTIONER

«Ready, Borg?»
«Ready, your excellency.»

Beyond the curtain, the audience cheered. Giraud was taking the podium. Wolfgang Preiss smiled ruefully. After five years, he was still «your excellency». It would never change. Even after five years of hunting malefactors through every sink of iniquity in Heimburg, even after saving each other's lives a dozen times, there was still a barrier between them. He liked to think of Borg as his friend, but there would always be a wall there. He shrugged. What did he expect? They were Homebuilders, and he was a noble, and Borg was a commoner.

He studied his huge bodyguard carefully. Borg's face was impassive, but there was a tick moving far back on his jaw. This job was making even the normally unflappable Borg nervous.

He could hear Giraud speak. The man's voice was rich, persuasive, an orator's voice. The members of the Venerable Company of Scribes applauded his most telling point as he put forth his case for further industrial expansion on Mars.

«You don't like this, do you, Borg?»

«No, your excellency. Giraud is a well-connected man. His family will not like what you're doing at all.»

Preiss touched the blade of his ceremonial axe. His voice was quiet but firm. «No man, no woman, no child is above the law, Borg.»

«No, your excellency. But there are ways of doing things. We could arrest



Giraud quietly. Execute him at the ministry or give him a chance to die with honor.»

Hot anger filled Preiss. From the stage, Giraud's hypocritical words taunted him. «Antoine Giraud has no honor, Borg. He is a traitor or worse. He has sold Bauhaus secrets to the enemy. He is a disgrace to his family and his corporation. I will show him not the slightest trace of mercy.»

«I understand, Executioner Preiss but…»

Wolfgang glanced at him sideways. Borg's hands held the great Deathlockdrum casually and expertly. His troubled blue eyes gazed into the mid-distance.

«But what, Borg? You only call me by my rank when you wish to point out some error.»

Borg was silent for a moment. «I think this might be the big one, your excellency.»

Preiss smiled grimly. He understood what Borg meant at once. For five years now, they had been pushing closer to the edge. Even his fellow Executioners thought Preiss a madman. His devotion to justice was absolute. He had let no one, no matter how powerful or well born, slip though his hands. He had always done his duty. Now, they were about to crash right into the big one. Giraud was born to a Great House, a distant cousin of the Duke himself. He was related to Fieldhausen by marriage. By taking him down publicly, Preiss was making enemies of two very powerful Houses. This could destroy him, as well Giraud. So be it, he thought. He had dedicated his life to justice since that ter-

poration, and the first choice of most young nobles. Within the military, all nobles start at rank 4. All commoners start at rank 1. If commoners reach rank 5, they are sent to military college for two years, and then they take their posts as officers. Don't roll for this. It simply happens.

The Bleu, Bauhaus' official police force, uses the same titles, ranks and bonus skills as the Regular Army Hussars, as do Homebuilders.

BONUS SKILLS. SOLDIER: HUSSAR: Rifle; DRAGOON: Ground Vehicles, Mechanics; NAVY: Boating; AIR FLEET: Flying Vehicles or Spacecraft Piloting or Spacecraft Navigation
OFFICER: HUSSAR: Small Group Tactics, Pistol; DRAGOON: Ground Vehicles, Small Group Tactics; NAVY: Boating, Pistol; AIR FLEET: Flying Vehicles or Spacecraft Piloting or Spacecraft Navigation
SPECIAL FORCES SOLDIER: Varies.
SPECIAL FORCES OFFICER: Varies.

STUDENT

REQUIREMENTS

INT 7. MILITARY ACADEMY IS OPEN ONLY TO THOSE OF SS 8+, OR TO THOSE WHO HAVE WORKED THEIR WAY UP THROUGH THE RANKS.

	MILITARY	MEDIA	BUSINESS	TECHNICAL
COMBAT	1	—	—	—
FIREARMS	1	—	—	—
COMMUNICATION	—	2	2	—
MOVEMENT	1	1	—	—
TECHNICAL	—	—	1	3
FREE	2	2	2	2
PER MOD	0	0	0	0

STUDENT

Students are those who are studying to take up a career or those being retrained to follow a new career. It is within these schools that Bauhaus citizens earn their precious Certificates of Competence. While you are a Student, you do not make Promotion Rolls.

ADMINISTRATOR

ADMINISTRATOR

	RANK 1–3	RANK 4–5	RANK 6+
COMBAT	—	—	—
FIREARMS	—	—	—
COMMUNICATION	2	3	4
MOVEMENT	1	1	1
TECHNICAL	1	1	1
FREE	2	2	3
PER MOD	–1	0	+1

Administrators run the Bauhaus business empire. Some directly oversee the Bauhaus business machine. Some work for the powerful ministries that control Bauhaus policy. In either case, you are expected to work tirelessly to oversee the smooth running of the Bauhaus industrial empire.

Administrators of rank 1–3 are called MANAGERS. They oversee the running of small offices and departments.

Administrators of ranks 4–5 are called EXECUTIVES. They control more extensive areas, up to an entire industrial division or powerful ministerial departments.

Administrators of ranks 6+ are called ADMINISTRATORS. They make top-level decisions within the corporation.

SCIENTIST

Bauhaus scientists are responsible for research and development, particularly of new weapons and industrial techniques. As such, they enjoy a particularly privileged position in Bauhaus society. Bauhausers have a reverence for education that gives them great respect.

Scientists of ranks 1–3 work in research labs overseen by scientists of ranks 4 and 5. Scientists of rank 6+ control massive R&D budgets and the big science projects of which Bauhaus is so fond. All scientists are called «Doctor.» Scientists of ranks 4 and 5 add their honorary rank to the title. Scientists of rank 6+ are called Professor, and also add their honorary rank.

SCIENTIST

	RANK 1–3	RANK 4–5	RANK 6+
COMBAT	—	—	—
FIREARMS	—	—	—
COMMUNICATION	—	1	2
MOVEMENT	—	—	—
TECHNICAL	3	4	3
FREE	2	2	3
PER MOD	–1	0	+1

MAGISTRATE

You are a Magistrate, one of the tough but fair individuals who see that the law is obeyed in the Bauhaus domains. Unlike many other corporations, Bauhaus does not employ trial by jury. Instead, the Ministry of Justice employs a special class of investigative lawyer-cum-police-officer called Magistrates. Magistrates act as judge, jury and, in many cases, executioner. They have full powers to call witnesses, cross-examine people, and sentence them on the spot. Higher ranking Magistrates often head special task forces which investigate corruption, heresy and treason. They are very popular with the public, but hated by criminals and traitors. This is one reason why so many Magistrates need teams of bodyguards and are proficient in combat. When they sentence someone to death, Magistrates must carry out the sentence themselves. This is not a job for the squeamish.

MAGISTRATE

MINIMUM REQUIREMENTS

INT 13, PHY 9, COR 9, PER 11.

	RANK 1–3	RANK 4–5	RANK 6+
COMBAT	1	1	2
FIREARMS	1	1	2
COMMUNICATION	2	2	2
MOVEMENT	1	1	1
TECHNICAL	—	—	—
FREE	2	2	3
PER MOD	0	+1	+2

Magistrates of rank 1–3 are mostly concerned with local lawbreakers. Magistrates of ranks 4–5 are called Prosecutors and can be assigned anywhere in the Bauhaus domains to carry out their duties. Magistrates of rank 6+ are known as Executioners. They are assigned only to cases of the highest level involving treason, heresy and high-level corruption.

Magistrates are not part of the Reserves.

BONUS SKILLS. BAUHAUS LAW: A special skill open only to Magistrates. It involves knowledge of all Bauhaus' complex web of laws, including high justice, which is meted only to nobles, and low justice, which is binding on commoners.

DIPLOMAT

You are part of the diplomatic corps. You are responsible for representing Bauhaus in the domains of other corporations, negotiating treaties and seeing that Bauhaus rights are not infringed upon by outsiders.

Rank 1–3 Diplomats are simply called Diplomats. They work within local Bauhaus embassies and offices, overseeing paperwork and gathering intelligence.

Rank 4–5 Diplomats are known as Attaches. They coordinate the work of their subordinates and run minor diplomatic outposts.

Level 6+ Diplomats are called Consuls. They are responsible for the work of entire embassies in major megacities.

Level 8 diplomats are Ambassadors. They represent Bauhaus within the capitols of the other megacorporations and at the Cartel. They are fully empowered to negotiate treaties, cease-fires, etc., and to carry the word of the Elector Dukes to the leaders of the enemy powers.

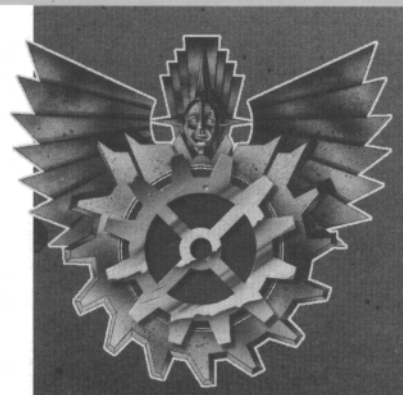
ADVANTAGES. You have diplomatic immunity. Under subsection 23, page 4,045 of the Cartel Charter, you may not be held, tried, harmed or prosecuted by representatives of any corporation but your own. You are free to move without let or hindrance through any territory belonging to any signatory to the Charter. (With the exception of previously defined areas of security; see subsection 649, page 7,002.) This effectively means that you cannot legally be held or harmed by anybody except the Bauhaus government, no matter what crime you may commit. Of course, the people you have committed a crime against may ask Bauhaus to strip you of your immunity. And, of course, illegal actions happen, mistakes are made, people are killed all the time. Imperial, in particular, is infamous for «terrorist attacks» on Diplomats who abuse this privilege. As a serving Diplomat, you are not SUPPOSED to carry weapons (but who has the authority to check?).

DIPLOMAT

MINIMUM REQUIREMENTS

INT 11, PER 11.

	RANK 1–3	RANK 4–5	RANK 6+
COMBAT	1	1	1
FIREARMS	—	—	—
COMMUNICATION	3	4	5
MOVEMENT	—	—	—
TECHNICAL	1	1	1
FREE	2	2	2
PER MOD	0	+1	+2



rible day when he had seen his baby sister blown up by Anarchists. The Light would judge him at the end.

«Borg. Nobody else knows about this. This has been a sealed investigation, just you and me. I haven't even reported it to the Minister. I wasn't sure.»

Borg looked shocked. This was against all protocol. «You can't have…»

«I am an Executioner, Borg. I am empowered to investigate all threats to the common good. I need no one's authority but my own.»

«But…»

«I'm trying to tell you, you can still back out, Borg. I can do this on my own.»

Borg looked pained, then grinned. «Your excellency. I am your bodyguard. It would be my head that rolled if anything happened to you.»

They strode out onto the stage just as the Giraud finished saying, «…that gentlemen is why Giraud Aerospace is building its new factory in San Dorado.»

The crowd fell silent as they saw Preiss's black cloak and ceremonial skull mask. Giraud turned to face him, a look of sudden fright on his face. His hand fumbled at his sidearm holster. Preiss raised his Punisher.

«Antoine Giraud. I am Executioner Wolfgang Preiss. I accuse you…»

Giraud's finger's gripped the butt of his pistol.

«…of crimes against the state. The crime is treason.»

Someone in the crowd screamed. Giraud's pistol was in his hand. He swung it up to point at the unflinching Preiss. From



the corner of his eye, the Executioner could see Borg begin to move to throw himself between Preiss and the bullet.

«The sentence is death.» Preiss pulled the trigger of the Punisher. Giraud's brains decorated the podium.

«Justice is seen to be done,» the Executioner said quietly. The crowd was silent. Borg took an ironic bow.

WORKER	
MINIMUM REQUIREMENTS	
NONE.	
COMBAT	—
FIREARMS	—
COMMUNICATION	2
MOVEMENT	1
TECHNICAL	2
FREE	2
PER MOD	0

WORKER

You belong to the highly skilled cadre of laborers employed in Bauhaus factories, mills and shipyards. You have a secure job, excellent health care and as good a pay as is imaginable for a person in your position. You are just not going anywhere. You cannot reach promotion above rank 3 as a Worker. At rank 3, you are known as a Supervisor.

ENTERTAINER

You are employed in Bauhaus's media industry. You may be an actor, singer, dancer or model. Your rank is not really a rank as such, more a reflection of your popularity. Rank 1 Entertainers are unknowns. Ranks 2–3 are struggling. Ranks 4–5 may be well known in a single megacity; they have definitely arrived. By rank 6, you are a major artist, appearing in films, having a major recording contract, whatever. At rank 7, you are a Star known across the Bauhaus domains and beyond, mobbed by your adoring public wherever you go. As an Entertainer, you will never receive honorary rank unless there is a state of emergency. Then you will be granted that rank for your part in entertaining the troops at the front.

ENTERTAINER	
MINIMUM REQUIREMENTS	
PER 11.	
ALL RANKS	
COMBAT	1
FIREARMS	—
COMMUNICATION	3
MOVEMENT	2
TECHNICAL	—
FREE	3
PER MOD	+1

MEDIA

You work in the Media as an investigative reporter for either the print newspapers or the radio networks. It is your job to get the news, find the big story, expose corruption and keep the public well informed (all subject to Ministry of Truth guidelines, of course).

At ranks 1–3 you are a Journalist, responsible for doing the legwork and getting the facts.

At ranks 4–5 you are an Editor with your own team of reporters covering your specialist department, be it current affairs, society gossip, crime or business.

At rank 6+ you are an Editor-in-Chief, controlling an entire newspaper or radio station.

MEDIA			
MINIMUM REQUIREMENTS			
INT 9, PER 9.			
	RANK 1–3	RANK 4–5	RANK 6+
COMBAT	—	—	—
FIREARMS	—	—	—
COMMUNICATION	3	4	5
MOVEMENT	2	1	1
TECHNICAL	1	2	3
FREE	2	2	3
PER MOD	0	+1	+1

PILGRIM

It is quite customary for nobles and wealthy commoners to take a two-year leave of absence from their work and become a Pilgrim. They wander round the system seeing the sights and attending ceremonies at all 8 great Cathedrals. You can become a Pilgrim at any time except during a state of emergency. After completing the two-year period, you return to your previous employment. Certain Orders only accept people who have made the pilgrimage and proven their faith.

While on a pilgrimage, you are not part of the Reserves, and you do not make Promotion Rolls.

ADVANTAGES. Your superiors will be impressed by your devotion. Add +1 to all future Promotion Rolls.

PILGRIM	
MINIMUM REQUIREMENTS	
SS 5+.	
COMBAT	—
FIREARMS	—
COMMUNICATION	2
MOVEMENT	1
TECHNICAL	—
FREE	3
PER MODIFIER	+1

HOMEBUILDER

MINIMUM REQUIREMENTS

All Basic Capabilities 9+

	RANK 1–3	RANK 4–6	LEADER
COMBAT	1	1	1
FIREARM	2	1	2
COMMUNICATION	1	2	2
MOVEMENT	2	2	2
TECHNICAL	2	2	2
FREE	2	2	3
PER MOD	+1	+1	+2

HOMEBUILDER

Homebuilders are dispatched to claim new Bauhaus domains. They are usually under the command of a noble who has just received a Patent of Nobility and who wants to claim a new domain. Homebuilders are volunteers. They mostly consist of young people seeking adventure outside the staid life of the civilized domains and want to make their fortunes quickly. The frontier gives them a chance of promotion they would never get in an ordinary career. Homebuilders must clear the jungle, build houses and fight to protect the domain against interlopers. As a consequence, they have to be jacks-of-all-trades.

Homebuilder nobles must be able to lead and overcome all sorts of unforeseen difficulties. Anyone, no matter what their status, may become a Homebuilder. The position of Homebuilder Leader is only available to those who have just become nobles, or to members of old families who want to establish a new domain for their family. Homebuilder groups are run on paramilitary lines and use the same ranks and titles as the regular army. Homebuilders are not part of the Reserves and are not called up in a state of emergency.

ADVANTAGES. In the wild, lawless frontier, the old standards of society break down. Promotion is entirely up to the Homebuilder Leader, who usually rewards the best and most competent people. Homebuilders make their Promotion Roll on 1d10 rather than 1d10–5. Homebuilder leaders do not make Promotion Rolls. They are a law unto themselves.

TEMPLARS

Templars belong to the military orders. They are soldiers of enormous dedication and a fanatical devotion to Bauhaus and the Cardinal. There are many Templar Orders, some of which are controlled directly by the High Command, and others which are controlled by other Ministries. A few are a law unto themselves. The most devoted of these orders may even be granted training in the Art, an honor usually reserved only for those of the Brotherhood.

When you join a Templar organization, previous rank and Social Standing count for nothing. You dedicate yourself to the Light, and all members of the order are your brothers.

Templars of ranks 1–3 are known as Knights. Templars of ranks 4–6 use the same titles as the regular army (e.g., Templar-Captain, Templar-Major, etc.). Templars of rank 7 are the Grandmasters of their order. There is no rank above 7.

ADVANTAGES. All Templars are judged purely on their merit. You do not get bonuses to your Promotion Roll because of your Social Standing.

TEMPLARS

MINIMUM REQUIREMENTS

Varies from order to order. All Templars must have spent at least one career repetition as a Pilgrim.

	RANK 1–3	RANK 4–6	GRAND-MASTER
COMBAT	2	2	2
FIREARM	2	2	2
COMMUNICATION	1	2	2
MOVEMENT	1	1	2
TECHNICAL	—	—	—
FREE	2	2	3
PER MOD	+1	+1	+2



THE NOBILITY

PILGRIM

Johan Mannheim stared excitedly around, then composed himself quickly. It would not do for a Bauhaus noble to be seen gawking like a yokel, even here in the streets of San Dorado. By the Light though, it was all so different from home. Night and neon and the strange alien smell of Mars assaulted him. The air here was dry and held a faint metallic taint so dissimilar to the moist, lush air of Venus. He walked quicker. His heart beat faster. He ignored the stares that his ceremonial uniform brought him from the casually dressed passersby.

He looked up at the starscrapers and thought how different they were. The Capitolian buildings had such clean lines and were so brightly lit. Nowhere was there a trace of a fortress or weapons emplacement. He knew that, in the south, Burroughs was close to the warzones, but this megacity had obviously never seen war. It was all so unlike the besieged militarized cities of his homeworld. He decided that he quite liked it and pushed on. He was glad now that he had separated himself from the rest of the Pilgrims and gone exploring on his own.

The crowds here were affecting him, he decided, staring at the anarchic and unruly mob walking and talking and kissing and arguing in the streets. They were so different from the well-disciplined, purposeful crowds back home. In Heimburg, it was a standing joke that people even marched into the shops like an invading army. Yes, he decided, he would never have done anything like this back home. He

«Without the nobility, who would the commoners have to look up to?»
—Bauhaus saying

Bauhaus is ruled and guided by its nobility. These are the families which control huge industrial fiefdoms and which guide the destinies of millions.

Bauhaus nobles are, for the most part, not a parasitical class. They take their duties as leaders and guardians of the common good seriously. They are raised from birth to rule, and this is their function in life. The majority of Bauhaus officer corps and the highest echelons of management and administration are drawn from their ranks.

The nobles of Bauhaus are bonded by a code of behavior, none the less powerful for being mostly unwritten. They are brought up to believe that duty to the corporation is more important than life, that a Bauhauser's word is a bond and that the worst thing anyone can do is bring dishonor to his or her family name.

Honor is the watchword of the Bauhaus nobility. It governs their lives down to the smallest detail. Nobles must always pay their debts, must allow no one to insult them with impunity and must behave with the greatest respect to their equals and superiors. The slightest breach of this code can cause a noble to be ostracized by his or her peers.

Of course, the nobles' enormous wealth allows them to lead a lifestyle that is the envy of the system. They occupy huge palaces in the cities, and sprawling fortified estates in the territories. They wear the most fashionable uniforms and clothing. They eat the finest foods from the finest china. They drink the best wine. They attend glittering balls in each other's palaces, and watch the finest performers from secure booths in the great theaters. Their chauffeurs whisk them from the security of their mansions to the best restaurants in the system. They hunt in specially maintained parks.

This is the bright side of their lives. Yet, all Bauhaus nobles know that the lifestyle they are envied may have to be paid for at any time. They may be asked to lay down their lives for the corporation, and they would not hesitate for a moment to do so. They are leaders in war and in business, and they lead from the front. Duty cannot be ducked. They must face their responsibilities with honor and dignity.

All Bauhaus Noble Houses are huge extended families. The core families are at the center of these, but there are also hundreds of kin related by marriage or blood. Usually, these families each have their own palaces and estates.

ADVANTAGES. All members of a noble family who have not been disgraced get to use their family as a contact. The exact nature of the help the family can provide is determined by its strength and its areas of expertise and control. This help can take the form of providing information and equipment. It may sometimes go as far as providing muscle, although this is rare. However, bear in mind this contact cuts both ways. Noble player characters will often find themselves called upon to perform missions for their families.

THE ELECTOR HOUSES

«What are the Elector Houses? Why, the noble's nobles, my lad!»
—Duchess Arcadia Bernheim to her son

There are four Elector Houses which dominate the corporation. They each have vast influence in their respective areas, and command huge fortunes which only enhance that influence. All of these families can trace their history back to the times before the Age of Catastrophe. The families are:

ROMANOV

House Romanov controls the Ministry of War and, through it, the powerful Bauhaus war machine. The Romanovs are the second oldest of all the Great Houses. They control huge fertile estates around Heimburg and own RWD (Romanov Weapons Designwerks), one of the largest producers of munitions in the system. RWD's factories produce virtually all Bauhaus weapons, including the MP–105 and the ARG–17. They also own Bauforce,

another huge armaments combine which specializes in heavier weapons.

The Romanovs have a long and proud tradition of military service. One of their ancestors, Emil Romanov, stood beside the Cardinal during the great battle with Algeroth. Family tradition has it that he gave his life throwing himself between the Cardinal and a blast from the Dark Apostle's weapon. From that time dates the Romanovs' connection with the Brotherhood. Recently, since the emergence of Cybertronic, this connection has become more strained. The Romanovs are the strongest supporters of the new megacorporation, seeing Cybertronic's products as necessary for the fight against the Dark Legion. They have invested heavily in Cybertronic. The Brotherhood has taken this treachery on the part of its oldest ally very badly. The Romanovs have responded to this by distancing themselves more from the Brotherhood.

The Romanovs have a reputation for producing great warriors and military strategists. Over 20% of the highest ranking Bauhaus officers are related to them in some way. The Romanov Guards (the Order of the Wolf) is one of the best combat units in the Solar System.

ADVANTAGES. Because of your family influence, you can automatically enter any military career you choose. Don't roll. You are also a natural warrior. You gain +1 STR, COR and PHY. You grew up around guns and know all about them. You have +2 on all Firearms skills.

FAMILY CREST. A black wolf head against the Bauhaus cogwheel.





felt strangely free. After ten years in the army, this was the first undisciplined thing he had done. He was on two years' leave of absence, a Pilgrim making a grand tour of the Solar System. This was the first holiday in his life spent away from the warm but suffocating bosom of his family. He was seeing new things, he was searching for adventure, and he was loving it.

He realized that he had been daydreaming too long. He had walked down the wrong street. Things looked shabbier, rougher, more dangerous. Gaunt men eyed him furtively as if trying to decide whether the richness of his dress warranted the risk of facing his sidearm. Mannheim held his back straighter and marched on. He was not afraid. He had served in the warzones of the Ring of Fire. These human jackals did not scare him, no matter how many of them there were. Sensing that this was no easy victim, the potential muggers slunk away. Only as the threat receded did Mannheim realize that he was lost.

Suddenly, a scream rang out. A young girl sprinted out from a side alley. She clutched her stiletto heels in her right hand and ran through the trash in her bare feet. She ran up to Mannheim and clutched his arm. He noticed she was startlingly beautiful.

«Help me,» she begged, her wide eyes, imploring. Out of the alley mouth came two huge men. At least, they looked like men. Careful examination revealed that they were too big, their hair was too white, and their eyes glowed

too red. The huge guns in their hands looked a trifle menacing as well.

«Help me, please,» said the girl again.

«Certainly, madame,» said Mannheim politely. He drew his pistol, aimed carefully at the leading monster and fired.

RICHTHAUSEN

House Richthausen controls a mighty industrial empire that is primarily based in heavy industry and construction. Through a network of subsidiaries, Richthausen Industries controls nearly 25% of all Bauhaus Industrial Production. They are the oldest and wealthiest of all the Great Houses. The Richthausen power base is within the Ministry of Industry, the huge bureaucracy responsible for overseeing all of Bauhaus's production, and for ensuring that every widget produced bearing the Bauhaus cogwheel is worthy of that symbol.

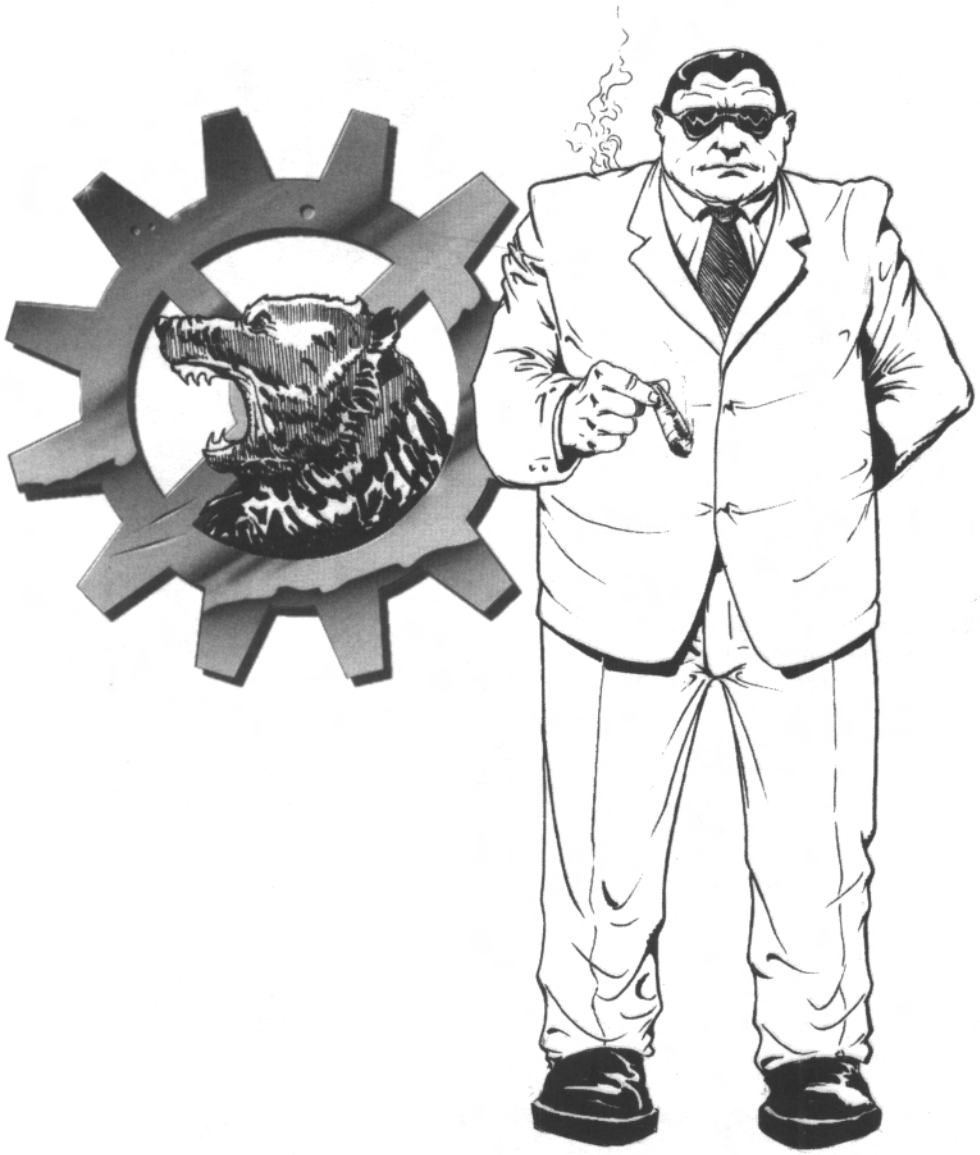
The Richthausens have a reputation for being proud to the point of overbearing. They are also extremely reclusive, even by Bauhaus standards. Their great estate outside Heimburg is one of the most fortified areas on Venus. This may be because it is there that their great collection of artworks amassed over fifty generations is preserved. The Richthausen domain has its own elite security corps, the Order of the Dragon. They are notoriously brutal to interlopers. Rumor has it that they are used to perform acts of industrial espionage.

ADVANTAGES. Because of your family's enormous influence, you can gain entrance to any career you wish. Don't roll.

Your family heritage means that you have an innate understanding of machines. You get +2 on all Technical Skills. The Richthausens are also known to be both smart and stubborn. You get +2 to your INT and MST.

FAMILY CREST. A golden dragon against the Bauhaus cogwheel.





BERNHEIM

The Bernheims are the weakest of the four Great Houses, but this still makes them immeasurably powerful. Their own wealth rests in food production and media. They control nearly 51 per cent of all of Bauhaus's output in these areas. They boast that their huge estates produce enough to feed the population of Venus. They also control enormous distribution networks.

In addition to this, Bernheim AG is the largest publishing and media house in the Bauhaus corporation. They own two very influential daily newspapers, *The Heimburg Gazette* and *The Volksburg Herald*, and a chain of radio stations, TV networks and movie houses. They own Popular Films, a huge studio. They also have at least a 50% interest in nearly every dance hall, theater and opera house in the Venusian megacities.

The Bernheims control the Ministry of Civilization, which is responsible for the administration of Bauhaus's enormous social, welfare and education program. As such, they have control over the Ministry Of Truth, Bauhaus's incredibly effective propaganda machine. The family regiment, the Order of the Bear, is known for its effectiveness in close combat.

ADVANTAGES. You can automatically get a job in any area the Ministry of Civilization controls. Don't roll. The Bernheims are famous for being smooth and shrewd political operators. You get +2 on all Communications skills. Bernheims are also famous for sheer size and physical strength. Add +3 to your STR and PHY.

FAMILY CREST. A bear within the Bauhaus cogwheel.

ALL THIS AND MORE

The rotors of the helicopter surged overhead. Bauer looked down at the scorched, unhealthy looking clearing and studied the ring of bunkers approvingly. They had all been laid out perfectly according to the approved Homebuilder plan. Excellent, he thought.

He let his mind drift back to the towering trees he had passed over, the unhealthy feverish swamps, the lines of trenches and the great brooding Citadel surrounded by its webwork of fortifications. He was not disheartened by it. In fact, he was rather pleased. He liked a challenge.

He turned to his subordinate Kursk. «What are our casualties so far?»

«Acceptable, your excellency. Two hundred and thirty engineers and troops died in yesterday's Dark Legion assault. That brings the monthly total to 642. We've lost another 97 people to jungle fever. Twelve more are hospitalized from drinking the contaminated water. Three thralls fell into a pitcher plant. Animals have killed or wounded 17. We—»

«Thank you, Kursk. I think I get the picture.» Bauer smiled, savoring the title by which Kursk had addressed him. At last, he was «your excellency.» No Captain-Administrator. Not plain goodman Bauer. He was a noble. In his great war chest sat the newly chiseled Patent of Nobility, carved from gleaming marble. It was a reward for 22 years of devoted service to his corporation and its ideals. Twenty-two years of fighting and struggling to turn unprofitable factories into cen-



ters of excellence. It had been a long hard path, but he thought the reward was worth it. For years, he had put up with the sneers of the nobles, who saw him as a pushy commoner, aspiring to a lifestyle that was beyond him. He had known how difficult the task was. He had known that simple excellence was not enough. For years, he had struggled with rivals, toadied to the powerful, and crushed the weak and the useless beneath his feet. He had joined all the right orders and made sure he was seen in all the right places. His tithes to the Brotherhood were more than generous.

Let the nobles sneer, he thought. They will not sneer at my children. I will lay the foundations of a House greater than any of theirs. Perhaps my grandchildren will marry into an Elector House. That thought warmed the cockles of his ambitious heart.

The scarred earth of the landing site exploded. Even above the roar of the helicopter engine, he could hear the whistle of incoming shells. The pilot turned and looked at him. Bauer pointed down. He had delayed the moment of his triumph too long to be deterred now. The pilot saluted, and the craft descended. There was a soft bump as it landed. Bauer climbed down and surveyed the scene.

His keen-eyed glance took in the pillboxes and the bunkers and the razor wire. It ran over the companies of armed soldiers racing toward the perimeter to drive off the attack. It ignored the wounded and the stretcher bearers. To another

SAGLIELLI

The Sagliellis control the Ministry of Faith. They spearhead the fight against Dark Legion infiltrators. The Saglielli family leaves the administration of its industrial fiefdoms to its highly skilled administrators. Administrators oversee a commercial colossus that deals in everything from weapons to medicine. This leaves the Saglielli family free to follow its self-appointed mission of rooting out Heretics wherever they might be. The Sagliellis have never forgotten or forgiven the fact that over half their family was wiped out during the first Dark Legion incursion on Venus. When every Saglielli is old enough to speak, he or she is made to repeat the Oath of Vengeance before the family shrine. This commits the child to a life of hunting down the darkness wherever it might be found. When they reach adulthood, every Saglielli renews this oath when they take the Oath of Allegiance. Many Sagliellis choose to join the Brotherhood in the hope of a position in the Inquisition. Others join the Templar Knights. The Sagliellis are the most feared of all the Great Houses, never forgetting an insult or letting it go long unavenged.

ADVANTAGES. Your family is famously stubborn, strong willed and hard to kill. Add +3 to your PHY and MST scores.

You may automatically get a job in any area of business that the Ministry of Faith controls.

FAMILY CREST. A condor, wings outstretched, set within the Bauhaus wheel.



THE GREAT HOUSES

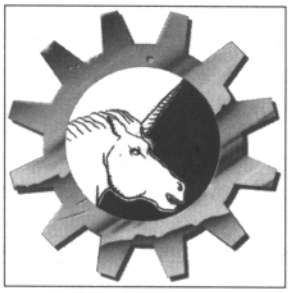
«Duty cannot be ducked.»
—Bauhaus proverb

There are ten Great Houses that control enormous industrial fiefdoms. Although lacking the political power of the Elector Houses, they are enormously wealthy and prestigious. Only the warriors of the Great Houses, along with those of the Elector Houses, are allowed to wear the famed cresthelms of the Bauhaus military elite.

Roll 1d10 on the following table to see which house your player character belongs to:

1 House Fieldhausen
2 House Kruger
3 House Salvatore
4 House Bayer-Hrothgar
5 House Giraud
6 House Luther
7 House Philippe
8 House Rotherburg
9 House Dante
10 House Matochek

HOUSE FIELDHAUSEN



Fieldhausen Motors is Bauhaus's largest producer of military vehicles. They make everything from hovertanks to armored cars. Their Vinciano-Traffaux subsidiary produces a line of high-quality armored limousines for the Bauhaus nobility. Fieldhausen has fallen a long way since the height of its power. Before the time of Cardinal Durand X, Fieldhausen was talked about as a possible fifth Elector House. That was before nearly half of its members defected en masse to the Imperial corporation to form Fieldhausen Autowerks.

The Bauhaus Fieldhausens claim that this was as a result of a power struggle between the twin brothers, Otto and Victor, for control of the house upon their father's death. Otto won, and Victor,

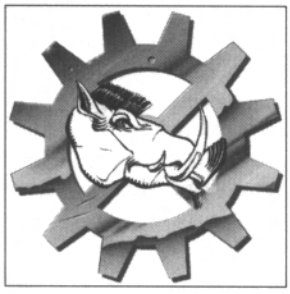
rather than gracefully accepting defeat, defected to Imperial. This caused quite a scandal at the time, and the prestige of Fieldhausen has never recovered. This, combined with the loss of nearly half of Fieldhausen's industrial capability, dealt a crippling blow to Fieldhausen's ambitions.

Fieldhausen's Order of the Unicorn is possibly the finest armored force in the human system.

ADVANTAGES. You grew up around vehicles of all sorts. You get +2 on your Ground Vehicles and Mechanics SVs. Your reflexes have been sharpened by years of driving. You gain +2 to your COR.

FAMILY CREST. A white unicorn within the Bauhaus cogwheel.

HOUSE KRUGER



Kruger Steel controls most of the steel production in the Bauhaus empire. It owns huge mines on Venus and Mars, as well as enormous smelting plants and steel mills throughout the system. It also has a lot of dealings with Capitol, since a lot of raw materials are purchased directly from the Mars-based corporation. Amongst Kruger Steel's most notable subsidiaries are Volksheim Construction, a large building conglomerate; Silverberg Holdings, a trading house which specializes in the metals markets; and Steiner Shipping, a transport company with a large fleet of transport ships both on the sea and in space. The Order of the Boar is known for its sheer pig-headed ferocity on the field of battle.

ADVANTAGES. The Krugers have produced some of the best engineers in the system. You get +2 on all technical skills and +2 to your INT.

FAMILY CREST. A boar's head within the Bauhaus cogwheel.

HOUSE SALVATORE



House Salvatore is famed for its industrial chemicals business, Salchem Industries. It is also strong in the production of pharmaceuticals through its Tekmed and Healthstar subsidiaries. A little known fact is that it also controls Warberg Technochem, infamous throughout the system for their production of poison gases. Another Salvatore subsidiary, Straker Biotech, is at the forefront of bio-technological and genetic engineering research. These are both areas frowned upon by the Brotherhood and governed by strict Cartel regulations. Involvement in these businesses has given House Salvatore a sinister reputation among those who know. This evil reputation is shared by the Order of the Spider.

ADVANTAGES. Your family has seen to it, somehow, that you have both Extraordinary Chemical Resilience and Good Immune Defenses (see the *Adolescence Events Table*). Perhaps that strange secret process you underwent during childhood has something to do with it. You also have +2 to your STR and PHY.

FAMILY CREST. A spider sitting at the center of the Bauhaus cogwheel.

HOUSE BAYER-HROTHGAR



Bayer-Hrothgar is primarily a media group. It controls the gigantic BHM media combine, which controls most of Bauhaus studio capacity for movie, TV and music production. It operates chains of moviedromes, radio stations, theaters and opera houses in association with Bernheim. Family members at Bayer-Hrothgar have a reputation for flamboyance. They also have a reputation for good looks. The women are said to be the most beautiful in the system, the men the most handsome. This may have something to do with the fact that Bayer-Hrothgar also controls the Talsen Cosmetic Surgery chain. It also owns the Elite line of perfume and beauty products and the famed Favoricci line of designer clothing. It is not uncommon for family members to be used in advertisements for these wares.

The Order of the Lion has always been known as the best turned-out of all the Guard regiments.

ADVANTAGES. Like all Bayer-Hrothgar family members, you are amazingly good-looking. This gives you +2 on all your social skills when dealing with your own sex, and +5 on your social skills when dealing with the opposite sex.

FAMILY CREST. A rampant lion within the Bauhaus cogwheel.

HOUSE GIRAUD



Giraud Aerospace produces ALL of Bauhaus's air and spacecraft. They do this through a number of subsidiaries, such as Kline Helitek or Maier-Martinez Commercial. It is a certainty that every



person, this might have looked like the mouth of hell. It did not to Bauer. This was his new estate. It would be the center of his own domain.

All of this and more would be his.

Bauhaus vehicle that flies is either produced by Giraud or one of its front companies. They make everything from helicopters, zeppelins, attack aircraft and the famous Aerial Dreadnoughts. They have a stranglehold on this sector of the industry. Fortunately, they are very good at it. They also produce missiles and other high-tech weapons systems through their Bauhaus Aerodyne subsidiary. The highly technical nature of their industry often brings them into contact with the minions of Cybertronic.

ADVANTAGES. Contact with Cybertronic. You also gain +2 to your Flying Vehicles SV because you have known how to fly since childhood.

FAMILY CREST. A rampant griffin within the Bauhaus cogwheel.

HOUSE LUTHER



House Luther is a secretive and shadowy family. Their wealth comes from huge holdings in the food, consumer electronics and construction sectors, but House Luther is famous for their philanthropy and dedication to the Cardinal's way. They are best known for sponsoring Brotherhood missions and soup kitchens in deprived areas, and for endowing public libraries and galleries at their own expense. What they are less well known for is giving huge amounts of money to the Secret Crusaders and other fanatical anti-Dark-Legion para-militaries. They also contribute to the League of Purity, the ultra-fanatic Apocalyptic Cult sworn to free Bauhaus of all «alien influences». House Luther's Order of the Mask has one of the most unusual cresthelms of all, a smiling face mask resembling that worn by actors in Bauhaus tragic theater.

ADVANTAGES. Contact with the secret groups mentioned above, and +5 resistance to all attacks using the Dark Symmetry.

FAMILY CREST. A smiling face mask within the Bauhaus cogwheel.

HOUSE PHILIPPE

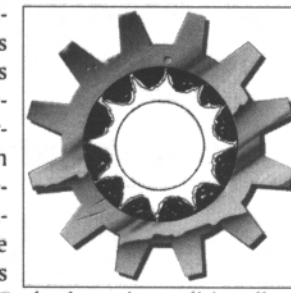


House Phillipe is Bauhaus's chief producer of consumer electronics such as TVs, radios and household products. They produce the Deritend luxury line, which sets the standard in these items systemwide. They also control a huge music recording business through their Sonogram Studios subsidiary. The Order of the Devilcat is famed for its savagery in jungle warfare.

ADVANTAGES. House Phillipe is famous for its sharp-witted and insightful businessmen. You get +3 on your Administration SV and a +4 bonus to your Perception SV.

FAMILY CREST. A Venusian devilcat within the Bauhaus cogwheel.

HOUSE ROTHERBERG

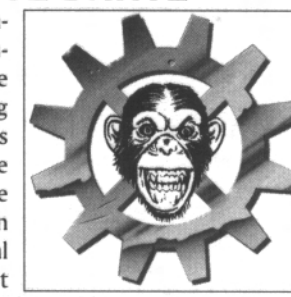


Rotherberg dominates the Bauhaus financial services industry, selling everything from insurance to shares in large freelance operations. It also controls several large investment banks and companies. A Rotherberg is traditionally in charge at the Bauhausbank, with responsibility for supervising the corporation's finances. They have a reputation for probity and austereness second to none. Its military arm, the Order of the Golden Helm, is often seen guarding the family banks. They can be easily distinguished by their unique version of the Special Forces skull helm guilded with a layer of solid gold.

ADVANTAGES. You are obscenely rich, even by the super-wealthy standards of Bauhaus's corporate elite.

FAMILY CREST. A stylized sun face within the Bauhaus cogwheel.

HOUSE DANTE



House Dante controls most of Bauhaus's extensive wine and brewing interests. Its wines are the finest in the Solar System, made from grapes grown in Dante's equatorial Venusian estates. It controls a large number of breweries and tavern chains throughout the Bauhaus system. Its Order of the Monkey is not taken very seriously by most people because they have a reputation for playing stupid practical jokes at the most inconvenient of times. This cleverly obscures the order's incredible skill and versatility in warfare.

ADVANTAGES. House Dante members are famous for their ability to drink and carouse. You get +2 on all social skills, and you enjoy drinking as much as you like and never get drunk.

FAMILY CREST. A monkey within the Bauhaus cogwheel.

HOUSE MATOCHEK



House Matochek owes its fortune to one thing: land. It controls the largest area of estates of any Bauhaus family. These estates produce everything from grapes to livestock. House Matochek also controls huge tracts of urban property which it rents to Bauhaus citizens and thralls. This property provides the revenues which are the foundation of Matochek's wealth. The Matocheks are profoundly anti-Imperial and fanatically anti-Dark Legion, since both of these enemies have grabbed large chunks of Matochek land. The Order of The Bison is one of the largest of all the military orders.

ADVANTAGES. You grew up hunting on your family's huge estates. You are stealthy and agile and adroit in Jungle Survival, Tracking and Climbing. You get +2 on all these SVs, as well as +2 to your PHY. Your rugged outdoor life has made you very hardy.

FAMILY CREST. A bison within the Bauhaus cogwheel.

NOBLE HOUSES

«One of the principles that Bauhaus is founded upon is that any child, no matter how low born, can someday become a noble if he or she works hard enough and conducts him- or herself with honor and dignity in all things.»

—Bauhaus saying

There are 2,694 Noble Houses currently in existence, and more are being created all the time. Noble Houses can control anything from a small industrial fiefdom of a few factories, to an estate cleared from the Venusian Jungles. The important thing, though, is that they are nobles. Feel free to invent your own, in conjunction with your players. Here are 6 sample lesser houses to act as guidelines. If you and your players do not wish to design your own houses roll 1d6 to see which of these houses you belong to. (1=Karlstein; 2=Rathausen; 3=Piquarde; 4=Sternberg; 5=Valmonte; 6=Borgia.)

The Guard Orders of the Noble Houses can range in size from small units of a hundred or less to large armies of thousands, depending on the wealth and power of the House. They are not allowed to wear cresthelms, but must content themselves with specially made, custom-painted versions of the standard Special Forces skull helmets. Guard Orders wear the crest of the family on their right shoulder pad.

HOUSE KARLSTEIN

House Karlstein controls a small estate near the city of Volksburg. They have been nobles for less than three generations, since Helmut Karlstein was granted a Patent of Nobility for his outstanding valor during the Freiberg offensive. Helmut Karlstein had already worked his way up to officer rank in the Army, and his behavior during the 41st Army Corps's last stand on Blucher Hill more than justified his promotion. Karlstein single-handedly slew a Pretorian Stalker and carried his wounded commander twenty miles through dense jungle, although badly wounded himself. Since his commander was Manfred Romanov, heir apparent to the House of Romanov, his superiors were suitably grateful.

The Karlsteins have always had a proud military tradition. At least one of the Karlsteins has served in the Army for the past twenty generations, and all of them have reached officer status. The present generation of Karlsteins is expected to continue this tradition.

ADVANTAGES. You are a natural soldier. You get +2 on all Firearms SVs. You also get +1 to your PHY. Due to your family's influence, you do not have to roll to follow any military career. The Ministry of War expects great things from every Karlstein.

FAMILY CREST. A mailed fist within the Bauhaus cogwheel.

RATHAUSEN

The Rathausens control the industrial fiefdom known as Rathausen Industries. They own two factories in Heimburg and one in Luna City. These factories produce small, lightly armored patrol cars for the Bleu. The Rathausens make most of their money from the Monte Albino Casino in Luna, which their grandfather Konrad won in a high-stakes card game. There is a wild streak in the family makeup that seems to ensure that at least one of the family is a compulsive gambler. This streak has brought them to the attention of the Ministry of Fear. So far, they have been lucky enough to avoid expulsion.

ADVANTAGES. You are fascinated by gambling, and you seem to be lucky. You get +2 with your Gambling SV. Once per adventure, you may reroll any failed die roll for anything.

FAMILY CREST. Two dice within the Bauhaus cogwheel.

PIQUARDE

House Piquarde is a very small Noble House whose ancestral estate lies near Helmutsport. Its claim to fame is to have produced more fighter aces than any other family. Since the proud day twelve generations ago when Luther Piquarde was granted noble title after shooting down 12 Imperial aircraft



«What makes the nobles so prominent is how high above the commoners they are.» —Bauhaus proverb

during the siege of Volksburg, there has always been a Piquarde in the Air Fleet. Luc Piquarde currently holds the Air Fleet record for the greatest number of confirmed kills. In his career he shot down over 500 enemy planes. This record has lasted over a century, since Luc was declared missing in action after bailing out of his burning plane over the jungles of the Graviton Archipelago after a dogfight with 12 CAF planes. (He shot down five.) The Capitol Air Force erected a monument to him on Streinbeck Island. The inscription reads: "a valiant foe, an honorable enemy." The House has since taken this as its motto.

ADVANTAGES. It goes without saying that you dream of flying. You may automatically enter the Air Fleet. Don't roll. You also have +2 on your Flying Vehicles SV.

FAMILY CREST. A hawk within the Bauhaus cogwheel.

HOUSE STERNBERG

House Sternberg is an ancient house withering on the vine. In recent years, fewer and fewer Sternberg children have been born. This is a pity, because the family has produced some of the most brilliant scientists, artists and scholars in Bauhaus history. Hans Sternberg was famous for writing *Blood And Honor*, perhaps the definitive novel about Bauhaus, set in the days of the founding of the Brotherhood. Klaus Sternberg is still revered as the inventor of the Sternberg smelting process, which produces the finest quality steel known. Romain Sternberg produced the great murals which adorn the ceiling of the Heimburg Cathedral. Vivien Sternberg's *A Guide To Small Unit Tactics* is still used as a textbook by the Heimburg Military Academy. Today, the family palace in Heimburg is a sad reminder of these days, a decaying mansion full of mildewed books and crumbling works of art. Here and there in its musty corridors, a few family members still pursue their works of scholarship and writing.

ADVANTAGES. In you, the family tradition of scholarship lives on. You have +2 with all Technical SVs.

FAMILY CREST An open book within the Bauhaus cogwheel.

HOUSE VALMONTE

House Valmonte controls Stud Pictures, the most infamous producer of erotic cinema in the Solar System. House Valmonte is also infamous for having more members of the family in disgrace than any other. During its long history, a total of 112 Valmontes have been exiled by the corporation. They are infamous for their low morals, lewd behavior and occasional bouts of the utmost depravity. The only thing that has saved the entire family from expulsion is the fact that the Valmontes have also produced some of the finest warriors in Bauhaus history. More than 150 Valmontes have received the Iron Sword for Valor. More than 90 of these were awarded posthumously.

ADVANTAGES. The Valmontes may be decadent, but they are also charming in their own ruthless way. You have +2 to your Social SV.

FAMILY CREST. A silver stallion rampant within the Bauhaus cogwheel.

HOUSE BORGIA

House Borgia is very wealthy. No one is quite sure how they came by this wealth. They have been investigated by the Magistrates many times in their long history, but not once has any charge been made to stick. The Borgias are often suspected of having dealings with non-Bauhaus criminals such as the Capitolian drug syndicates and Mishima's infamous Black Poppy Society. The Ministry of Justice has never moved against them, however, so perhaps the other rumor about them is true. Perhaps they do use their contacts to gather intelligence for the Ministry of Fear. The feared Order of the Crimson Skull protects members of this family from assassination, when it's not busy doing assassinations itself.

ADVANTAGES. Many Borgias have died of food poisoning during family banquets. Perhaps this is why most of the survivors have Extraordinary Chemical Resiliency (see the *Adolescence Events Table*). Your character certainly does.

FAMILY CREST. A winged dagger within the Bauhaus cogwheel.

COMMONERS AND THRALLS

«What makes the nobles so prominent is how high above the commoners they are.»
—Bauhaus proverb

COMMONERS

There are several classes of commoners within the Bauhaus domains. In the eyes of the nobles, the difference in gradations is infinitesimal, but among commoners, they are very important.

The retainers are the managers of the corporation. They often dwell in the same apartment buildings as their noble superiors, or have their own special wings in the palaces. They report directly to their noble superiors for their instructions, and then they see that these instructions are carried out. They have been trained from childhood to perform these tasks, and the duties often pass from parent to child. They are not complacent. They know that if they do not perform their duties well, they will be replaced by others more able. In wartime, they will make up the lower officer ranks and the NCOs of the Bauhaus military. In peacetime, they oversee the flow of goods from the factories and estates.

Workers are the bedrock on which the corporation rests. They know that they are the most skilled artisans and laborers in the system. They are grateful to the corporation for providing them with their skills and the opportunity to use them. They are proud to be one of the chosen people, toiling away to preserve all that is best in humanity. An unending barrage of propaganda from the Ministry of Truth sees that they remain that way. In wartime, they know that they may be conscripted to defend their homelands. If that happens they welcome the opportunity to prove their loyalty to the corporation which has done so well by them.

THE THRALLS

In every Bauhaus megacity, there are teeming millions who are not part of the corporation, although they dwell in Bauhaus-built houses, eat Bauhaus-grown food and ride to work on Bauhaus-operated transportation. They are the thralls, the unskilled laborers who labor in the huge sweatshops and factories that every megacorporation needs to maintain its economic power. They are not entrusted with management positions, and they are not part of the Reserves. In theory, they have no responsibility to the corporation, and the corporation has no responsibility to them.

In practice this is not quite true. It is impossible to live in an area controlled by a megacorporation and not be swayed by its propaganda machine. Every day, these people look upon Bauhaus billboards advertising Bauhaus products. They listen to Bauhaus radio programs and read Bauhaus newspapers. In a million subtle and not so subtle ways, their thoughts are influenced by the corporation. Many do feel a surprising loyalty to the corporation. And they have reason to. In general, Bauhausers are fair employers. They pay good wages. The housing provided for the horde of casual laborers is Bauhaus built and, consequently, of a better standard than most of the slum housing provided by other megacorporations. The corporate security which patrols their area keeps the streets safe and relatively crime free, and is notably free of the corruption which many areas are infamous for. Recently, with the rise of the Anarchist movements, there have been many riots and uprisings among the thralls. If you wish to play a thrall, use the character generation system within the *Mutant Chronicles RPG*. The only difference is that ALL Social Standing rolls are made on 1d4+1, regardless of your choice of career. This should give you a suitable sense of economic oppression!





BAUHAUS EVENTS

«It is in a Bauhauser's youth that the child's character is developed. This is a time in which events will have far-reaching effects that can only be guessed at.»
—*From* Dr. Glock's Guide to Childrearing

FREELANCE

Major Strasser initialed the file and closed it with a snap. Enough paperwork, he thought, pushing aside the notion that he'd just signed a man's death warrant. He leaned forward and hit the intercom switch.

«Show him in please, Wolfe,» he said. The door opened. McBride entered. Strasser studied him, noting the easy, slow-seeming movements. In his youth, before his wound, Strasser had fought against the Imperial Special Forces. His trained eye understood how quickly that seeming nonchalance could explode into violence.

Without being asked, McBride slumped into the padded armchair in front of the desk.

«Please, do take a seat, McBride,» he said. McBride smiled. It was not a pleasant smile. A less-hardened man than Strasser would have found it frightening.

«What do you want, Strasser?»

Strasser controlled the flinch. He wasn't used to being spoken to so disrespectfully by subordinates.

«It is Major Strasser.»

McBride's infuriating smile widened. Then suddenly he wasn't smiling anymore.

«I am not one of your Homebuilder thralls, Strasser. I don't jump up and click my heels when I see a fancy uniform. I am not your subordinate, and I never fought in your Homebuilder army. I don't have to call you anything, Strasser. I'll call you by your rank if you'll call me by mine.»

McBride was trying to annoy him. And he'd almost succeeded.

BAUHAUS ADOLESCENCE EVENTS

2 DISABLED. • You have had a terrible accident which almost cripples you. Your Movement Allowance value should always be read from the line above the normal in the Combat Statistics Table.

3 COWARDLY. • In pressing situations, you tend to dither and dawdle because of stress. Your Actions/Round Value should always be read from the line above the normal one in the CST.

4 WEAK BONES. • Subtract 5 from your total Body Points.

5 DIMWITTED. • Your Defensive and Perception Bonuses should always be read from the line above the normal one on the CST.

6 DISGRACED. • You committed a crime so heinous in one so young that you were kicked out of Bauhaus in disgrace. Your family breaks all connections with you. You must use the normal character generation system in the Mutant Chronicles RPG from now on.

7 SHIFTY. • There is just something about you that people don't like. Subtract –2 from your PER and –2 from all future Promotion Rolls.

8 BLACK SHEEP. • (NOBLE ONLY.) You are a disgrace to your family. They will not use their influence to get you a job or help your career. You do not get any preference in finding a career, and you get no bonus due to your Social Standing when rolling for Promotion. When you come to start your adventuring career, treat your starting wealth as SS 6. COMMONERS: Reroll this result.

9 BAD RECORD. • Your identity papers are stamped showing that you committed some minor crime as a youth. This follows you everywhere, so –1 to all Promotion Rolls.

10 TRAGIC ACCIDENT. • Both your parents died in a terrible accident, and you were sent to a state orphanage if you were a commoner, or raised by indifferent relatives if you are a noble. Life here was hard, but it toughened you, so –1 to your MST and –2 to your PER.

11 INFLUENTIAL GODFATHER. • You have an influential godfather with connections everywhere. The first time you apply for a job, you may ignore any entrance requirements. You still have to make the roll to pass the interview, though.

12 PATRONAGE. • COMMONER. Your parents petition your noble patron on your behalf. His or her influence will enable you to enter any career or college of your choice, ignoring any entrance requirements and the need for an interview. NOBLE. Your family's political connections enable you to enter any career of your choice at one rank higher than you would normally.

13 MILITARY HERITAGE. • Your family has a long, proud tradition of serving in the armed forces. During adolescence, you will be accepted at a Military College, even if you do not meet the normal entrance requirements or are not a noble. In future, add +1 to your chances of promotion while you follow a military career. If you are a commoner and you join the military, you start at rank 4, just like a noble.

14 TECHNICAL TALENT. • You have shown enough technical aptitude to win a scholarship to a Technical University, even if you do not meet the usual entrance requirements. Increase your INT to 12 if it is lower. While you follow the Scientist career, you may increase your chance of promotion by +1.

15 BUSINESS TALENT. • You possess an innate flair for business and may enter a Business School without meeting any of the entrance requirements. Raise your INT to 10 if it is less. In future, while you are following an Administrative career, increase your chances of promotion by +1.

16 MEDIA TALENT. • You show considerable talent for journalism. You may enter a Media College without meeting any of the normal requirements. Increase your INT to 10 if it is lower. In the future, increase your chance of promotion by +1 while you follow the Media career.

17 YOUR FAITH IS STRONG. • You are +2 on any attempts to resist the Dark Symmetry.

18 PROUD. • You have pride in yourself and enormous drive. This gives you great charisma, so +2 to your PER.

19 HONORABLE. • You possess a strong and well-developed sense of honor. This is a virtue Bauhaus loves to reward, so +1 on all Promotion Rolls and +1 to your MST, too.

20 DIGNIFIED. • You possess an air of inherent dignity and nobility that impresses all who come into contact with you. Add +2 to your PER and +1 to all chances of promotion. This trait and SHIFTY cancel each other out.

21 BRAVE. • You are physically very courageous, another virtue Bauhaus finds commendable. Add +1 to all Promotion Rolls. This and «Cowardly» cancel each other out.

22 OWED A FAVOR. • Someone in high places owes you a favor. You can call this in once, for almost any purpose. It will get you a job and let you ignore being disgraced or failing to be employed. If you don't use it during character creation, you may save it for a later time in play.

23 SILVER-TONGUED DEVIL. You get +1 on all Communications SVs.

24 NATURAL TECHNICIAN. • You get +1 on all Technical SVs.

25 SLENDER BODY. • You get +1 on all Movement SVs.

26 WEAPONS FANATIC. • You get +1 on all Firearms SVs and +1 on Weapons Systems SVs.

27 MARTIAL ARTS TRAINING. q You get +1 on all Combat SVs and may make one free pick from the Combat Field of Expertise. Add +2 to PER.

28 ANATOMICAL SIXTH SENSE. • Somehow you always seem to hit people where it hurts. Add +1 to your offensive bonus.

29 SUPERB SENSES. • You get +1 to your Perception and Avoid SVs.

30 STRONG WILL. • Add +1 to MST and +3 to your Interrogation SV.

31 CHARISMATIC VOICE. • Raise your PER and all Communications SVs by +2.

32 GOOD BODY CONTROL. • Raise COR by +1 and all Movement SVs by +2.

33 CONTACT WITH MEGACORP. • You have a contact within one of the other megacorporations. (Roll 1d6: 1=Capitol; 2=Mishima; 3=Cybertronic; 4=Imperial; 5 or 6=the Brotherhood.) The GM decides exactly how this contact works, but it should be a considerable advantage whenever the character wants information about that organization's doings, if he or she wants to get an entrance pass to one of the organization's official buildings, if he or she wants to be bailed out when arrested by one of the corporation's security agents, etc.

34 LONG LEGS. • Your movement allowance values should always be read from the line below normal on the CST.

35 CONNECTION WITH AN ELECTOR HOUSE. • For some reason, somebody up there likes you and has you marked for great things. This skill works like any other contact. Roll 1d4 to find out who your contact is with. (1=Romanov; 2=Richthausen; 3=Bernheim; 4 Saglielli.) You are at +2 to all your Promotion Rolls. If you are a commoner of SS 7, you will automatically receive a Patent of Nobility if you roll a 10 on your Promotion Roll.

36 RESISTANT TO PAIN. • Add +1 to your BPs in each body part.

37 FAVORED BY THE BROTHERHOOD. • Your aptitude, faith and diligence have been recognized by the Brothers. You are sent to a special camp where you receive instruction in the faith. Increase MST and PER by +2.

38 POLYMATH. • You have been an extraordinarily gifted scholar since an early age. Take 4 free skill picks. You are at +2 with all Technical SVs.

39 GIFTED. • You may add +3 to any Basic Capability.

40 SPECIAL FORCES TRAINING. • You have been drafted into the Bauhaus Special Forces Unit of your choice. Add four years to your age and +2 to all your Basic Capabilities. Take two picks from each field of expertise and four free picks. If you still do not meet the minimum requirements, they will take you anyway. You are now part of the unit.

BAUHAUS SPECIAL EVENTS

2 DISABLED. • You have been involved in a terrible accident which almost cripples you. Your movement allowance values are always read from the line above the normal one on the CST. An operation to put things right will cost about 100,000 Crowns.

3 BONE DISEASE. • You have picked up an extremely nasty, wasting disease. Subtract –5 from your total Body Points. Treatment will cost about 50,000 Crowns.

4 SEVERE CONCUSSION. • You will never quite be yourself again after that last blow to the head. Your Defensive and Perception Bonuses should always be read from the line above the normal one on the CST.

5 INVOLVED IN SERIOUS CRIME. • Guilty or not, you have been sentenced for a serious crime. You are disgraced. Serve 1d6+3 years of hard labor in the gulags. Add +3 to STR and PHY. But subtract –2 from MST and PER. Gain 4 picks in Brawling. Begin your adventuring career immediately.

6 INVOLVED IN MINOR CRIME. • You were found guilty of a minor crime for which you must serve 1d3+1 years of hard labor. Increase your STR and PHY by 1. Subtract 1 from MST and PER. Begin your adventuring career immediately in disgrace.

7 POWERFUL ENEMY. • Somehow, you managed to gain yourself a deadly enemy who, unfortunately, happens to be quite powerful. It might be your former commanding officer, a Magistrate, an ex-lover or an business rival.

8 DISGRACED. • Rightly or wrongly, you have been disgraced. You are dishonored. Begin your adventuring career immediately.



Strasser forced an easy smile. It would never do to let an insubordinate dog like McBride get under his skin.

«As you wish, former Staff Sergeant McBride.» McBride grimaced. Obviously I have scored a point, Strasser thought. He knew that McBride had been dishonorably discharged from the Blood Berets because of the machinations of that odious fool, Carrington. Strasser allowed himself a slight surge of satisfaction. So far, the interview had gone just as anticipated. McBride was playing into his hands perfectly. Preparation and meticulous planning are the keys to success, thought Strasser, remembering the old Academy of War dictum.

«So you know about that, do you, Strasser?»

«I know everything about you, McBride, from the size you take in Ministry-of-War-issue boots to the name of your first girlfriend. Sabrina, wasn't it? «

McBride grimaced again, as if Strasser had touched a very raw nerve. Excellent, thought Strasser. The more worked up he is, the better.

«That's why I find you so predictable, McBride. That's why my people knew where to find you this evening. Every week, same night, Mario's gym.»

«Train hard, fight easy, to quote your own Ministry of Truth. Anyway what do you want? You didn't have four of your Ministry of Fear goons drag me all the way down here for a quiet chat over tea, did you?»

«I want you to kill a man, McBride. A bad, evil man. A traitor and a Heretic. A man



who is selling arms to Anarchists in my own domain.»

«Why not have your own people do it? They're trigger-happy enough.»

«This man is an Imperial citizen. It would cause an incident if it ever came out.»

«No, absolutely not. I'm not letting you set me up to take the fall for another of your bungled operations. I don't care if you and the clowns at ISC–4 have a gunfight down on Central Line, but I want no part of it. I won't do it.»

«I think you will, McBride.»

«Was that a threat, Strasser?» Suddenly, McBride looked very dangerous indeed. Strasser could tell that he was measuring the distance between them. He was glad he had his officer-issue sidearm. McBride was a born killer, and with his back to the wall, he was worse than a Venusian devilcat.

«No,» said Strasser mildly. «I want you to kill former Brigadier James Arthur Carrington, ex of the Imperial Special Forces.»

«I'll do it.»

«I thought you would. And I'll see that you are suitably recompensed.»

«Don't bother. This one's on me.»

Strasser's eyes widened slightly. It was as close to an expression of amazement as he could ever manage.

«You surprise me, McBride. I didn't think that was possible.»

9 SACKED. • Times are hard. You have been made redundant.

10 DEMOTED. • Due to your own incompetence, or that of a subordinate, you have been demoted. Reduce your rank by 1. If you are at rank 1, you have been fired.

11 INTENSE EDUCATION. • Subtract two years from your age. This represents the fact that you began studying earlier or have since studied harder.

12 GOOD NEGOTIATOR. • You always have +2 on your Social SVs.

13 GLAMOROUS EMPLOYMENT. • You have a particularly high profile in your line of work. Add +1 to all Promotion Rolls.

14 CONTACT WITH A MEGACORPORATION. • You have a contact within one of the other megacorporations. (Roll 1d6: 1=Capitol; 2=Mishima; 3=Cybertronic; 4=Imperial; 5 or 6=the Brotherhood.) The GM decides exactly how this contact works, but it should be a considerable advantage whenever the character wants information about that organization's doings, if he or she wants to get an entrance pass to one of the organization's official buildings, if he or she wants bailed out when arrested by one of the corporation's security agents, etc.

15 SELF-DEFENSE TRAINING. • You can have one free pick each in the Firearms and Combat Fields of Expertise.

16 TECHNICAL CRASH COURSE. • You may have two free picks from the Technical Field of Expertise.

17 ADMINISTRATION COURSE. • You may make two free picks from the Communications Field of Expertise.

18 GYMNASTICS CLASSES. • You may make two free picks from the Movement Field of Expertise.

19 EVENING CLASSES. • You may make one free skill pick from any Field of Expertise.

20 INTERESTING CHARACTER. Your experiences always seem to fascinate people. Add +1 to your PER value.

21 STATE OF EMERGENCY. • Bauhaus needs warriors. Your Reserves unit is called up. You spend the next two years following a military career. If you are already serving in the military, you get one free skill pick due to your active service. You also get decorated. If you roll this event twice during the same period, make the second roll again. During a state of emergency, nonmilitary characters do not roll for promotion. When the emergency ends, you return to your old job.

22 PILGRIMAGE. • You manage to make a pilgrimage to one of the system's great Cathedrals. Add +1 to PER and +1 to MST.

23 PROMOTED. • Due to your exceptional work, you are promoted an additional rank.

24 FIGHT A DUEL. • The practice involved increases your Melee Weapons or Pistol SVs by 1 pick. Add +2 to your PER due to your reputation as a person not to be trifled with. This event is open only to nobles or those who hold officer rank (4+). If you don't qualify, roll again.

25-27 INVITED TO JOIN AN ORDER. •

28 STRONG WILL. • Constantly overcoming challenges has toughened your mind. Add +1 to your MST value.

29 HEALTH CARE. • All that attention to healthy diet and lifestyle is paying off. Add +1 to your PHY value.

30 HOBBY GYMNAST. • Add +1 to your COR value.

31 GOOD IMMUNE DEFENSE. • Your body is extremely resistant to alien organic substances. Add +5 to PHY every time you have to make a roll against disease, parasites, etc.

32 EXTRAORDINARY CHEMICAL RESISTANCE. • Your body is extremely resistant to artificial substances. Add +5 to your PHY every time you have to roll to resist poisons, drugs or gas.

33 INTENSE PHYSICAL TRAINING. • By dint of rigorous physical exercise, you have added +1 to your STR.

34 PERFORMED HEROIC ACTION. • Intense media coverage means your superiors increase your rank by 1. If you are in the military, you have been decorated for valor.

35 HOBBY ATHLETE. • Add +2 to your STR and PHY.

36 FOIL AN EVIL PLOT. • During your work, you expose and foil a heretical plot. This experience has left you stronger mentally, and has done your record no harm either. You have acquired the Ministry of Justice medal and +1 to all future Promotion Rolls as well as +1 MST and PER.

37 MASTER OF INTRIGUE. • You have become an excellent player of the political game that lurks behind all Bauhaus Promotion Boards. Add +1 to your Promotion Roll and +2 to all your Communication SVs.

38 SUBJECT TO EXPERIMENTS. • You volunteer to take part in a secret medical experiment which succeeds. Roll 1d6: 1=STR; 2=COR; 3=PHY; 4=INT; 5=MST; 6=Your choice. Add +5 to the affected Basic Capability.

39 YOUR MERIT HAS FINALLY BEEN RECOGNIZED. • Add +2 to your rank. If you are a commoner of SS 7, your Patent of Nobility has been granted.

40 SPECIAL FORCES TRAINING. • You have been drafted into the Bauhaus Special Forces unit of your choice. Add four years to your age and +2 to all your Basic Capabilities. Take two picks from each Field of Expertise and four free picks. If you still do not meet the minimum requirements, they will take you anyway. You are now part of the unit.

ORDERS

«What you belong to defines who you are.»
—Bauhaus saying

When you meet Bauhausers, they present you with a stack of cards which not only give their name, ranks and title, but also which orders they belong to. To the outsider, one of the most bewildering aspects of Bauhaus society is the system of orders.

At their simplest, orders are simply associations of like-minded people or people in the same profession. In the dim depths of time, this was probably how they started out, but over the long centuries of Bauhaus history, they have grown into something else. They have acquired the glamour and mystique of the exclusive, and they have grown in power and influence until their tendrils are felt in every level of Bauhaus society. Some orders are secret organizations of enormous power. Others are virtually small armies responsible only to their own Grandmaster. In any case, they represent powerful contacts, which is why almost everyone either belongs to one or wants to belong to one.

Within Bauhaus, there are various types of orders. There are Professional Orders. These are the most common and the most well known. They are clubs of people in the same profession. Then there are the Orders Militant. These consist of the various Templar Chapters. They are really paramilitary units with their own purposes, usually to defend a certain area or fight against a certain group. These are tolerated by the Bauhaus government and positively encouraged by the Brotherhood who see them as a useful extra fighting force against the Darkness. There are the Guard Orders, which are the private troops of the Noble Houses.

There are the Secret Orders, of which no one ever claims to be a member. These are hidden groups with their own political aims. They may consist of secret cabals of officers dedicated to getting revenge on Imperial. They may be Heretics scheming to overthrow the Bauhaus Electors.

JOINING AN ORDER

Orders are exclusive. The first and most important requirement is that you be asked to join one. This can happen because of a Special Event or when you roll a 10 on a Promotion Roll. In either case, you can then join any order of your choice that you qualify for.

All orders have certain minimum requirements. Some require that you be of a certain SS. Others require that you possess certain levels of skills or Basic Capabilities. Others require that you have served two years as a Pilgrim. Most require some combination of all three and may require other things as well. If you meet these requirements, you can join.

Once you are inside an order, you gain many advantages. The first and most important one is that the order will act as a powerful contact, providing you with services and information, and sometimes requesting a service in turn. Other benefits may include skills, help with your career and perhaps even tuition in the Art.

There is no limit to the number of orders you can join, providing you meet the requirements.

NOTE TO THE GM: There are many hundreds of orders, more than could possibly be covered in this sourcebook. Feel free to make up your own, using the ones given here as guidelines.

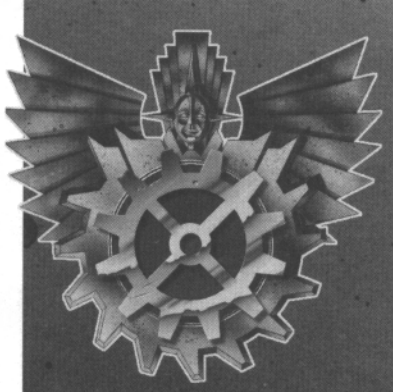
PROFESSIONAL ORDERS

«There is little as satisfying as being accepted as an equal by your peers.»
—Duke Klemmer, upon receiving his Patent of Nobility

There are professional orders for virtually every profession in life. Since most players will have no interest in joining the Honorable Company of Bakers or the Respectful Order of Master Opticians, we will limit ourselves to the ones of some interest to professional adventurers.

THE ORDER OF THE IRON GAUNTLET

The Order of the Iron Gauntlet is a large order which draws its membership from serving officers in the Bauhaus military. Often in civilian life, these people go on to hold high positions, so this order has a web of influence in civilian life as well. It takes care of its members once they retire from active service. There are chapter houses in every



LAST STAND

The walls of the bunker shook with the blast. Steiner looked up from the cards and then glanced down again. The four of skulls should go there, he thought. The fingers of his mechanical arm whined as he moved the four, placing it below the five of swords. Keep thinking about the cards, he told himself. Don't think about what's happening outside.

He turned over two cards, looked at the third. A Jack. Useless.

«Where are the helicopters? Why don't they send the helicopters?» Kapitan Weiss's voice sounded almost broken. Steiner stared at the smooth-featured young nobleman, almost unable to conceal his contempt. He admitted to himself that he hated the Kapitan. He hated the privileges that put captain's epaulettes on Weiss's shoulders when so many better soldiers had to serve under him. Weiss saw something of what he thought in his eyes.

«You don't like me, do you, Steiner?»

«No, Kapitan Weiss.» He saw Weiss' mouth open wide. He wasn't used to such insolence from the lower orders. He said so.

«A humble report—not insolence, Kapitan Weiss. Honesty. You asked me a question—I have answered.»

The Kapitan glared at the burly V-Ranger and gave his attention back to the teletype machine. Steiner asked himself why he had decided to upset his superior. He looked at the small photograph of his wife and children, dead these two years after a Mishiman air raid. He looked at the faded black and white picture of his graduating class



of cadets from the Forge. Most of them were gone now, and they had been good people, good friends and comrades. He knew no one would remember him when he fell. For Weiss, it would be different. There would be an expensive funeral service in Volksburg Cathedral. There would be portraits hanging in the family estates. People would speak of him as a brave officer and a fine human being. Steiner snorted with contempt, thinking of the Iron Gauntlet and the awards that Weiss had already won.

No one ever thought that it was not the officer who won battles, it was the soldiers. All the nobles ever did was hog the glory and the credit. He admitted Weiss was brave enough when there were honors to be had. Let us see how brave he is now, making our glorious last stand in this Light-forsaken patch of jungle.

The teletype chattered. Weiss tore at the emerging sheet of paper with his gauntleted hand. He read the words, his eyes widening in disbelief. He thrust it under the sergeant's nose, obscuring his view of the cards. It contained only one word: Golgotha. Steiner smiled bitterly, knowing that the code word meant: stand and die. He was prepared. He had known all along. This attack was too big. The High Command would not relieve them. It needed all available transport to ferry troops to the warzones.

«What now, sergeant?» Weiss asked.

«Now, we die,» said Steiner picking up the Deathlockdrum machine gun easily with his bionic hand. He slammed a

large Bauhaus city and domain, where members meet to discuss old times and do each other favors.

MINIMUM REQUIREMENTS. Must be a serving officer of rank 4+.

ADVANTAGES. Add +1 to Promotion Rolls.

THE ORDER OF THE PAULDRON

This order was created by Bauhaus to reward those who have performed exceptional service to the corporation, and as such, it has the full support of Bauhaus. Its members are recognized as being true servants of the corporation. Members of this order can be recognized by the chrome steel shoulder pads worn on their left shoulder.

MINIMUM REQUIREMENTS. None.

ADVANTAGES. Add +2 to all Communications SVs when dealing with Homebuilders when you are wearing your special shoulder pad.

BAUHAUS LEGION OF HONOR

Another order consisting of those who have been decorated for conspicuous gallantry in the field. They are awarded the Corporate Medal of Honor, a small iron wheel shaped like the Bauhaus logo. If you are a member of this order, you are a hero within Bauhaus Society.

MINIMUM REQUIREMENTS. Must be on active service, either following a military career or having been called up from the Reserves during a state of emergency.

ADVANTAGES. Your gallantry has been noted. You get +1 on all future Promotion Rolls. Such positive reinforcement does wonders for your self-esteem. Add +1 to your MST and PER. Note: Although you can be decorated many times, you can only join this order once, so you only get these benefits once.

THE HONORABLE COMPANY OF SCRIBES

The Honorable Company of Scribes is the humble title of a not-so-humble group whose influence is felt to the furthest reaches of Bauhaus's domains. It recruits only from the ranks of Bauhaus's most successful Administrators and Diplomats, and its members regularly provide each other with information, gossip and mutual favors that are worth more than money. If you ever need to know about anything that's going on within Bauhaus, these are the people who can tell you.

MINIMUM REQUIREMENTS. Must be a serving Diplomat or Administrator of rank 4+.

ADVANTAGES. Add +1 to all Promotion Rolls.

THE VENERABLE ORDER OF SAVANTS

This order consists of Bauhaus's most respected scientists. It was originally set up as a clearing house for information. It publishes its own journals, and all its chapter houses have extensive and exclusive libraries on the most arcane and esoteric subjects. They are the places where you will find manuscripts on the history of the Dark Legion, learned tracts on the nature of the Dark Technology, maps of the lost cities of Venus, and all sorts of other interesting stuff. Within their chapter houses, you will also be able to discuss almost any subject with some of the most learned people the corporation has produced in the field.

MINIMUM REQUIREMENTS. INT 13. Must either be following the Scientist Career or have a SV of 14+ in a Technical Skill.

ADVANTAGES. Add +1 to all Promotion Rolls while following the Scientist career. You also have full access to Bauhaus libraries and scientific experts.

THE ORDER OF WAYFARERS

This Order is made up of Pilgrims who travel from world to world visiting holy sites. These wayfarers get preferential treatment from the Brotherhood, and may stay for free in special Pilgrims' lodgings near the Cathedrals. They also have special access to Brotherhood records and may even be allowed to view the Chronicles themselves for purposes of memorizing them. The order also maintains Pilgrim Houses in all the major megacities, where Pilgrims may lodge for free and have access to their vast library facilities. Pilgrim Houses are also great sources of information where travelers meet and swap stories and the latest news from far-away places.

MINIMUM REQUIREMENTS. Must either be a Pilgrim or roll the Pilgrimage Special Event.

ADVANTAGES. Access to Pilgrim Houses, and a 10% discount on all travel costs, due to subsidies from the Brotherhood and Bauhaus. Add +2 to your MST due to your extraordinary devotion.

THE ORDER OF THE SILVER DISCUS

Bauhaus encourages physical excellence among its people. This order is sponsored by the Ministry of Health. It is open to all ranks and classes of society with a gift for athletics. It maintains huge gymnasiums and sport facilities in all Bauhaus cities, in which you can train in almost any sport and compete against the best athletes Bauhaus produces.

MINIMUM REQUIREMENTS. STR, PHY or COR of 11.

ADVANTAGES. Regular training means that,

when you join this order, you get +1 to STR and PHY. If you should ever leave the order, or be barred from it by being disgraced, you will lose these benefits.

THE ORDER OF OXIA PALUS

This somewhat sinister order is known for its preventative actions against the Dark Legion, and its contact with the Ministry of Fear. Its purpose is to stamp out heresy wherever it rears its head and at whatever cost.

MINIMUM REQUIREMENTS. This order is open only to Magistrates, serving officers of the military and, strangely enough, Inquisitors and Mystics of the Brotherhood operating within the Bauhaus domains. Any Inquisitor or Mystic who rolls Contact with Bauhaus on the *Special Events Table* may elect to join it, too.

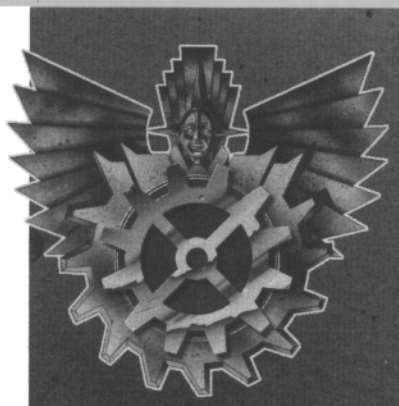
ADVANTAGES. Contact with the Ministry of Fear. Add +1 to all Promotion Rolls and +1 to MST.

THE HIGH ORDER OF MERIT OF THE TEMPLAR KNIGHTS OF VENUS

Often known as simply the High Order, this is the most powerful order on Venus. Its members are THE most influential members of Bauhaus society. All of the Elector Dukes belong to it. It is the order to which all the movers and shakers of the Bauhaus domains aspire to belong. Few are selected.

MINIMUM REQUIREMENTS. Rank 9 or 10 in your profession.

ADVANTAGES. Contact with the most powerful individuals in society. You can claim private audiences with any of the Elector Dukes or heads of Ministries. Underlings will quake in your presence.



clip in and marched down the trench to the parapet. Another wave of undead attackers was mustering at the base of the hill, ready to charge from the jungle edge through the killing ground. This time, there were too few V-Rangers to stop them. What did it matter? No death, no glory, thought Steiner ironically as he sighted his machine gun. Grimly, Weiss took his place beside him.

ORDERS MILITANT

«There is no experience as unifying as risking death with a fellow soldier.»
—Bauhaus saying

These are the great paramilitary orders famed throughout the worlds for their dedication, fanaticism and ruthlessness. Orders Militant differ from other orders in that they are careers. To join a Templar Order, you must leave your present career and join an order. Once you join, they are exactly like other careers.

THE KNIGHTS OF THE FIERY SWORD

The Knights of the Fiery Sword are the oldest of all the Orders Militant. They date back to the first incursion of the Dark Legion on Venus. In those dark days, when it seemed like the spawn of Algeroth would overwhelm all humanity, one man, Lothar Mathias, had a vision. He saw that the Cardinal would rise up and smite the Demon Lord of the Dark Technology. When he drew his sword, it blazed with the pure clear flame of light. Mathias knew that the Cardinal would need aid, so he walked among the people, talking to the beaten and despairing human warriors, giving them new heart and new hope. Inspired by his example and his charisma, the soldiers swore to follow him into the heart of the dark Symmetry itself if necessary. Mathias made them swear a mighty oath that no one would dare break. Following their first Grandmaster, the knights of the order fought alongside the Cardinal in every major battle until the final dread day when they faced Algeroth himself. Lothar Mathias fell in combat with the Nepharite Alakhai, but not before smiting that fell being such a terrible wound that he had to retire from the field. After the battle, the Cardinal himself honored the order, and the Elector Dukes granted





«I could tell you all about the secret orders I belong to, but then I'd have to kill you.»
—Max Steiner

it its own domain near Heimburg to hold in perpetuity. Since that day, the order has gone from strength to strength, and it is now one of the most feared fighting units in all of the Bauhaus domains.

This huge Order Militant has chapter houses across the system, near wherever the Dark Legion has raised its dreadful Citadels. Its purpose is to oppose the Dark Legion wherever and however it may be found, and when not fighting the forces of the Dark on the battlefield, its members can be found bodyguarding Inquisitors and Magistrates in Bauhaus territory.

MINIMUM REQUIREMENTS. Two years as a Pilgrim. Oath of Allegiance. STR 11, PHY 11, COR 11. Three skills from either Combat or Firearms at 12+.

ADVANTAGES. Add +2 to all attempts to resist Dark Symmetry. Templars of MST 15+ may study an aspect of the Art of their choice.

OTHER TEMPLAR ORDERS

Other Templar Orders have similar requirements and benefits. For more details, see the «Special Forces» section.

SECRET ORDERS

«I could tell you all about the secret orders I belong to, but then I'd have to kill you.»
—Max Steiner

Someday you will be approached, very casually, by an acquaintance, a person you trust and who trusts you. After many casual conversations where you feel you are being tested for something, this person will suggest that you might perhaps be interested in joining an order that you have never heard of. This will be your invitation to join the paranoid world of the secret orders. Be warned, though, that joining secret orders is a dangerous pursuit. In most of them, the penalty for betraying the order or its existence is death, or something worse.

THE ORDER OF SECRET CRUSADERS

The Secret Crusaders are a group of powerful and influential people dedicated to keeping Bauhaus free of any taint of alien influence. They are not part of Bauhaus's official structure, and officially, the Elector Dukes consider them an illegal organization. Unofficially, they sometimes find the Secret Crusaders useful, which is why the Ministry of Justice has not moved to crush them.

The Secret Crusaders try to root out Heretics, traitors and spies. They see themselves as punishing those who have avoided the law. They also take «revenge» for terrorists acts committed by other corporations. They are responsible for many bombings, assassinations and other acts of cleansing. They are often wrong about their targets, and innocent people are hurt. Still, they are fighting a war, and in a war, the innocent are often casualties. That's just the way it is.

MINIMUM REQUIREMENTS. No trace of dishonorable behavior. No bad record. Rank 4+ or noble birth.

ADVANTAGES. The Crusaders will use their influence to promote your career. Add +1 to all Promotion Rolls.

You will often be asked to «execute» Heretics and other interlopers. This will hone your fighting skills. You get one extra pick per career repetition in the Combat OR Firearms Fields of Expertise.

THE ANCIENT ORDER OF BLOOD AND HONOR

This order consists of members of the Noble Houses worried about the rise of the commoners into the ranks of the nobility and by other factors which tend to reduce the power of the old Noble Houses. It works in a very quiet manner to ensure that such interlopers are discredited (this is one reason why it's easier for a commoner to be disgraced) and that the «right» people get into positions of power. Because of its membership, it is a very influential order with a great deal of power throughout Bauhaus. It does everything it can to see that the prestige of the old Noble Houses is maintained, even to the point of hushing up scandals involving their members. Once you are a member, you are expected to do the same. You will also be politely, but convincingly, told that betraying this order will result in a very fatal accident.

MINIMUM REQUIREMENTS. Noble birth (SS 8+).

ADVANTAGES. Add +1 to all Promotion Rolls. If you are ever disgraced, the Order will see to it that it is hushed up. You can ignore disgrace either through Special Events or Promotion Rolls. This can happen only once. The Order won't help persistent offenders. If you are a Heretic and this is revealed, you'd better run, or you will soon be very, very dead.

THE TEMPLE OF SOLAR LIGHT

This is one of the many, many Heretical orders which works in Bauhaus territory. These are the fronts through which otherwise respectable and decent people are recruited to the service of the Dark Apostles. This Temple, like many other heretical cults, leads potential members to believe that it is a secret order dedicated to the glory and power of Bauhaus. Recruits are told that they are spies monitoring their departments for Heretics and traces of evil. Sometimes they will be requested to copy dossiers or acquire plans so that they can be checked by the Ministry of Justice. The Temple also tells the recruit that, of course, ser-

ving the greater glory of Bauhaus won't do his career any harm either. Many of its recruits will never know the Temple is anything different. They can go through their entire careers believing they are serving their corporation and being rewarded for it, without ever realizing that they are spying for Algeroth. Of course, if they find out, they are blackmailed or silenced permanently. Others have become so corrupt that they enthusiastically join the ranks of the Heretics. Many a young officer has been disgraced and hunted down as a Heretic without ever realizing who he or she was serving.

MINIMUM REQUIREMENTS. Rank 4+.

ADVANTAGES. Add +2 to all Promotion Rolls—the Temple is incredibly unscrupulous in its pursuit of its members' advancement. Plus, you have the chance to become a real Heretic any time you like.

THE ORDER OF THE UNSLEEPING EYE

The Order of the Unsleeping Eye is actually an unofficial branch of the Ministry of Justice. It was set up to protect the order system from being abused by infiltrating Heretics and spies. Its duty is to infiltrate and monitor other orders and make sure they don't carry the taint of Darkness and are not used as a front by hostile powers.

MINIMUM REQUIREMENTS. Utter dedication to the Bauhaus cause. (It's for you to decide whether your character has it.) Membership of another order.

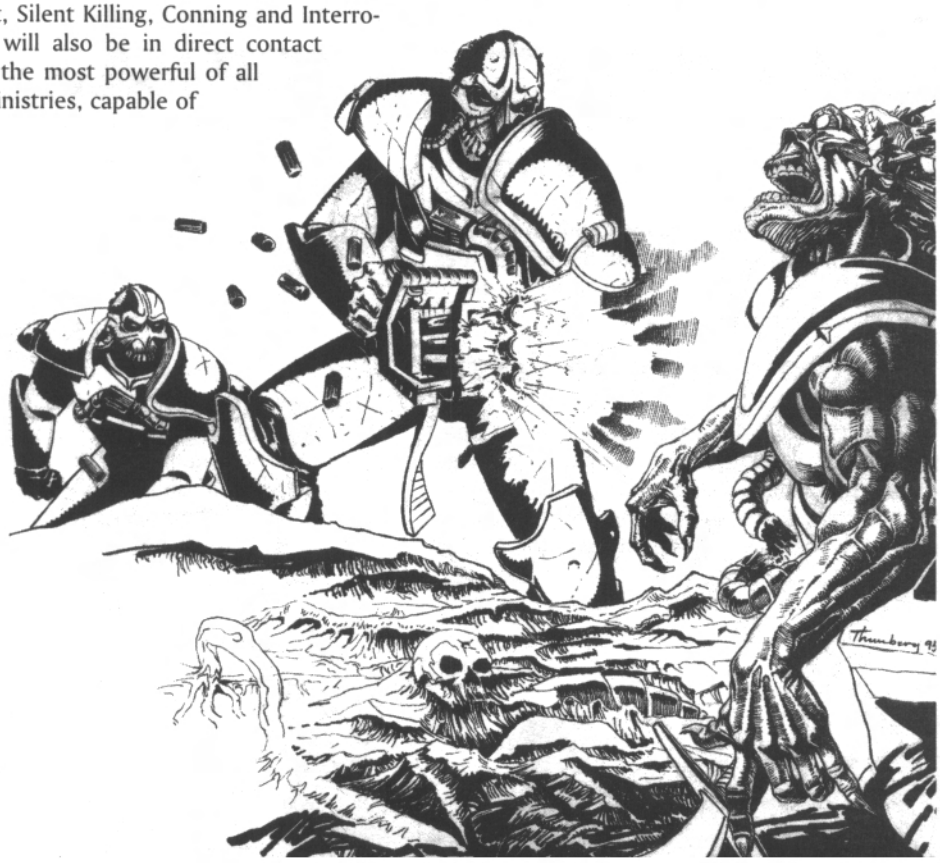
ADVANTAGES. You will receive basic Agent training. This consists of two picks each in Unarmed Combat, Silent Killing, Conning and Interrogation. You will also be in direct contact with one of the most powerful of all Bauhaus's ministries, capable of providing you with forged documents, assassination weapons, immunity from prosecution and just about anything else that is necessary for the eternal fight against the Darkness.

THE HERMETIC ORDER OF ANCIENT LIGHT

This secret order is made up of students of the Art. It is not recognized by the Brotherhood and would swiftly be eliminated if it was revealed. It was founded by Michael Lucius, a renegade Brother and Keeper of the Art over twenty generations ago. Michael Lucius decided that the Art was not a mere gift granted to the Cardinal's servants by the Light, but a manifestation of some new psychic phenomenon which could be studied and mastered. He also claimed that there was a spell which could make its caster immortal. Of course, such nonsense led to him being declared an Apostate and hunted down by the Inquisition. Brother Michael Lucius traveled to Venus and founded this secret order. Since that day, the Order of Ancient Light has worked secretly against the Darkness, forever trying to expand humanity's knowledge of the Light. The Grandmaster of this order is known to this day as Michael Lucius. Some members speculate that he may in fact be the same man.

MINIMUM REQUIREMENTS. MST 15. Must never have been an Inquisitor or a Templar. Must contain no trace of the Darkness or any stigmata.

ADVANTAGES. May study any one Art. May add +1 to all rolls to see if your Level of Perfection increases.



NEW SKILLS

«What you can do is often nearly as important as who you are. After all, you've got to live up to that name you were born to.»

—Duke Mikhail Matochek to his children

COMBAT

UNARMED COMBAT

BASIC CAPABILITY: STR

You have been trained to kill people with your bare hands. This enables you to do 2d3 damage with your bare hands or 2d4 damage with your feet. Every second pick applied in this skill gives you one bonus pick in Parrying. This skill is taught only to Special Forces troops such as the Venusian Rangers or the Etoiles Mortant.

SILENT KILLING

BASIC CAPABILITY: COR

This skill enables you to kill in absolute silence. If you come upon your foe and strike him or her down, this skill enables you to do it so quietly that no one will notice. It's very useful for taking out sentries.

MOVEMENT

HUNTING

BASIC CAPABILITY: (INT+COR)/2

This is the ability to track and kill animals, although it can be applied to humans, too. It also gives you knowledge of where animals live and hide.

SAILING

BASIC CAPABILITY: COR

You are familiar with the handling of waterborne craft such as boats, ships and submarines. You can navigate such vehicles and are familiar with all aspects of their operation.

TECHNICAL

KNOWLEDGE OF [MEGACORPORATION]

BASIC CAPABILITY: INT

This skill enables you to know about the history, structure aims and goals of one particular megacorporation. Knowledge of Bauhaus is taught to every Homebuilder in school.

[CORPORATE] ETIQUETTE

BASIC CAPABILITY: INT

Possession of this skill enables you to behave properly at the social functions of a particular megacorporation. In the case of Homebuilders, it ensures that you will always call people by their correct title, dress in the appropriate manner for an occasion, and know the «right» thing to do to avoid committing any embarrassing social blunders. On a more refined level, it allows you to know all about the more obscure social rituals and how to behave during them. This skill is essential for Bauhaus nobles.

JUNGLE SURVIVAL

BASIC CAPABILITY: INT

You know how to keep yourself alive in the jungle. With this skill ,you can find shelter, know which plants are poisonous and avoid heatstroke and dehydration. You can use this skill instead of Perception to spot all those lurking dangers which are so common in the jungle.



NEW COMBAT RULES

«Death is not a pretty thing. Be on the right end of it at all costs.»

—Bauhaus military saying

KILLING SENTRIES

If you can come up behind foes unawares, you can use your hands or a knife to kill them quietly. If a target has its back to you and you make a Stealth Roll, you get your arm around its neck and throttle it or slip a knife between its vertebrae. You can do double damage IGNORING armor, and you can choose your location. The head is usually the prime target for neck breaking and throat slitting.

SHOOTING SMALL ANIMALS

When fighting small animals, don't bother with determining hit location. Your target is so small that it doesn't matter where you hit. Small animals have only one hit location. For the sake of ease, we call it the body.

SHOOTING LARGE QUADRUPEDS

When shooting a large quadruped, we still use the same hit location table. Shots to the arms count as shots to the leg. Which leg hit depends on from where you're firing. If you're shooting from the front, your shots will hit the right or left forelegs. If you're shooting from the rear, your shots will hit the right or left hind legs. If you're shooting from the creature's left side, you're shots will hit its left foreleg or left hind leg. If you're shooting at it from the right-hand side, your shots will hit its right foreleg or right hind leg.

QUICK COMBAT

Combat in the *Mutant Chronicles RPG* works well for small skirmishes. However, when you want to fight a really large melee, it can be a real pain keeping track of every hit to every location for a lot of NPCs, particularly if those NPCs are unimportant thugs, grunts or Undead Legionnaires. To speed things up, simply ignore that these unimportant NPCs have different body parts. Only use their Total Body Points. When your players shoot at the NPC, roll for hit location to see what armor they hit, if any.

Hits to the head count double (i.e., if one point of damage remains after the helmet's AV is deducted, the creature's Total BPs are reduced by two).

When the creature is hit, subtract the damage from the Total BP figure. When this reaches 0, the creature is dead, unconscious or otherwise out of the fight. For each 2 BPs worth of damage they have taken, you should subtract 1 from their Skill Rolls when shooting, engaging in close combat, etc. You should still use the full hit location system for the PCs, important NPCs and powerful monsters.

THE JUNGLE

«The jungles represent chaos. Bauhaus represents order. The struggle between the two seems eternal, but we shall prevail.»

—Bauhaus proverb

The jungles of Venus are one of the most dangerous, deadly and frightening warzones in the whole Solar System. They are filled with dangerous wildlife, as well as lost cities, Dark Legion Citadels and enemy bases. As if that were not bad enough, they are rife with disease, and sometimes the heat and humidity can be the worst foe of all. Here, surrounded by gigantic trees and ferns sometimes two or three hundred feet high, even the toughest will be challenged.

COMBAT IN THE JUNGLE In the jungle, the canopy of trees obscures all light, and the lush undergrowth provides plenty of cover. The constant screeching and howling of animals covers the noises made by stealthily approaching enemies. This being the case, double the range penalties for all firearms attacks. Add +4 to all Stealth Rolls and subtract –2 from all Perception Rolls to spot stealthily approaching foes. On the positive side, since there is so much light cover around, add +2 to all Avoid Rolls.

«Death is not a pretty thing. Be on the right end of it at all costs.» —Bauhaus military saying

«Illness is a tragedy. There can be no glory in falling to such a treacherous foe.»

—Attributed to a Bauhaus military physician

«Illness is a tragedy. There can be no glory in falling to such a treacherous foe.»

—Attributed to a Bauhaus military physician

HEATSTROKE

Heatstroke is potentially fatal. It is caused by dehydration and overheating and the breakdown of your body's own temperature control systems. Unless you are wearing climate-controlled jungle armor, armor exacerbates the problem. In the jungle, you need to make a heatstroke check every 24 hours, unless you are wearing CCS jungle armor. This is made like a standard disease check, except that the DL is equal to half the total of all the armor you are wearing in every location. (Round fractions up.)

Example: If you are wearing 3 points of armor on your head, legs and arms and 4 points of armor on your chest and stomach, then the DL would be [(3+3+3+3+3+4+4)÷2=] 12.

If you are doing a lot of running, heavy physical labor or fighting for extended periods of time (2 hours or more), double the DL.

Because training helps you to avoid heatstroke, you may add your Jungle Survival SV to your PHY when rolling to avoid heatstroke.

The disease has three levels. The first time you fail the roll, you will be dizzy and nauseous. You will be at –4 to all Skill Rolls until you take 6 hours rest and drink lots of fluids. If you do not and continue with what you're doing, you must make another Resistance Roll after two hours. If you fail this, you will fall into a faint, hallucinate and become completely useless. Even if you receive medical treatment, you must make another Resistance Roll after 3 hours, or you will die. Once you have reached the second stage, the only cure is at least one day of rest and lots of fluids.

JUNGLE FEVER

Jungle fever is one of the nastiest of all diseases. No one knows how it is communicated. Some say by insect bite, others by contaminated water, still others that it is the product of invisible plague spores in the air. Whatever the cause, jungle fever is deadly. Each day you are in a Feverzone (all areas around Citadels, swamps and other areas at the GM's discretion), you must make a Resistance Roll against a DL of 10+d10. If you fail, you have contracted this deadly disease. Each day thereafter, until you get proper medical treatment (in a hospital), you will begin to turn yellow, and your body will waste away. You lose one BP point per day from all locations except the head. You will also lose –1 from your STR, PHY, and COR. Because of fever and nausea, you will be at –4 on all Skill Rolls. This disease comes on with terrifying swiftness, within one hour of the failure of the Resistance Roll. If you are wearing Deathzone armor, you do not need to make the Resistance Roll.



A VENUSIAN BESTIARY

«The monsters native to Venus remind us that life can be dangerous and death can be quick.»
—Duke Jean Piquarde

The jungles of Venus are home to some of the deadliest animal and plant life in the whole system. They have become infinitely worse since the arrival of the Dark Legion. There seems to be something in the very atmosphere around the Citadels that corrupts all life, and of course the Tekrons of Algeroth often take wild creatures into their distortion chambers and then release them again, hideously mutated.

PLANT LIFE

«On Venus, we like to eat some plants, and some plants like to eat us.»
—Duke Jean Piquarde

Some of the plant life on Venus is as ferocious and carnivorous as any animal. It needs to be to have any chance to survive.

PITCHER PLANTS

These huge carnivorous plants resemble a great pitcher of foul, corrosive digestive juices. They burrow deep into the ground and grow a thin protective membrane across the mouths of their pitchers. Any hapless creature which steps onto the membrane will fall through and slide down the slippery sides of the pitcher itself, coming to rest in a pool of digestive acid. Once in the dark, foul-smelling pitcher, it is almost impossible to get out, for the sides are greased with mucous. The fall itself does damage dependent on the depth of the pitcher. These are 10+4d6 feet deep. Then, acid begins eating away at the victim at the rate of 1 BP per combat round. It starts with any armor, the victim might be wearing and then, once that has been digested, it devours the unprotected flesh. Once within the well of the pitcher, just about the only way out is to have your comrades drop you a line. Even then, most victims are too disoriented by the fall and the darkness to find it. You should make a Perception Roll to see the line.

Pitcher plants are exceedingly well camouflaged. Small, light plants grow over the fabric of the membrane and the opening of the pitcher can only be spotted by an exceedingly discerning or well-trained eye. To avoid walking onto a pitcher plant, you must make a Perception Roll. You can substitute your Jungle Survival Skill for this if it is higher.

TRAPPER VINE TREES

Trapper vines lie in wait for their victims. They are indistinguishable from the great curtains of hanging vines that obscure so much of the Venusian Jungle. The difference comes when you walk into them. Then they lash out and entangle you, jerking you slowly towards the great gaping maw of the tree itself, which is located in far above. There you will be devoured at the hideous creature's leisure. The vine lashes out with a CC skill of 15. Each individual vine has an AR of 3 and 6 BPs. Any victim hit will be entangled by 1d6 of them.

Once entangled, you may try to burst free, in which case you must make a Resistance Roll against the tree's STR of 15 plus 1 for each vine that has entangled you. It takes 1d4+2 turns for the plant to lift you to its maw. Each turn that passes, you will be lifted a further 5 feet above the ground. If you break free, you will fall.

Once at the maw, you will be chomped for 1d6+6 damage in 1d4 body locations. These hits are automatic unless the tree fumbles. Within 1d6 further turns, you will be drawn into the tree and die. If you decide to attack a trapper vine tree directly, the bole has 150 BP and an AV of 6. Trapper vine trees can be spotted exactly like pitcher plants.

BLACK LOTUS



«On Venus, we like to eat some plants, and some plants like to eat us.»
—Duke Jean Piquarde

These huge bell-blossomed plants are very beautiful and unintentionally deadly. They give out a strange, cloying fragrance within a 30' radius. This fragrance is a subtle narcotic which first intoxicates the victim, then lulls him or her into a deep, dream-filled sleep for 1d20 hours. This vapor has a DL of 10. It induces slumber within 1d10 rounds. However, after the first whiff, you may be so intoxicated that you can do nothing except lie back and grin inanely. The first time you smell the vapor, make an INT Roll to sprint out of range. If you fail, you will simply stand around gazing in wonder at this lovely plant until you fall unconscious. This can be fatal in Venus's deadly jungles, since many animals are immune to the vapors. Black Lotus blossom is used as the basis for several very illegal recreational drugs. Indeed, many Freelancers, protected by gas masks, scour the jungle for it. You can sell a Lotus Blossom for 1d6 x 1,000 Crowns on the black market, depending on size and quality, and they always grow in groves of 10+1d10 plants. Needless to say, if the police catch you, you're in trouble.

ANIMALS

«Hunting reminds us that we are not so different from those creatures that swing in the trees. It's how we hunt that separates us. I prefer an MG-80 for big game.»

—Max Steiner

In game terms, all animals have one characteristic in common. All of them attack with only their natural weapons, and they do this by rolling under their COR. INT is used instead of making Perception Rolls.

LOOTER MONKEYS

These small, gray and red monkeys are only half the size of a human. They are very agile and have long prehensile tails and feet which can be used as well as most humans use their hands. They swing through the upper levels of the jungle and swarm down in hordes on hapless adventurers. They are not really malicious, but are insatiably curious and will often swipe weapons and other gear from the hands, holsters or packs of unsuspecting travelers before leaping back into the trees again. They are notorious for sneaking up on parties during the night and stealing gear and food. All looter monkeys have Stealth and Agility and Sleight of Hand equal to their COR. This Sleight of Hand skill is used only for picking pockets. Sometimes, wily thieves capture baby looters and train them to act as pick pockets. You can sell a baby looter for (5+1d4) x 1,000 Crowns. Near Citadels, you often find the looter monkey's black-furred, red-eyed cousin, the ravager monkey. These monkeys are infinitely more dangerous. They attack more furiously, and their bite carries jungle fever.

LOOTER MONKEYS

NUMBER APPEARING: 4d6
STR 6
PHY 6
COR 15
INT 7
MST 8
PER —
MOVEMENT: 4/275
OB: —
ACT/CR: 3
AVOID/PARRY 8
BPs: Small animal: 6
ATTACKS: Bite 1d4
SPECIAL ABILITIES: Slight of Hand, Stealth, Agility, (Jungle Fever).

DEVILCAT (REX)

These huge, cougar-like cats weigh about as much as a man, although they are somewhat smaller.



They have glossy black fur and big, big teeth. The devilcat is, pound for pound, one of the most ferocious animals in existence, a mass of muscle, fur, teeth and violence. They are nocturnal and hunt in packs, and their eerie growl puts fear into the heart of the boldest. The devilcat rex is a huge predator, solitary, evil and vicious beyond belief. It has the most powerful jaws of any large mammal. The fur of a devilcat is worth (10+1d10) x 1,000 Crowns. The pelt of a devilcat rex is worth 5 times that. The rex's stats are listed in parentheses below.

DEVILCAT (REX)

NUMBER APPEARING: 2d4 (1)
STR 25 (50)
PHY 20 (50)
COR 13 (15)
INT 6
MST 8
PER —
MOVEMENT: 4/275 (7/500)
OB: +7
ACT/CR: 3
AVOID/PARRY: 5
BPS: Small animal: 15 (head: 5; legs: 9; stomach: 9; chest 10)
ATTACKS: Bite 1d6 (2d6)
SPECIAL ABILITIES: Stealth. (Two points of armor on each location.)

DEVILBAT

The devilbat is also known as the manta of the skies. It is a huge, bat-winged creature with a head like a lamprey. It swoops down upon its prey and carries them upward, fastening on its prey's head and sucking its brains out. They are amazingly strong and resilient creatures, and very hard to kill. Packs of them often darken the skies around the great Citadels. There are no records of devilbats existing before the coming of the Dark Legion, and now they plague even the great Venusian cities by night. Many philosophers speculate that they are an alien lifeform, brought from somewhere else by the minions of Darkness. It is true that sometimes Centurions and other foul things are seen riding on huge devilbats.



VENUSIAN PYTHON

These monsters are among the largest reptiles in existence, and they are the terror of the rivers, swamps and jungles of Venus. Their glistening, golden-green forms can grow to be over 70 feet long and over 10 feet round at their thickest point. They are ropes of muscle and hunger. Although ancient legend states that once they were merely constrictors, it is certain that, since the arrival of the dark Legion on Venus, they have become the most poisonous animal in the Solar System. A single bite can kill in an instant. Many of those found near Citadels are eerily intelligent, and some of them even have Dark Gifts and Gifts of the Dark Technology.

VENUSIAN PYTHON

NUMBER APPEARING: 1
STR 100
PHY 100
COR 12
INT 4
MST 8
PER —
MOVEMENT: 4/275
OB: +11
ACT/CR: 3
AVOID/PARRY: 4
BPS: Roll 1d20 for location: 1–2=head; 3–20=body. All locations are protected by 4+d4 points of armor.
HEAD: 12
BODY: 70
ATTACKS: Bite (1d10+ poison), constrict.
SPECIAL ABILITIES: DL 20 poison must inflict a wound with bite to work. Failure of Resistance Roll means instant death. To constrict a foe, the python must make successful CC attack. On each following round, the victim takes 1d20+OB damage to 1d4 locations.

DEVILBAT

NUMBER APPEARING: 2d20
STR 40
PHY 40
COR 11
INT 4
MST 8
PER —
MOVEMENT: 2/150 on the ground; 10/800 airborne.
OB: +5
ACT/CR: 3
AVOID/PARRY: 4
BPs: Head: 7; wing: 11; body: 12; stomach: 11; legs: 5
ATTACKS: Bite (1d10+OB).
SPECIAL ABILITIES: Flight. Devilbats must first grab their prey and win a STR vs. STR roll. They then carry them upward for at least one action of each subsequent round. When they bite, don't roll for hit location. They always hit the head. They only bite once they have grabbed their victim and taken off. Each following round, the victim may try a STR vs. STR Resistance Roll to break free. If you succeed, you will fall.

ENCOUNTERS

When in the jungle, you should roll once per hour, per 6 hours or per day for an encounter. The exact number of rolls should be determined by how dangerous or heavily populated an area the players are in. The more dangerous the area, the more frequent the rolls should be. The frequency of the encounter will be determined by whether you are in light jungle, dense jungle or near a Citadel. If you are in light jungle there will be an encounter on 10 or less. If you are in dense jungle, it will be on 12 or less. If you are near a Citadel, it will be on 15 or less. It is up to your GM to decide what sort of jungle you are in. If you have an encounter, roll 1d10 and consult the following table.

1 Pitcher Plant
2 Trapper Vine Tree
3 Black Lotus
4 Looter Monkey
5 Devilcat
6 Devilcat Rex
7 Devilbat
8 Venusian Python
9 Patrol from any local force. This will be Bauhaus in the domains, Imperial near Imperial territory, Dark Legion near a Citadel, etc. Alternatively, roll again if you are in a thinly populated or neutral area.
10 Dark Legion patrol

If you are spoiling for a fight, you should make the patrols roughly similar in size and weaponry to the party. If you want to avoid a fight, make them much stronger or weaker than the party. That way, one side or the other will have no option but to run away.

Also remember Venus is a big world with a lot of dangerous fauna and plants. Feel free to reveal the results of your own researches into this, and to write your own encounter tables.



THE BAUHAUS CORPORATION



«The business of Bauhaus is business. Often, that business is war.»
—Duke Sergei Romanov

«Quality is all we do.»
—Bauhaus slogan

Bauhaus is ruled through the four Supreme Ministries, each of which is under the hereditary control of one of the Elector Houses. These great Ministries, along with their countless subministries, oversee every aspect of life in the Bauhaus domains.

Unlike Capitol, Bauhaus has no corporate charter. It has traditions. Things are the way they are because that is the way they have always been. It is unthinkable that any Noble House would challenge the authority of the Elector Houses because that would be anarchy, a concept that is an anathema to most Homebuilders. The threat of the Dark Legion means that now, more than ever, no one wants to rock the boat. Bauhaus is very successful, and most of its people are as comfortable as it is possible to be in these dark times. No one wants this to change. As has been pointed out before, Bauhaus is a very conservative society.

THE COUNCIL OF ELECTORS

«Too many electors spoils the government.»
—Bauhaus proverb

The Council of Electors is the supreme power in Bauhaus. It meets in session to discuss the policies of the corporation and to make high-level executive decisions. Only the Council of Electors can declare war or make any major change to Bauhaus policy. War is common; changes, extremely rare. The Council of Electors also has the power to settle disputes and territorial feuds between the Noble Houses.

The Council of Electors meets in the Electoral Chamber, the location of which varies according to where it is convenient for the Elector Dukes to meet. There were two semipermanent venues: the Palace of Government in Heimburg, and the Twin Towers in Luna. Since the Twin Towers were the subjects of a Heretic-inspired Anarchist attack, these locations have become less used.

Wherever the Supreme Council meets, the chambers are ritually cleansed, swept for bugs and then sealed by Brotherhood Mystics and Inquisitors to prevent eavesdropping by any paranormal means. The Electors then sit at a great table shaped like the Bauhaus cogwheel, flanked by their Brotherhood advisors. Representatives of all the Great Houses are present, but they have no formal power. They can only try to persuade the Electors.

By long tradition, the meeting is chaired by one of the Electors. Exactly which Elector is rotated from meeting to meeting. Traditionally, the Chair is referred to as the occupant of the Ascendant Throne. He or she always sits in a great throne inlaid with the Bauhaus cogwheel at the head, and the symbols of the Brotherhood inscribed on each armrest. This throne is always placed at the end of the wheel's axis that's closest to the Cathedral.

All decisions are by majority vote among the Electors. In the case of a tie, the occupant of the Ascendant Throne has the tie-breaking vote.

THE SUPREME MINISTRIES

After each council meeting, the Electors return to the Supreme Ministries and implement the agreed-upon policies. Each of the Supreme Ministries is responsible for one area of Bauhaus life and has almost total power in that area. Each ministry is overseen directly by an Elector Duke. Each Duke has a legion of lackeys, civil servants and advisors to whom he or she delegates authority.

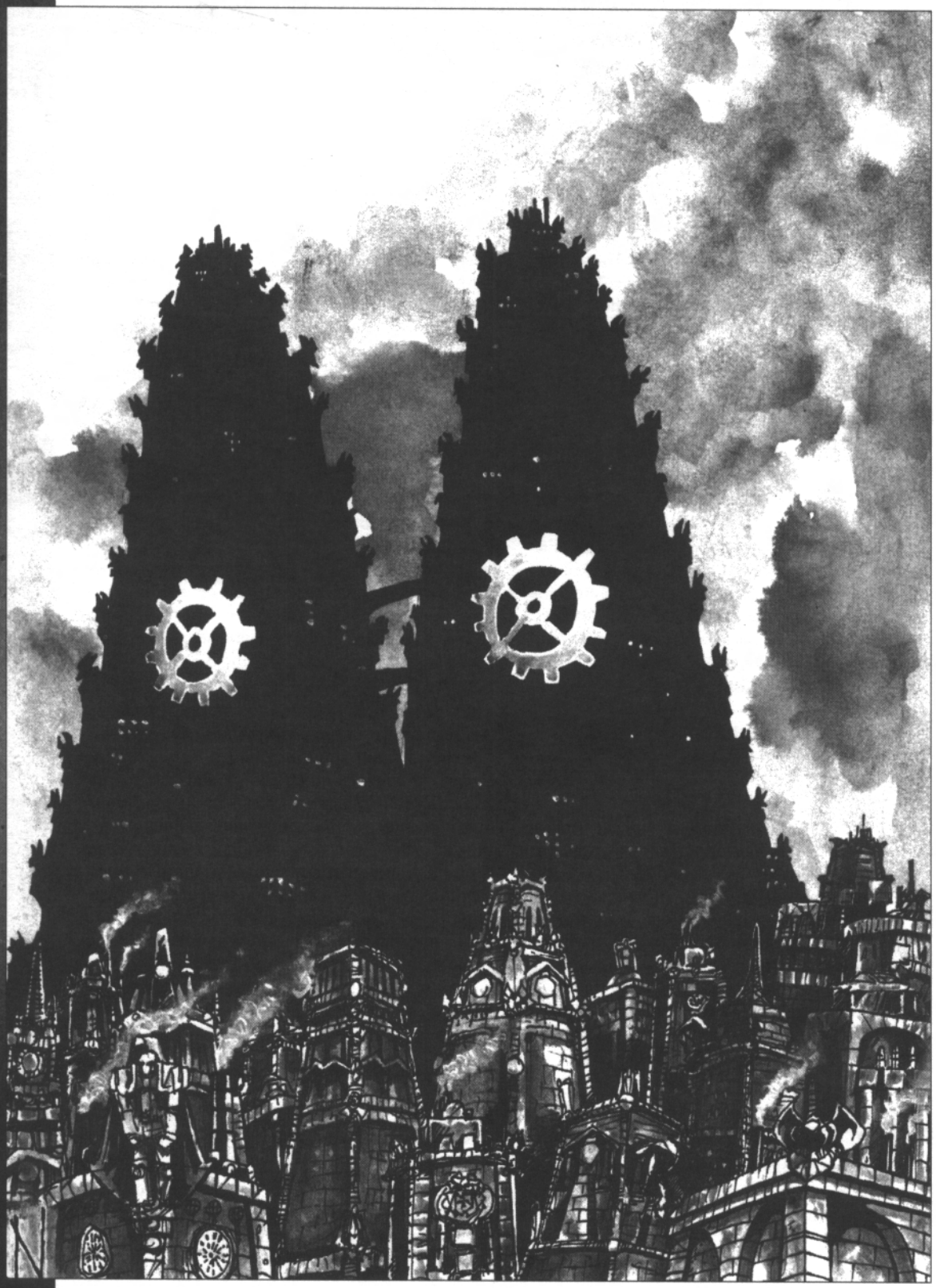
THE SUPREME MINISTRY OF WAR

«The business of Bauhaus is business. Often, that business is war.»
—Duke Sergei Romanov

The Ministry of War oversees Bauhaus's mighty military machine and directly controls Bauhaus's armies and fleets. It is responsible for the conduct of wars and the procurement of arms. It has dozens of subministries, the most important of which are:

THE HIGH COMMAND. The High Command is the assembly of the corporation's highest ranking generals and marshals. It is the final link in the chain of command that stretches all the way up to the Electors. The High Command is responsible for long-range operational planning, directing campaigns and ensuring coordination between Bauhaus's many military arms.

THE ARMY MINISTRY. This ministry directly oversees all of Bauhaus's enlisted ground forces. It is one of the most prestigious of all ministries, reflecting the high value Bauhaus places on all things military. From its huge fortified bunker in Heimburg, orders are dispatched to every corner of the inhabited worlds.



THE AIR FLEET MINISTRY. This ministry controls Bauhaus's Air Fleet, including the deployment of the famed Aerial Dreadnoughts. It is also responsible for the maintenance of the Homebuilders' enormous aerodromes.

THE ADMIRALTY. The Admiralty controls Bauhaus's naval fleets and its space fleet. It is based on Hydra, a huge artificial satellite locked in geostationary orbit over Heimburg.

THE OFFICE OF PROCUREMENTS. The Office of Procurements controls all of Bauhaus's military spending and is responsible for seeing that Bauhaus's forces remain the best equipped in the system.

THE RESERVE ARMY MINISTRY. This vast bureaucracy works with the Ministry of Faith, the Ministry of Civilization and the domains, keeping track of the huge Reserves that Bauhaus can muster from among its citizens. In a state of emergency, it ensures that the Reserves are mustered with minimum fuss and maximum speed.

THE OFFICE OF SECRETS. The Office of Secrets guards Bauhaus's military secrets and collects information on all of the other megacorporations' military strengths. Its Bureau of Analysis has the reputation for producing better and more profound military intelligence than almost any other agency in the system. On many occasions, it has predicted Mishiman and Imperial strikes days in advance of their occurrence simply by analyzing the movements and supply chains of the enemy's forces.

THE SUPREME MINISTRY FOR INDUSTRY

«Bauhaus is industry.»
—Bauhaus saying

This ministry controls Bauhaus's industrial policy. It decides which areas should be concentrated on and how best to meet the threat of competition from the other megacorporations. It is charged with maintaining the industrial power on which Bauhaus's status as a megacorporation rests. It issues edicts to all of Bauhaus's corporate subsidiaries and ensures that the various business wings do not come directly into conflict with each other. The Ministry for Industry has thousands of subministries overseeing every aspect of the running of the industrial fiefdoms. It is also responsible for maintaining decent working relationships with the other megacorporations. The three best known subministries are:

THE OFFICE OF STANDARDS. The Office of Standards has tens of thousands of inspectors who constantly and vigilantly guard Bauhaus's reputation for producing only the best. They work ceaselessly to ensure that all goods which bear the cogwheel meet the standards of excellence which the corporation demands. They tirelessly visit factories, mills and domains, checking every aspect of production, punishing those who fail to meet their targets and sometimes even executing lazy and incompetent managers. They are among the most feared individuals in the Bauhaus corporate hierarchy.

THE MINISTRY OF WEALTH. The Ministry of Wealth collects taxes with a zealous devotion normally seen only in Brotherhood Inquisitors. They make sure that all Bauhaus subsidiaries pay their corporate tithes and that individual citizens pay their taxes on time. They are known for their jackbooted approach to tax-dodgers and often work hand in mailed gauntlet with the Magistrates of the Ministry of Justice to ensure prosecution.

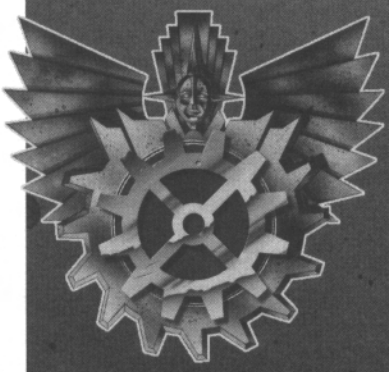
THE DIPLOMATIC KORPS. The Bauhaus Diplomatic Korps has offices across the system. Their duties range from negotiating treaties with the other megacorps to gathering information and performing acts of espionage. The Diplomatic Korps has its own intelligence unit known as the Office of Information, an innocuous title for what is one of the system's most effective spy networks.

THE SUPREME MINISTRY FOR CIVILIZATION

«Civilization cannot be left to develop on its own, for fear that it shall degenerate utterly. Look at what has happened to Capitol.»
—Duke Hans Bernheim

The Ministry For Civilization sees that Bauhaus citizens enjoy all the privileges of belonging to the greatest of all megacorporations. Its task is to ensure that the Homebuilders are educated, looked after and remain devoted to the corporation that provides for them. It is responsible for seeing that Bauhaus citizens remain placid, content and, most importantly, loyal. Its best known arms are:

THE MINISTRY OF HEALTH. This ministry looks after people when they are sick and tries to ensure that they remain well. It maintains the great hospitals, which are the envy of the system. It makes sure doctors meet the high standards of excellence and ethics that Bauhaus demands. It has a huge territory, since it is responsible for making sure that all citizens have their Certificates of Fitness or Exemption checked every two years. It ensures that its doctors are trained in all aspects of the detection of stigmata and mutation, and know the correct procedures for reporting such occurrences to the Ministry of Fear.



«Civilization cannot be left to develop on its own, for fear that it shall degenerate utterly. Look at what has happened to Capitol.»
—Duke Hans Bernheim



«Faith can move mountains—even Citadels.»
—Duke Paolo Saglielli

THE MINISTRY OF KNOWLEDGE. At the most basic level, this ministry makes sure all of the people are well educated and thoroughly indoctrinated in the Bauhaus way of life. Its job is to ensure that the work force is well trained. It works closely with the Brotherhood to see that the people are instructed in all aspects of their faith. It does its best to ensure that all Bauhaus citizens know that they belong to the best and most generous of all megacorporations, and are suitably grateful. This ministry also oversees the great academies and research institutes for which Bauhaus is justly famous. Its subministry, the Office of Scrutiny, ensures that all scientists are loyal and carefully checks out any potential security risks. Its officers have applied themselves to their work with exceptional vigor since the mass defections to Cybertronic.

THE MINISTRY OF TRUTH. The Ministry of Truth is the best known of all Civilization's departments. It controls Bauhaus's amazingly effective propaganda machine. Its Office of Censors works round the clock to ensure that the Bauhaus media gives every story the appropriate slant. At the Office of Public Morale, ten thousand of the system's best advertisers constantly think up new slogans for the billboards which surround the citizens. The Office of Fairness makes sure that most scandals are hushed up and never come to public attention.

THE MINISTRY OF HERALDRY. This small but important office keeps track of all of the Patents of Nobility granted, and of all the births, deaths and marriages among the Noble Houses. Its huge, musty library contains tens of thousands of stone tablets bearing information on almost every member of every house ever born, all the awards they won and all the misdeeds they committed. It is a repository of information that cannot be found elsewhere.

THE MINISTRY OF ORDER. This huge ministry is responsible for the maintenance of public order within the corporation. It handles all matters of policing that are not directly under the supervision of the Ministry of Faith. In this role, it controls the Bleu, Bauhaus's famed paramilitary police corps. With the rise of the Anarchist gangs and the increasing number of Heretic-inspired riots, it has its hands full. Recently, the Council of Electors issued edicts for the recruitment and training of another 600,000 officers for Venus alone. Many wonder whether this will be enough.

THE SUPREME MINISTRY OF FAITH

«Faith can move mountains—even Citadels.»
—Duke Paolo Saglielli

This is the smallest but, in many ways, the most dangerous of all the Supreme Ministries. It is responsible for the spiritual welfare of the citizens in the same way that the Ministry of Civilization is responsible for their intellectual and physical well-being. It is also responsible for stamping out the taint of heresy and corruption within the corporation and for ensuring that justice is seen to be done. Its members are famed for their ruthlessness throughout the human worlds. The best known subministries are:

THE MINISTRY OF JUSTICE. This organization employs the Magistrates and Executioners who oversee the administration of justice in the Bauhaus domains. They work closely with the Ministry of Order to ensure that criminals, Heretics and other scum get their just deserts. The Magistrates of the Ministry of Justice have extraordinary powers to apprehend, question and sentence evil-doers—on the spot if necessary.

THE MINISTRY OF LIGHT. This powerful ministry is in charge of dealing with the Brotherhood and with the overt investigation of religious crimes (e.g., heresy, apostasy, religious schism, etc.) It also oversees the network of Pilgrim Houses and ensures the safety of Bauhaus Pilgrims traveling out from Venus. To the this end, it controls the mighty Templars of the Staff and Hand, a powerful military order whose members accompany religious wanderers and safeguard them from the many perils and temptations of their journeys.

THE MINISTRY OF FEAR. Sometimes you cannot rely on people's love for their corporation to hold firm. Sometimes the threat of terrible punishment is all that keeps potential rebels in line. Sometimes, to preserve the Bauhaus way of life, it is necessary to do things that are not honorable or legal or just. The operatives from the Ministry of Fear are the ones who do this job.

They are responsible for a huge spectrum of covert activities, ranging from the infiltration of secret orders, to the performance of assassinations and terrorist acts. This ministry has agents everywhere within the corporation, constantly monitoring for anarchism, heresy, espionage and malingering. The vaults of the Ministry of Fear are as dreaded as the Inquisition's cells, and rightly so. The Office of Interrogation has a reputation for being just about as brutal as it is humanly possible to be. This ministry also has its own military order, the Order of Fear, which runs the infamous gulags, Bauhaus's prisons and labor camps in the polar wastes of Venus.

LAW ENFORCEMENT



«Who says you can never find a cop when you need one?»
—Old Bauhaus saying

Law enforcement within the Bauhaus domains is a relatively simple matter. All day-to-day police work is done by the Bauhaus Law Enforcement Units, more commonly known as the Bleu or, more simply, the Blues. Their distinctive blue-black uniforms are a common sight everywhere because the Electors believe in saturation policing. They think that the best way to deter crime is to have a highly visible police presence on the streets. Every street is patrolled, and the Bleu aims to have officers visible at every point at least once every five minutes. Bleu officers patrol in pairs. They are usually always men, since the minimum height restriction of 6' 3" inches debars many women, and they are always tough, stern-looking men. They have a reputation for being tough but fair and also for handing out their own on-the-spot punishments to malefactors. Many Bleu officers reckon that a pistol-whipping is as good a deterrent as a jail sentence, and act accordingly. Most petty crime in Bauhaus areas goes unrecorded, as officers dispense their own justice. This is one reason why Bauhaus crime figures are so low. Thousands of small crimes never show up on the statistics.

It goes without saying that members of the nobility are above such arbitrary punishment. If they are ever caught committing a petty crime, Bleu officers will most likely look the other way. If they don't, the offender will be disgraced, which is its own punishment. Nobles who persistently commit petty crimes are often reported to their own families for punishment.

Small corps of detectives and forensic pathologists who investigate all crimes which are not immediately dealt with by the patrol officers are located in all major Bleu stations.

All major crimes of violence, theft and public disorder in which the perpetrator is apprehended must be reported to a Magistrate. These are the hard souls of the Ministry of Justice, empowered to investigate, detain or punish criminals on the spot. They are famous for being heavily armed, tough and incorruptible. Bauhaus has no concept of trial by jury. A Magistrate acts as judge, jury and often executioner. It is their job to punish the guilty and root out corruption and heresy wherever it may be found. To this end, many high-ranking Magistrates have their own permanent task forces of detectives and bodyguards. In these dark times, Magistrates are granted extraordinary powers to hunt down criminals.

«Who says you can never find a cop when you need one?» —Old Bauhaus saying

SENTENCES

«Fit the punishment to the crime.»
—Magistrate motto

There are only three sentences in the Bauhaus penal code, and three known punishments. These are:

DEATH. This is the sentence for capital crimes, usually administered on the spot by Magistrates and Executioners. It is invoked for treason, murder, sedition, tax evasion, and any crime involving the death of a noble.

TRANSPORTATION. If you are not sentenced to death, you will be sent to one of the dreadful gulags operated by the Order of Fear. There you will starve, work long hours and probably be beaten by sadistic guards. If you survive your sentence, and only 50% of offenders do, then you will be released in disgrace. You can be transported for sedition, moral sabotage, armed robbery, burglary, killing a commoner, taking the name of the Electors in vain and many other things. This is the punishment most often used on commoners.

DISGRACE. Disgrace is the punishment of all crimes which involve loss of honor. It means being stripped of your Bauhaus citizenship, being disowned by your family, and becoming a landless nobody. It is a form of punishment most often used on officers and nobles, and is more feared by such people than death.

PUBLIC ORDER

Although the Bleu has station houses containing 24 officers in every city block, sometimes these are not enough when riots break out and Heretics and Anarchists inspire rebellion. When this happens, the Bleu can call upon the house troops of the local nobility, and any regular army units that might be nearby to help quell the disturbance. In a real crisis, they can request that the local Reserves units be mustered. This all means that rioting and looting in the Bauhaus domains can get very dangerous, very quickly.



WEAPONS

All Bauhaus nobles are expected to carry their sabers. They would look undressed without one. All serving officers may, while in uniform (which is most of the time), publicly carry a sidearm. Uniformed people carrying weapons are a common sight in the domains and cause no alarm. Nobles are not required to register any weapons they may possess, and they have unlimited access to corporate weaponry. However, even nobles are not allowed to walk down the streets carrying automatic weapons. Pistols and swords are fine. Autorifles are not. Warriors in the full armor of their unit or order are a perfectly common sight in the streets of Bauhaus cities.

Commoners also usually have access to weapons. Members of the Reserve Army are required by law to have a sealed cabinet within their homes containing their equipment, ready for use when the muster siren blares. Except when upon their duties as part of the Reserves, they are most definitely NOT allowed to carry weapons in public. This is the prerogative of the nobility. All commoners are required to register their weapons and also to account for every discharge of their weapons. This can require a lot of paperwork.

On the newly claimed estates of the Homebuilder domains, things are different. In these wild, jungle lands, almost everybody carries a rifle at all times. No one knows when an attack might come, and everybody is in a constant state of readiness.

OUTSIDERS

Under the treaty of Heimburg, Bauhaus acknowledges all weapons permits issued by other corporations within the Bauhaus domains (except during periods of martial law, when all outsiders are expected to hand their weapons in at the local Bleu station and may well be summarily imprisoned for the duration). In return for this, all Bauhaus nobles and military are allowed to carry their swords and sidearms in the territories of other megacorporations.

DUELING

Nobles and citizens of officer rank have the right to invoke the Code Duello to settle their disputes. Providing the formalities are observed, this is quite legal. Duels are customarily fought when one party has grievously insulted another and neither party will apologize. Duels are ALWAYS fought with either sword or pistol (usually Punisher handguns.) Neither party is allowed to wear any armor. There must be at least one second present for each party to see that the formalities are observed.

When fighting with swords, both parties start with their blade tips touching. When fighting with pistols, both parties stand back-to-back, take ten paces, turn and fire. Once your pistol has been discharged, it is considered dishonorable to fire again until your opponent has returned the shot, so pistol duels are often tests of nerve. Both parties alternately fire at one another till one or the other is dead or calls a halt. All duels are halted after first blood (i.e., when the first wound is scored). The seconds call

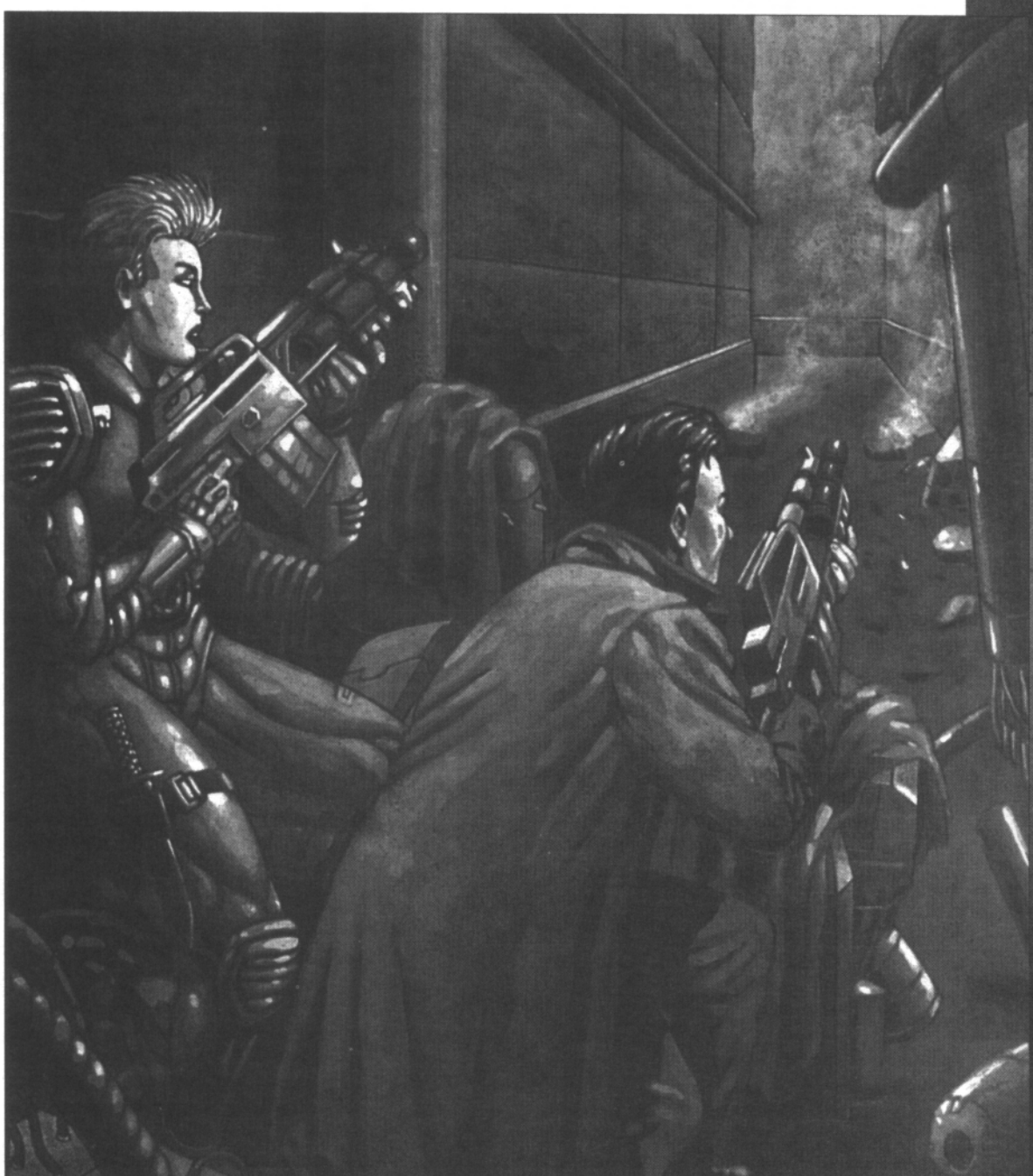
a halt, and if either party then wants to call an end to it all, then honor is satisfied. If neither party wants to stop, the duel is then to the death. Most duels are fought only to first blood.

Providing that the formalities are observed, neither party's family has any legal redress, and it is considered very bad form to have someone assassinated simply because he or she killed your kin in a fair duel.

Dueling is not legal between commoners or those below officer rank. Sometimes, under exceptional circumstances, duels will be fought between Homebuilder nobles or officers and the officers and nobles of other corporations. This is unusual but legal.

MARTIAL LAW

During a crisis, it is sometimes necessary for the normal rule of law to be suspended. If necessary, the local noble may declare a state of martial law in his or her domains, giving the noble virtually unlimited authority over the local police, Magistrates and Reserves. During this time, all normal civil liberties are suspended. The noble is authorized to take absolutely any measures necessary to keep control of the situation. In theory, the noble must contact the Electors within 24 hours to have the decision authorized. Sometimes, though, in remote areas where communication is difficult, this is not possible, and a decision to declare martial law can go unauthorized for weeks. Indeed, many nobles find the powers martial law gives them so useful that their entire domains remain constantly under martial law. This is nearly always the case in newly claimed domains occupied by Homebuilder teams.





STATE OF EMERGENCY

A state of emergency can only be declared by the Council of Electors. It automatically places every domain under martial law and all Bauhaus military on a war footing. The declaration instantly cancels all leave for serving officers who are expected to return to their units. It is also a signal for all Reserve Army personnel to report to their unit immediately. During a state of emergency, all civilians must report to their local shelter. At night, there is a curfew in the streets, and anyone breaking it will most likely be shot first and asked questions later, unless they are wearing a uniform. Usually, a state of emergency is only declared during times of imminent intercorporate war or major Dark Legion incursion. Once declared, it can only be ended by a unanimous decision of the Council of Electors.

ANARCHISTS

The assassination of Elector Duke Sergei Romanov by Anarchist bombers outside the Twin Towers on Luna has made the whole Solar System aware of the Anarchist threat to Bauhaus. The public image of these malicious fiends is that of a giggling crazies, shrouded in flowing black cloaks and cowls, their faces swathed by scarves, each clutching a bomb in one hand and a pistol in the other. This is far from the truth. Anarchist cells are one of the greatest threats to public order in the Bauhaus domains, and what makes them dangerous is that they are not easy to spot.

Anarchists are those who have rebelled against the gross imbalance of wealth in the megacorporation and who seek to rip apart the whole structure of society by a campaign of terrorism directed against the ruling classes, their property and the institutions of Bauhaus. They are often idealistic fanatics who wish to improve the lot of their fellows and who will stop at nothing to achieve their goals. They are most often recruited among the dissatisfied underclass of the thralls, but in the past, they have been joined by disgruntled commoners and disgraced nobles. They are organized in secret cells of no more than ten.

Although the Ministry of Truth likes to portray them as a vast conspiracy, they are not. They are almost impossible to eradicate because they have no formal structure. Few Anarchist groups maintain contact with any others. They may know a few people in other cells, but normally they seem to form spontaneously around a charismatic individual. Some cells concentrate on printing and distributing Anarchist propaganda. Others prefer more direct action such as bombing and assassination. Some try to organize the thralls to strike. Others blow up factory equipment. The most feared are the so-called living bombs who strap explosive charges to their chest and detonate themselves at their target, taking themselves and all within the blast range with them when they die. Of course, Anarchist cells provide fertile recruiting ground for Heretics. They are also often funded by the other great powers, such as Mishima and Imperial. Indeed, blaming the Anarchists has become a favorite cover for covert operations in Bauhaus domains.

THE APOCALYPTIC CULTS

The other great threat to security in the Bauhaus domains comes, strangely enough, from its most faithful supporters. There are numerous Apocalyptic Cults within every Bauhaus city. Their members, called Zealots, are linked by a terrible vision, which is that the last days of humanity are upon us and that soon a last great battle with the Dark Legion will be fought which will decide the destiny of humanity forever. On one side will be the Cardinal and the faithful; on the other will be the minions of the Dark Soul. After the battle, all will be ruin and emptiness, and a new world will have to built again.

Given the presence of the Dark Legion on Venus, all of these claims have a certain credibility. However, this is not the problem. The problem is that the Zealots are fanatic and bigoted against anybody they deem to be insufficiently devout. Vast crowds of them, egged on by their leaders, the Visionaries, often attack Cybertronic installations, claiming that they are a manifestation of the Darkness. Others see Heretics everywhere. They will «cleanse» entire blocks of thralls with fire and bullets. They will attack the holdings of other megacorporations if that corporation is deemed to be evilly inspired by their leaders. They will even challenge the authority of the Electors when provoked.

After one particular assault on several unarmed Capitolian tourists, the Council declared the Cult of Final Light to be illegal. The Visionaries of Final Light responded by claiming that the Electors had been possessed by Semai and called for an armed uprising. They were supported by several units of the Reserve Army, and bloody street fighting raged throughout Heimburg. When the Order of the Silver Skull stormed the Final Light Mission and seized the cult's leaders, not even the revelation that the Visionaries were, to a man, followers of Semai could stop the rebellion. The cultists believed this was all a lie dreamed up by the Ministry of Truth, and they fought to the last soldier.

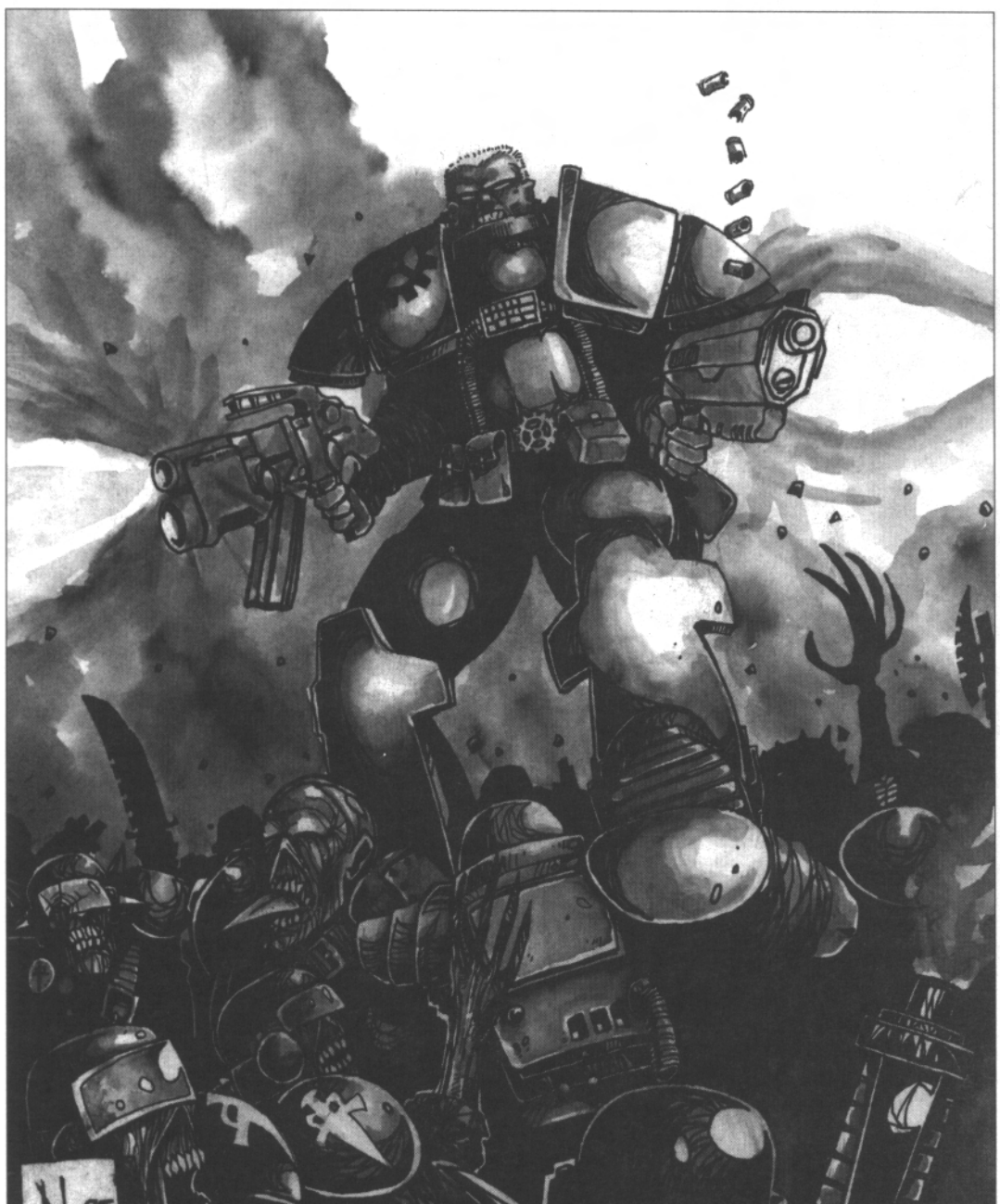
Another factor that the makes the Apocalyptic Cults so dangerous is that they appeal to the traumatized veterans of the wars with the Dark Legion who have seen the Darkness up close and know how great a threat it really is. This gives them a pool of highly skilled warriors to call on. They also appeal to the more fanatical followers of the Brotherhood. Several times, Inquisitors have moved against the Zealots' charismatic leaders to prevent the onset of a schism within the Brotherhood itself. At this moment, the Ministry of Light rates the Apocalyptic Cults as a threat second only to the Dark Legion and is petitioning the Elector Council to have them banned. Given the popularity of the Cults, this is a potentially explosive situation.

THE BAUHAUS WAR MACHINE

THE ARMY

«Some armies travel on their stomach. At Bauhaus, we prefer tanks.»
—Duke Yuri Romanov

Bauhaus has one of the most formidable of all the corporate armies. It is famous for the superb training of its troops and the excellent equipment with which they are provided. What Bauhaus forces lack in numbers, they make up for in firepower, discipline and sheer élan.



«Some armies travel on their stomach. At Bauhaus, we prefer tanks.» —Duke Yuri Romanov

ORGANIZATION

Although the Army has four main arms, they are trained to fight together. The High Command is very flexible and assigns troops as it sees necessary to ensure victory. For the sake of organization, the Bauhaus military is divided into armies, but these rarely fight together. The favored military unit of the High Command is the Battlegroup, a task force drawn from many armies, containing all the component units the High Command thinks are needed. An Army Group could consist of six regiments of Dragoons drawn from the 93rd Heavy Tank Army, twenty regiments of infantry drawn from the 114th Army and nineteen squadrons of Helicopters requisitioned from the 5th Air Fleet. Normally, an Army Group takes its name from its commander. He or she then divides the forces into Battlegroups which contain all the units required to meet their specific objectives. Like Army Groups, Battlegroups take their name from their commanders. For example, Army Group Borg could consist of Battlegroup Womack, Battlegroup Schaeffer and Battlegroup Wolf.



BAUHAUS MILITARY DOCTRINE

The Homebuilders' original doctrine of armored warfare has been extensively modified for use in the jungles of Venus. Where it is possible, Bauhaus still relies on massive armored assaults supported by mobile assault guns and close air support. The lightning armored strike is still favored along the slow, wide rivers which are the major arteries of communication on most of Venus.

The tanks used are hovercraft. If a major assault has to be made in the jungles, the attack will be spearheaded by several of the awesome Goliath mobile fortress. These gigantic tanks plow huge swathes through the jungle, clearing the way for lesser vehicles to follow. Where battles can be fought on open ground, such as the plains and deserts of Mars, classic armored tactics using thousands of tanks will be used. Punching a hole in the enemy line is the object of all of these tactics. If a breakthrough is not possible, then a wedge will be driven into the enemy line, soldiers and machines will be poured in and a breakout attempted. Facing a Bauhaus assault is a terrifying thing. Fighter-bombers strafe your position as the shells of the mobile assault guns rain down. As the dust clears, the throaty roar of thousands of engines can be heard as the tanks roll forward. Few are brave enough to hold their ground in the face of such an assault.

In the really dense jungles and swamps where armored action is impossible, Bauhaus relies on highly-trained groups of Special Forces troops, such as the Venusian Rangers, to infiltrate and destroy their objectives.

In defense, the Homebuilders are at their best. Their siege engineers are renowned as the finest in the Solar System, and Bauhaus defensive positions have a reputation for being near impregnable unless you are prepared to spill your troops' blood like water.

DRAGOONS

The Dragoons form the armored spearhead of the Bauhaus war machine, huge tank armies that crash through the enemy line, destroying all in their way, clearing the ground for the Hussars who follow them.

A posting to the Dragoons is the most cherished dream of every Bauhaus child. These units have glamour. Their dashing style of warfare and the sheer power of their vehicles makes them the first choice of every cadet. Most desire command of one of the main battletanks, such as the Wolf or the Grizzly or even the mighty Goliath. Many have to settle for command of Jackal armored cars or Draken mobile assault guns. In any case, it is still an honor to serve in this most prestigious of the army's branches. In combat, most Dragoons are lightly armored, wearing only reinforced chest plates and shoulder pads and forage caps which leave their field of vision clear. They carry only Punishers or MP-105s. What need do Dragoons have for more? Their machines are their weapons and their armor.

HUSSARS

Hussar is the commonly used term describing any soldier of the regular line infantry units. They are among the best equipped and armed of all the regular corporate armies. They are deployed from APCs, but their vehicles are lighter than those used by the Dragoon Guards and less well armored, so Hussars usually follow the Dragoons in a second wave.

AERIAL CAVALRY

The Air Cav use helicopters to deploy and support the regular troops. They swoop over battlefields, strafing the landing sites in enemy territory, allowing the Bauhaus troops to disembark.

SPECIAL FORCES

Along with Imperial, Bauhaus has just about the best Special Forces in the human worlds. They are drawn from the best soldiers of the regular elite units and trained to a level of physical and mental toughness almost unimaginable to the average person. They are equipped with the best weapons that Bauhaus can provide. Recently, the corporation has introduced the policy of upgrading its Special Forces weaponry to Doomtrooper levels when funding and opportunity allows. After all, only the best is good enough for the best. The Special Forces arm is also responsible for units such as the Order of the Silver Skull, which protects Bauhaus government offices.

In addition to these four branches of the Army, there are three other forces that need be mentioned. These are not part of the regular military, but can be called upon by the High Command in times of crisis.

THE ORDERS OF GUARDS

The Orders of Guards are the private armies of the Noble Houses, raised and paid for by the Noble Houses themselves. They are separate from the Reserves, although each house is responsible for the provision of those within its domains, too. Guards are elite forces, recruited from the veterans of many campaigns, who have returned to their ancestral lands to dwell. They are a legacy from those wild days when the Homebuilders carved their lands from the Venusian jungles and every house needed its own army to preserve its borders and beat off attackers from the other corporations. These days, they are seen as a valuable addition to the Bauhaus armed forces, a proven back-up which can be relied upon to protect the domains from external threats and leave the military to get on with the job of fighting the Dark Legion and the other megacorporations. They provide a bulwark against the constant threat of rebellion among the thralls. When push comes to shove, they can also be thrown into the main battle lines.

Of course, the Noble Houses also use their powerful private armies and intelligence corps for their own ends. House troops have been suspected of being involved in many assassinations and clandestine operations outside their own borders. It fills a noble's heart with pride to have such able and useful citizens at their beck and call.

There are many well-known units of House troops. Among the most famous are the Romanov Guards, the Order of the Wolf, who provide the personal bodyguard of Elector Duke Romanov. House Bernstein's Order of the Bear is famous for its part in the great battle of Monte Casso. The order of the Condor of Elector House Saglielli is best known for its work against the Dark Legion.

THE TEMPLARS

The Templars are quasi-religious warrior orders who are found scattered through the Bauhaus domains. They are devout, pious people and terrible foes. Many have studied the Art and most are known to be fearless. Often, they have access to strange mystical weapons, artifacts left over from the days of the first Cardinals, when the Apostles walked among men and women, and mighty weapons were forged to fight them.

Most Templar organizations have a specific purpose. The Order of the Staff and Hand was formed to guard Pilgrims as they made their way between worlds. The Order of the Ice Bear was formed to guard the city of Mundburg, near Mars' South Pole. The Order of the Fiery Sword was formed to fight the Dark Legion wherever they should arise.

Whatever their purpose, all orders have many similarities. They are monastic, requiring their members to renounce their worldly possessions and previous titles. They have a fortress which acts as the order's home and headquarters. And they have a charter from the Elector Dukes which allows them to recruit and bear arms within the Bauhaus domains. They are exempt from taxation and allowed to punish their own members.

They are, to all purposes, autonomous feifdoms within Bauhaus. In return for this, they are expected to fight the Darkness and respond when the Electors call them to arms. In the past, a few orders, doubtless corrupted by Heretics, refused the call. When the crisis passed, the Council of Electors revoked their charter and sent in troops to seize their lands.

THE RESERVES

The Reserve Army (or simply the Reserves) is often referred to as Bauhaus's ultimate weapon. It is a formidable tool. How many other corporations can mobilize every single able-bodied adult? Even if they could, they would still have to train them. Bauhaus does not. Its people are eternally prepared for war.

UNIFORMS

«Even when you're blasting a mutant back to Algeroth, it's important to look the part.»
—Enrico Valmonte

FIELD UNIFORMS

All Bauhaus forces have two uniforms: field uniform and dress uniform. Field uniforms are normally worn in combat and consist of a standard set of armor decorated with the appropriate unit badges. These are usually standardized, containing none of the personal embellishments that Capitol soldiers add to their armor. The most distinctive thing about any Bauhaus unit is usually its helmet and shoulder pads.

Every Bauhaus soldier bears the insignia of his or her unit on the right shoulder pad, and the stripes of his or her rank and special service awards on the left shoulder pad. Most regular army units wear the standard spiked helmet. Most Special Forces units wear the famed skull mask. The Guards wear cresthelms. These are ornately carved baroque masks which are the symbol of the unit. For example, the Romanov Guards, the famed Order of the Wolf, wear wolfhelms, shaped like the features of a grinning wolf. Members of Templar Orders often wear other exotic accouterments to set them apart from regular soldiers. Mundberg's Order of the Ice Bear, for example, wear cloaks cut from polar bear fur.

DRESS UNIFORMS

Dress uniforms are quite common in rank-conscious Bauhaus society. Indeed, they are far more common than business suits. All Bauhaus uniforms follow a similar pattern. They consist of a double-breasted gold braided tunic worn with britches and high leather boots. Cut-down shoulder pads bearing the wearers service, unit and rank are also quite common, although sometimes nobles wear their family crest instead of their service insignia. Nobles and those of officer rank are expected to wear dueling sabers and a holstered sidearm as well. These are worn on a wide, leather belt buckled with the Bauhaus cogwheel. Officers often set this off with a half-cloak, as well.

Army uniforms are usually light gray tunics with silver buttons, and light gray britches. The insignia of their service is on the right shoulder pad, and their rank badge is ons the left. Guards usually dress the same way, except that they wear the crest of their Noble House on their right shoulder pad, instead of the insignia of their service. Navy uniforms are usually dark blue with white britches and gold buttons. The uniform of the Air Fleet is jet black with silver buttons. Civilians who have achieved honorary officer rank are entitled to dress in a gray tunic with black britches.





THE SPECIAL FORCES

«There is no greater glory than serving in the special forces.»

—Bauhaus slogan

JOINING THE SPECIAL FORCES

Joining a Special Forces unit, Guard Order or Templar Order is a great honor, and not everyone can achieve it. To join one of these units, you must be invited. Whenever you are invited to join an order either through a Special Event roll or through a Promotion Roll, you may elect to join one of these units. You MUST meet all the minimum requirements.

STUDYING THE ART

Bauhaus is so close to the Brotherhood that certain of its Special Forces are trained in the Art. This is an arduous process, normally begun during childhood and difficult to master for those who come to it in later life. Fortunately, the sort of people who join the Special Forces are driven, highly-motivated individuals so, if anyone can manage this, they can. If you choose to learn the Art, follow this procedure.

First, you must study at one of the Brotherhood's many retreats. Here you are cut off from the world for two years and do nothing but meditate, obey your tutors and master the strict disciplines needed to master the powers of Light. You get no skill picks or bonus skills from your career, and you do not roll for promotion or special events. You do get four free skill picks which you can spend only on spells. Once this period is over, you will have reached the first level of perfection in the aspect you have studied and may return to normal life.

Alternatively, you may choose to continue your studies. As before, you gain no skill picks from your career during this two-year period. Nor do you make Promotion Rolls or Special Event Rolls. You are cut off from the world. You can, however, increase your MST by +2, and you may roll to see if your level of perfection increases, exactly like a Brother. You still get four free skill picks to spend on spells.

After this, you must return to your unit. You are a soldier, after all, not a monk. While you are with your unit, you may roll to increase your level of perfection exactly as a Brother. You make time to meditate and study your art.

Because they lack access to Brotherhood libraries and tutors, no non-Brotherhood character may ever learn more than one aspect of the Art.

EXAMPLE. Valerie Duval joins the Etoiles Mortant. She has a MST of 15 and elects to undergo training in the Art. She spends two years at Karkov Retreat and achieves the first level of perfection in the Art of Kinetics. She then elects to continue with her studies and spends a further two years. She rolls to increase her level of perfection and gets a 5, so she has achieved the second level of perfection. She also increases her MST by 2. During her four years at the retreat, she has not received any skill picks from her career, but she has acquired a total of 8 free skill picks to spend on the aspect she has studied.

VENUSIAN RANGERS

This is the most famed of all Bauhaus Special Forces units. In the first year after their founding, during Molok's attack on Novakursk, they held the Grafenstahl sector alone against 35 Pretorian-Stalker-reinforced Kohorts, and drove back the attack. Two weeks later, they were deployed in 23rd Lowlands sector where they sacked and destroyed the Citadel of the Nepharite Overlord Argonath. Since then, they have gone on to become one of the system's best-known military units.

The V-Rangers are organized in ten divisions of 10,000 warriors. These are subdivided into battalions of 1,000 and further subdivided into companies of 100. Each company consists of two platoons made up of 10 five-soldier squads. Each company is allowed to choose its own paint scheme for its armor. These are usually in the appropriate camouflage colors for the terrain on which they are fighting, but some units choose to keep the primary white color of the armor in commemoration of their great victory over Molok.

«There is no greater glory than serving in the special forces.»
—Bauhaus slogan



«Keep the home fires burning. Without them safe, all else is for naught.» —Old Bauhaus saying

The V-Rangers are primarily based in Volksburg but are shifted around the domains when necessary. They are equipped with state-of-the-art weaponry and Deathzone versions of Guardsman armor. Their skull masks inspire terror in the hearts of all who face them.

MINIMUM REQUIREMENTS. PHY 13, MST 13. SVs of 13+ in two Firearms skills.

ADVANTAGES. When you join the V-Rangers, you are sent to the Forge, their famous training camp in the Ring of Fire. Here you spend two years being trained in every aspect of warfare and undergo a program of physical conditioning few could survive. Add +2 to your STR, PHY and MST.

BONUS SKILLS. After your initial training period: Jungle Survival, Perception.

THE ETOILES MORTANT

Formed as part of the Ministry of Faith's anti-Dark-Legion program, this is a joint force operated by both the Supreme Ministry of War and the Supreme Ministry of Light. Its members are chosen from those who have a good reason to hate the Dark Legion and who are prepared to die to see the darkness thrown back. The Dying Stars are primarily used in reconnaissance and sabotage against the Dark Legion, but rumor has it that many of them work undercover, carrying out assassinations against highly placed Heretics within Bauhaus and other corporations. The Brotherhood strongly supports the Etoiles Mortant and has even agreed to train many of its members in the Art.

Typically, members of this unit are lightly armed and armored, favoring speed and stealth over heavy protective gear. They have no uniform as such.

MINIMUM REQUIREMENTS. MST 13, STR 9, PHY 11, COR 11. TWO FIREARMS OR CLOSE COMBAT SKILLS AT 13+.

ADVANTAGES. If you have a MST of 15+, you may choose to study the Art.

BONUS SKILLS. Stealth, Silent Killing, Unarmed Combat.

BAUHAUS BLITZERS

The Blitzers are specialists in taking out tanks. They love it, and have a reputation for being complete maniacs. After all, most Bauhausers love armored vehicles and most people are afraid to get in their way. Not the Blitzers—they live to destroy BIG vehicles, and the bigger, the better. They are mad enough to believe that in hand-to-tank combat there can only be one winner—them! To join the Blitzers, you have to be cool under pressure and addicted to adrenaline because you're going to get into a lot of sticky scrapes. You also need very steady hands. Bauhaus Blitzers wear Hussar MK V armor and carry Firefist missile launchers. They usually carry a heavy magnetic demolition charge as well, just in case they have to charge the enemy. They wear the standard Special Forces skull mask, usually with a smiley face painted on the forehead. Nobody better ask them to wipe it off either.

MINIMUM REQUIREMENTS. STR 11, COR 11, MST 11.

ADVANTAGES. None.

BONUS SKILLS. Rocket Launchers, Thrown Weapons, Weapon Systems.

THE ORDERS OF GUARDS

«Keep the home fires burning. Without them safe, all else is for naught.»
—Old Bauhaus saying

The Orders of Guards are the elite military units which come directly under the command of the Noble Houses or the various ministries. They are superb troops with many privileges. They are always provided with the best equipment that the House or Ministry can afford, and have the honor of wearing a cresthelm as part of their field uniforms. An important thing to note is that, if you are a noble, you cannot join the Guard Order of any House other than your own. Doing so would be an insult to your own House. It is unlikely that any other House would take you anyway, in case you were a spy. There is still some tension left over from the days of inter-House strife.

THE ORDER OF THE WOLF

HOUSE: Romanov

This is the House Guard of the Elector Duke Romanov. It is said to be the finest body of warriors on the planet, as you would expect from those who serve the head of the Supreme Ministry of War. Its black uniforms and silver wolf cresthelms are famous throughout the system. They are known for having their own tank division, which often spearheads major Bauhaus offensives. The Order of the Wolf has a very strict code of discipline and etiquette. Its members are famous for being honest, loyal, honorable and quick to fight duels in defense of their honor.

FIELD UNIFORM. Black Guardsman armor and a silver wolf helmet.

MINIMUM REQUIREMENTS. STR 13, COR 13, PHY 13, INT 9, MST 11. TWO WEAPON SKILLS AT 13+

ADVANTAGES. Contact with House Romanov.

BONUS SKILLS. Firearms, Close Combat, Ground Vehicles.

THE ORDER OF THE BEAR

HOUSE: Bernheim

The Grizzlies are the elite troops of House Bernheim. They are all huge men and women, chosen

for their size and strength and their prowess in close combat. This also enables them to use the heaviest of heavy weapons, such as the Atlas Megacannon and the Nimrod Autocannon. They have a reputation for being short-tempered, drunken and brawling when off duty, but this in no way affects their prowess on the field of battle.

FIELD UNIFORM Brown Guardsman armor with a bear cresthelm and a cloak of bearskin. By tradition, they must kill their own bear in close combat when they join the unit, preferably with a knife.

MINIMUM REQUIREMENTS STR 15, PHY 15.

ADVANTAGES Contact with House Bernheim.

BONUS SKILLS Melee Weapons, Parrying, Heavy Automatics.

THE ORDER OF THE CONDOR

HOUSE: Saglielli

Elector House Saglielli's order is famed for its savagery on the field of battle, and its very un-Homebuilder-like habit of showing no mercy to its enemies. Perhaps this is because it is usually fielded against the Dark Legion. Members of this order often work undercover, rooting out Heretics and other malefactors. They are famed for their ruthlessness, savagery and pride. Others often refer to them as the Vultures, but not within earshot.

FIELD UNIFORM. Jet-black Guardsman armor with a condor cresthelm.

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 11, MST 13.

ADVANTAGES. Contact with House Saglielli. If you have a MST of 15+, you may study the Art.

BONUS SKILLS. Firearms, Stealth.

THE ORDER OF THE DRAGON

HOUSE: Richthausen

This order serves the Richthausen family and is noted for its honor, precision and deadliness. In many ways, it is seen as an exemplary order. Its members follow the Articles of Battle to the letter. They treat their prisoners with every courtesy and are expected to behave with honor at all times. They have a considerable rivalry with the Order of the Wolf, sometimes even brawling and dueling with them when off duty.

FIELD UNIFORM. Grey Guardsman armor and a dragon cresthelm.

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 11, MST 13.

ADVANTAGES. Contact with Richthausen.

BONUS SKILLS. Firearms, Melee Weapons, Flying Vehicles.

THE ORDER OF THE GRIFFIN

HOUSE: Giraud

This order specializes in airborne assaults. It is basically an air cavalry unit with its own small air force, paid for by House Giraud. Its troops are often called upon by the High Command to air-drop into enemy areas during states of emergency. Its members have a reputation for daring and bravery second to none.

FIELD UNIFORM. Golden Guardsman armor and a griffin cresthelm.

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 11, MST 11.

ADVANTAGES. Contact with House Giraud.

BONUS SKILLS. Firearms, Movement.

THE ORDER OF THE UNICORN

HOUSE: Fieldhausen

This is the famed Guard unit of Fieldhausen. It specializes in armored warfare, but its members are trained to be equally good in hand-to-hand fighting.

FIELD UNIFORM. Grey Guardsman armor and a unicorn cresthelm

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 11, MST 11.

ADVANTAGES. Contact with Fieldhausen.

BONUS SKILLS. Firearms, Ground Vehicles.

THE ORDER OF THE SPIDER

HOUSE: Salvatore

This sinister and feared order is often called upon to lead assaults into the warzones surrounding Citadels. Its members are often eccentric or quite mad, having been subjected to strange experimental processes by their masters at House Salvatore. Because of their reputation for insane cruelty and bravery, they tend to be shunned by members of other orders.

FIELD UNIFORM. Black Guardsman armor with brass spider cresthelms. The armor usually has a spiderweb pattern on the chest plate.

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 11, MST 11.

ADVANTAGES. Contact with House Salvatore. GOOD IMMUNE DEFENSE. EXTRAORDINARY CHEMICAL RESILIENCY. During each two-year term, you will be subjected to drug experiments. Add 1d6÷2 to a random Basic Capability (roll 1d6: 1=STR; 2= PHY; 3=COR; 4=INT; 5=MST; 6=PER).

BONUS SKILLS. None.

GREAT HOUSE ORDERS

All the great Houses maintain their own orders. Each has its own distinctive cresthelm based on the House crest. All of them wear Guardsman armor painted in the appropriate camouflage for their Estate. Those who dwell in the Rings of Winter usually wear white or gray. Those who dwell in the Rings of Fire or Strife usually use green and black.

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 9, MST 9. Two weapon skills at 11+.

ADVANTAGES. Contact with the appropriate House.

BONUS SKILLS. Firearms, Combat.

NOBLE GUARD ORDERS

All Noble Houses, except the very poorest, maintain their own orders of Guards. They are not permitted to wear cresthelms, these being reserved for the Great Houses, but they are entitled to use the Special Forces skull helmet. This is usually painted in a distinctive color. To create a Noble Guard Order, you should give it a distinctive uniform, cresthelm or other distinguishing feature, and two bonus skills. They usually have a minimum requirement of at least 11 in at least two Basic Capabilities. Many will ask for some combat SVs of at least 11 as well. Feel free to grant more unusual advantages in these cases, but try not to make them too powerful.

OTHER ORDERS

While these orders are not Guards and do not come under the direct control of the High Command, they are included here because their members receive the same training as the Special Forces and they are not part of the Reserves.

THE ORDER OF SILVER SKULL

This huge order is the arm of the Ministry of Order. Its members defend the great public buildings of Bauhaus such as the Palace of Government. As such, they have the same power as police officers to arrest and apprehend criminals. They are specially trained in riot control and the maintenance of public order. During a state of emergency, they maintain curfews and see that order is established. They are often called upon to defend Bauhaus cities when they are under siege. This is not a high-status order, and is often looked down upon by members of the other Guard Orders.

FIELD UNIFORM. Black Hussar armor and a silver skull helmet

MINIMUM REQUIREMENTS. STR 11, PHY 13, COR 11, MST 9. Two weapon skills at 11+.

ADVANTAGES. Police powers.

BONUS SKILLS. Combat.

THE ORDER OF FEAR

This terrible order is shunned by most people. Its members have a reputation for brutality and cruelty unmatched in the human worlds. They are responsible for guarding prisoners and overseeing the infamous gulags, although, in times of war, they may be called upon to fight.

FIELD UNIFORM. Black Hussar armor and an iron skull mask worn under a black leather hood.

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 11, MST 11 and a taste for inflicting pain.

ADVANTAGES. None.

BONUS SKILLS. Combat, Interrogation.

THE ORDER OF STAFF AND HAND

This is another large Order responsible for overseeing the safety and moral well being of Bauhaus Pilgrims. Its members can be found all over the inhabited worlds shepherding their charges from Cathedral to Cathedral, solving their problems and protecting them from harm.

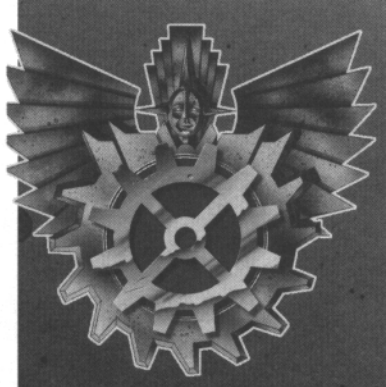
FIELD UNIFORM. Hussar armor and a long purple cloak with cowl. Cresthelm molded to the wearer's features. Heavy ebony ironshod Pilgrim staff. (2H–DAM: 1d6)

MINIMUM REQUIREMENTS. STR 11, PHY 11, COR 11, INT 11, MST 13. Must have spent one term as a Pilgrim.

ADVANTAGES. Members of this order may study the Art. Contact with the Brotherhood.

BONUS SKILLS. Combat, Knowledge of the Brotherhood.

THE BAUHAUS DOMAINS



«Capitol has Mars. Mishima has Mercury. The Cardinal has Luna. Venus is ours!»
—Bauhaus saying

«Capitol has Mars. Mishima has Mercury. The Cardinal has Luna. Venus is ours!»
—Bauhaus saying

VENUS

Venus is the center of the Bauhaus domains and the seat of Bauhaus power. This was the world first colonized by the Homebuilders, who carved their magnificent Estates from its jungles and plains. It is a rich world, overflowing with life, from its deadly jungles to its monster-filled oceans. Across the Venusian surface, even under the waters of its warm seas, can be found the great megacities of the corporation and the bases of its mighty armies. Bauhaus zeppelins and Aerial Dreadnoughts plow through the skies just as its enormous, smoke-belching battle cruisers furrow the seas. Other corporations have left their mark here, but it is Bauhaus which truly rules this world. Its only real rival is the Dark Legion, and this rivalry has made Venus the largest and deadliest warzone in the system.

CLIMACTIC ZONES

Venus can be divided up into several climactic zones, each with its own characteristics which affect life there. These are:

THE CIRCLES OF ICE. The Circles of Ice are located around Venus's two huge polar icecaps. These are bleak, cold regions which would not be inhabitable without the ingenuity of Bauhaus's engineers. They are icy-cold hells swept by terrible blizzards in which the temperature never rises above zero and unprotected people would die in minutes, the blood frozen in their veins. The Homebuilders dwell here in covered geodesic cities, heated by thermal power. From cities such as Kalingrad and Novakursk, their prospectors seek gold, minerals and fuel. Enormous hovercraft skim across the snowy wastes carrying this plunder back to the more civilized lands. Great pipelines funnel fuel to the domains. Huge airships fly over the lands. At the South Pole stands a great ebony obelisk two hundred feet high bearing the Bauhaus cogwheel, commemorating the fact that the Homebuilders were the first to explore these lands. There was a similar pillar at the North Pole, but it was toppled by the Legionnaires of the Nepharite Molok, and the defaced and partially crushed obelisk is held in the claw of the huge statue of Molok that guards the gates of his Citadel.

THE RINGS OF WINTER. The Rings of Winter gird the world directly below the Circles of Ice. These are cold and bitter lands of sub-arctic tundra interspersed with cold seas through which icebergs float. They are cut across by great glaciers and divided up by huge chains of mountain peaks. These lands are bleak and infertile. Only the toughest and scrubbiest of pines can survive through the long cold winters, and animals are few and ferocious. In these lands, there are few estates and many gulags, the notorious political prisons of the Ministry of Fear. Here, in huge fortified camps watched over by the iron-masked Guards of the Order of Fear, thousands of criminals, agitators and other subversives work long, hard hours for a pitiful ration of food. They are brutalized with neurolashes and electroshackles, and they often rebel.

The Rings of Winter are also home to many Imperial mining colonies and several remote Cybertronic installations. Here, too, are dozens of mighty Citadels. In the remote Helstrom Mountains of the southern ring stands the gigantic Citadel of Astartha, the largest known monastery of Ilian outside Nero. This is a place of secret pilgrimage for many Heretics and, in consequence, the routes there are closely watched by the Bauhaus military. This does not seem to stop a huge stream of Heretics from reaching it. Rumors abound, ranging from tales of secret tunnels through the mountains to great networks of teleport gates that cover the planet.

THE RINGS OF STRIFE. These are the lush temperate zones of pleasant lands and warm seas, favored by the Homebuilders and the other corporations. They hold many great estates, the Capitol-controlled Graveton Archipelago and most of the Mishiman Provinces on Venus. There are also a dozen small Imperial cities. This is the area humanity has fought hardest to keep the Dark Legion from, yet there are more than a dozen Citadels here. The mightiest is the Citadel of Balsagoth at



THE CITADEL OF ALAKHAI

Less than a hundred miles from Volksburg, the Citadel of Alakhai broods over the festering, rotting jungle. The area around this enormous structure is polluted by the power of the Dark Symmetry. The trees are huge, but covered in blighted, luminous fungi. Giant poisonous toadstools are everywhere, and dark beasts abound. It is said that you can smell the nearness of the Citadel before you see it. The jungles here teem with Necromutants and Legionnaires and other worse things. At the pulsing heart of darkness sits Alakhai, most favored of all the minions of Algeroth, and perhaps the most cunning and deadly foe humanity has ever faced. For more details on this master of evil, see the Algeroth sourcebook.

Korragador, a former Capitolian fortress on a small island off the coast near Port Mac Arthur. This gigantic, brooding structure casts a long shadow over the waters. Within his Citadel, Balsagoth breeds gigantic monsters which he unleashes into the seas to terrorize shipping.

Climatically, the Rings of Strife range from cool temperate areas (closer to the Rings of Winter), to the jungles that border the Ring of Fire. They are areas of plentiful greenery and lush fertility. The lands are irrigated by great river complexes, and the seas teem with fish.

THE RING OF FIRE. This gigantic zone encircles the world's equator. It is an area of steaming jungles, constant volcanic eruption and turbulent seas. Its jungles teem with deadly life, and its islands are swept by enormous tidal waves. This land is perilous but rich. Its jungles provide wood and animal pelts and many plants useful to pharmacists. Its mountains are filled with minerals and gems. It is the last great frontier on Venus, where estates are carved from the wilderness by newly created nobles and their teams of Homebuilders. There are many colonies set up by the other megacorporations, and also over a hundred known Citadels of the Dark Legion. Within the jungles' sinister shadows, there may be many more as-yet-undiscovered Citadels. Here, too, are concealed the Lost Cities of the Ancients, abandoned by humanity since the Age of Catastrophe. On the island of Quan on the Southern edge of the Ring of Fire, close to the tenth parallel, is the huge Mishiman city of Quan-to, the capitol of Lord Heir Maru.

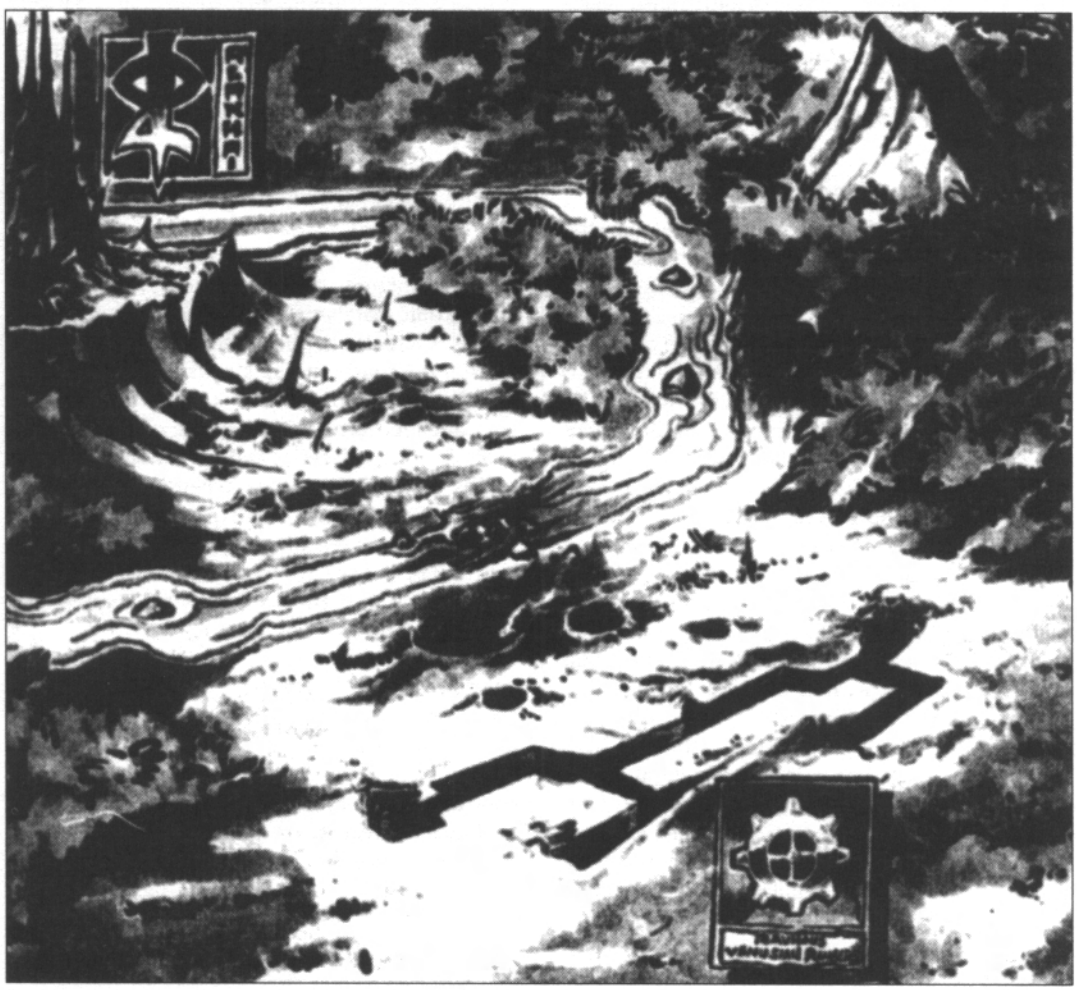
Just south of the equator, lies the enormous Citadel of Alakhai, the Scourge of Venus, possibly the deadliest enemy of humanity this side of the Dark Apostles themselves.

There are only two real seasons in the Ring of Fire. The Season of Rains and the Season of Storms. During the Season of Rains, there are daily rains interspersed with clear skies. During the shorter Season of Storms, it rains constantly, and travel becomes very difficult, as the rivers swell and the dirt-track roads become rivers of mud. There is a third intermittent season called the Season of Darkness, when the great volcanoes erupt, and ash clouds darken the skies, turning day into night. During these periods, the minions of the Apostles are most active. Fortunately, these seasons do not come very often.

HEIMBURG

Heimburg is the center of Bauhaus power on Venus, a sprawling megacity with an uncountable population. It rises from the lush forests of Venus' northern hemisphere, a gleaming monument to the power and pride of the Homebuilders. Here you can find the offices of all the major Ministries and palaces belonging to all the Elector Houses, the Great Houses and most of the Noble Houses.

Heimburg itself is an ancient city, located in the northern Ring of Strife, close to the Ring of Fire. It is bisected by the winding Serpentine River where



it flows from the Mountains of Fire to the Cold Sea. Beyond Heimburg, the river turns red from the human wastes and industrial pollutants pumped into it by the city's huge factories.

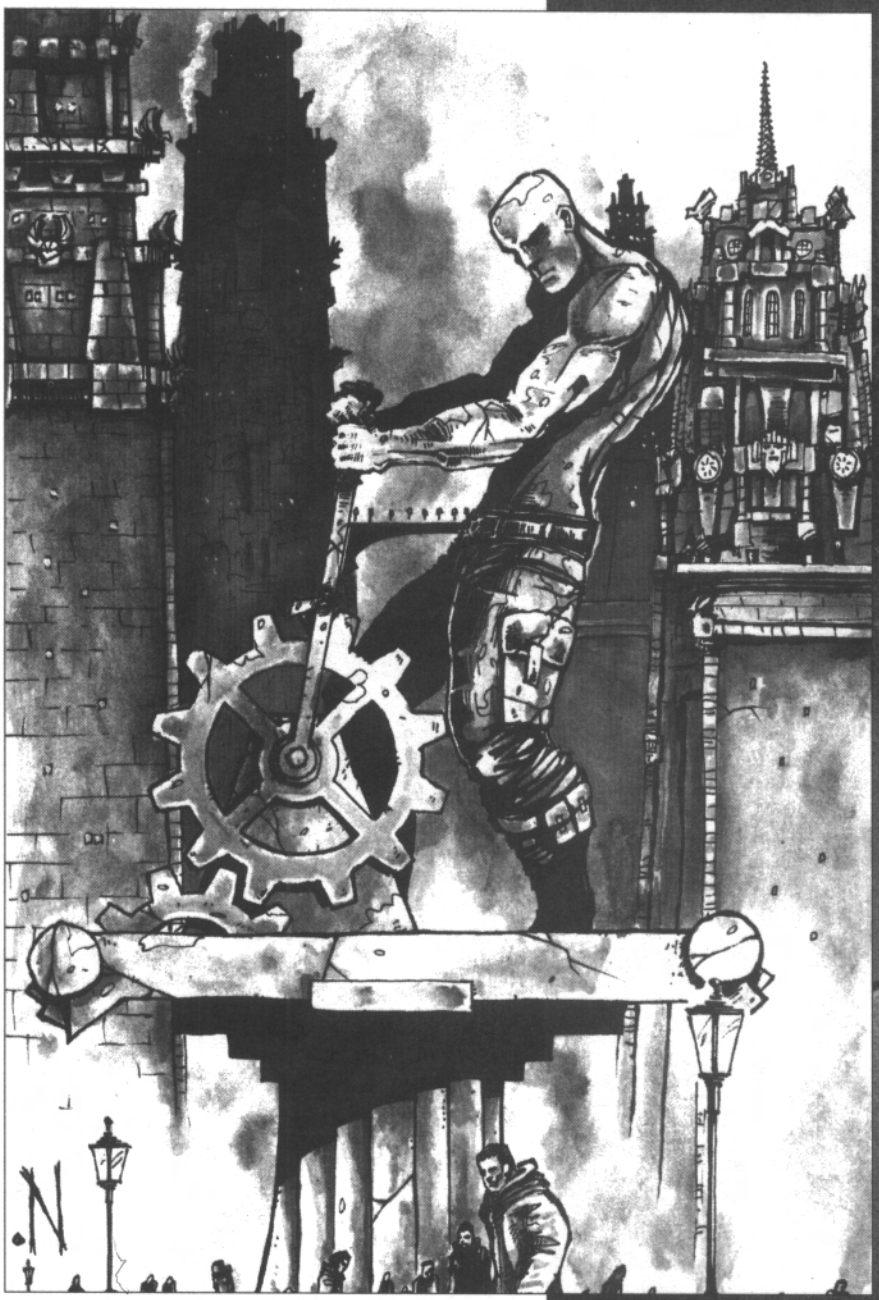
Heimburg itself is a Charter City, which means that it is officially not part of any domain, but it is owned directly by the corporation. While many nobles have small estates here, the city does not belong to the estate of any Noble House. Instead, it is ruled directly by the Council, a body of high-level administrators and Brotherhood members who report directly to the Elector Council. It is also regarded as an open city. This is one of the few places on Venus where the Electors recognize the right of non-Homebuilders to own land. Consequently, there are massive Capitolian, Mishiman and Imperial quarters. There is even a small Cybertronic Enclave tucked discreetly near the Palace of Government.

Even more than most Homebuilder cities, Heimburg is a layered city. Roads loop between the skyscrapers. Entire sections of the city have been roofed over and then built upon. Its towers and palaces overarch each other. Entire sectors of the Underzones are cut off from light by the shadows of the starscrapers and the landing platforms of the Aerial Dreadnoughts. The lowest and oldest parts of the city are so dim that, even in brightest day, they need to be lit by flickering and fitful gaslight. Parts of the city resemble a vast warren, and many of the lower streets are more like tunnels than open thoroughfares. Naturally, the higher you go, the healthier the air, and the more expensive the dwellings. The nobles dwell on the upper levels; below them live the commoners. The thralls dwell in the lowest and least healthy parts of the city, sometimes in homes that extend right down to the level of the sewers. The sewers themselves are said to house a large population of Mutants, Rogues, Heretics and other malcontents.

The Homebuilder Quarter is quite compact. It is centered around the great Cathedral and dominated by the armored bulk of the Palace of Government. This enormous structure resembles a fortress more than a palace. Its walls are 20' thick and studded with turrets and bunkers. It is protected by its own elite units of Guards, the Order of the Silver Skulls. This order is recruited from battle-hardened veterans, each of whom must have received at least one commendation for exceptional bravery. The loyalty of this unit and its formidable fighting prowess were invaluable in quelling the Anarchist-inspired riots of the past few years.

In the winding streets of the upper levels are the palaces of the Noble Houses, beautiful, ornate structures, each with its own landing bay for airships. Personal gyrocopters whir across the sky, bearing the aristocracy to work. As you progress downward, you find yourself in the still luxurious but overcast areas reserved for commoners. By the time you reach the rank and smelly Underzones, you will find yourself surrounded by pale-faced and sickly looking thralls who work in the sweatshop factories of Bauhaus subsidiary corporations. The city itself sprawls out from the Bauhaus Quarter, and the buildings gradually become lower as you reach the city's edge. By ancient ordinance, no building except the Cathedral is allowed to be more than two thirds the height of the Palace of Government. This has prevented the other megacorporations from building starscrapers as dominating and imposing as the Homebuilders in the seat of their power. Round the city's edges are many huge tower blocks where the thralls and Outsiders dwell.

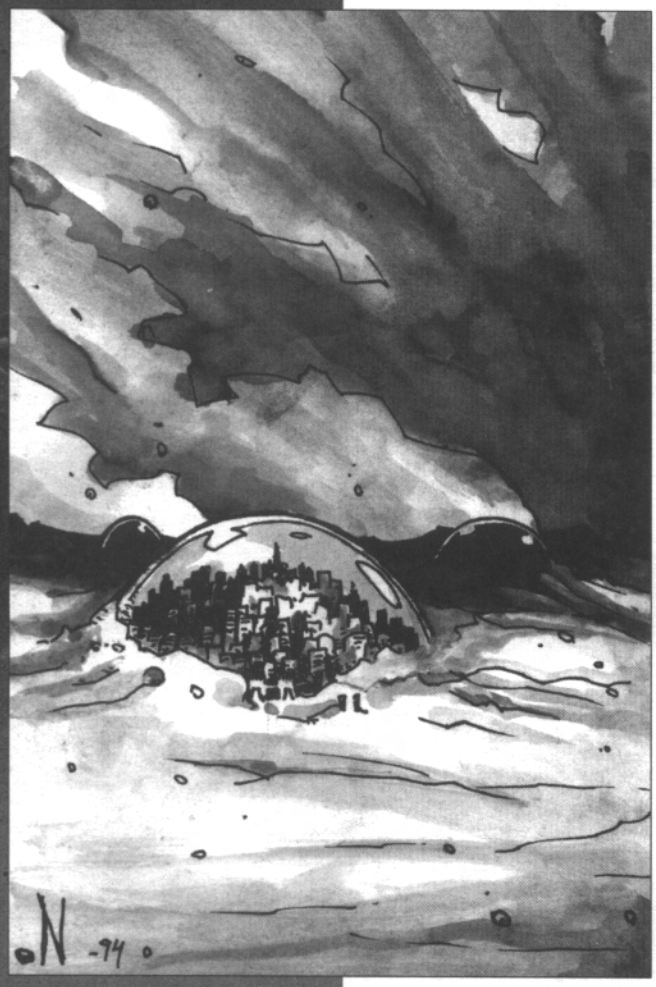
VOLKSBURG



Volksburg is another charter city, built close to the southern edge of the Ring of Fire, near to the Citadel of Alakhai. It is quite possibly the most fortified city in human history. It is a place of low buildings, dominated by dozens of fortified redoubts. There is a watchtower atop every building and soldiers swarm the streets. The entire

city is enclosed by a huge ring of bunkers and minefields, for the population never knows when the minions of Alakhai will descend upon them. The sky above the city is often filled with Aerial Dreadnoughts, for Volksburg Field is the largest of all the Air Fleet's bases.

At the heart of the city stands the Cathedral, a mighty structure which gives inspiration to the embattled defenders of this often-besieged city. On the outskirts of the city, built on the highest hill, stands the great Monastery of the Templar Knights of the Fiery Sword, an enormous fortress whose sides have been pitted with the scars of a thousand battles. Just beneath the walls of this great keep stands an enormous statue of Grandmaster Varden locked in combat with the Nepharite Alakhai, which marks the site of a titanic duel that ended with the Grandmaster dead and the Nepharite near-fatally wounded. The streets of Volksburg are teeming with thousands of Pilgrims, many of whom stay to defend the city. It is in Volksburg that the zealots of the Apocalyptic Cults have found their greatest number of devotees, for Volksburg is a city on the edge of chaos, and the claw of Alakhai often reaches out to try and crush it. Inquisitors are a common sight here, forever searching for traces of Heresy and the taint of Darkness.



PETRAGRAD

Petragrad, named after Peter Richthausen, its founder, sits right in the middle of the Richthausen Estates on Venus, close to the southern Ring of Winter. It is a sprawling city built on the side of the mountain known as Peter's Throne. The entire peak has been hollowed out by constant mining, and it now houses deep, fortified bunkers containing enormous mines and steel mills. The mountain itself is covered in bunkers, watchtowers and redoubts. On the very peak of the mountain sits the Richthausen Eyrie, an enormous castle whose spires disappear into the clouds. This is the ancestral home of the Richthausens, and members of the family still dwell here, although most prefer the family estates closer to Heimburg and the seat of government. Petragrad has been the site of many famous battles. During the fifth battle of Petragrad, Imperial Golden Lions managed to burst into the mines and seize the Richthausen crown, part of the Elector Family's prized ceremonial regalia. The crown, renamed the Holy Crown, is now part of Her Serenity's crown jewels, and a constant source of dispute between the Homebuilders and Imperial.

ROMBURG

The Romburg estates lie in a valley in the Romburg Mountains, just south of Volksburg, and often the Order of the Wolf is called upon to help defend that embattled city. Romburg itself has often been besieged both by the Minions of Alakhai and by warriors of the other megacorporations, for Romburg is where both Bauforce and RWD have their largest factory complexes. This has resulted in the factories becoming more like fortresses than places of work. They are huge armored bunkers, most of which are below ground, protected by thousands of the Romanov Guards.

Romburg Castle dominates the town, a gigantic spire bristling with weapons and mounting dozens of airship berths. Romburg was once known as the Jewel of Venus because of its ancient and beautiful buildings. However, most of these were reduced to rubble by a combination of artillery strikes and saturation bombing during the last great Mishiman offensive on Venus. The fact that these beautiful gardens and palaces have been destroyed forever to be replaced by ugly, brutal forts and bunkers is a source of great grief to the Romanov family. It probably goes a long way toward explaining their bitter hatred for the minions of Lord Heir Maru.

BERNHEIM

Naturally enough, Bernheim is the capital of the Bernheim estates. It is a hill station in the Ring of Fire and sits atop the Fang Plateau, looking down on the cleared jungles of the estate. The city is cool and garden-like, a place of many parks and fountains, dominated by the Bernheim Seat, the ornate fortress-palace of the Elector Duke. Below the plateau, the plantations of the estate stretch away to beyond the horizon. In these enormous farmlands, commoners and thralls, mostly renegade Mishimans, labor in the sweltering heat to harvest the vineyards and fields. This is one of the most fertile areas on Venus, always producing an abundant harvest which is transported to Heimburg along the Serpentine River. Beneath the surface of the plateau is a warren of tunnels and bunkers where the Bernheims house troops dwell. At the center of the city lies Mannheim Field, another of the Air Fleet's great bases.

TORBURG

High in the Cold Mountains in the Northern Ring of Winter lies Torburg, last of the great estates owned by the Saglielli family. It is a bleak, harsh place, swept by winter winds from the mountains.

The skies above the city are filled with huge arctic condors, predatory birds which roost only in these mountains. Torburg itself is a grim, gray city carved from granite. At its heart stands the Winter Palace, a dour fortress which is the ancestral home of the Sagliellis. Beside the palace is the great Brotherhood Monastery of Torvald, a place whose name strikes terror into Heretics and the faithful alike. It is the largest Inquisitor training school on Venus, a place whose reputation is known systemwide.

The House of Pain is also here. This old, crumbling keep sits atop a huge spike of rock. It is here that the Ministry of Fear keeps prisoners before shipping them to the gulags. This is also the home of the Order of Fear and the place where interrogators are trained. All in all, Torburg is a bleak place, one avoided by those who have no business there. Torburg Kamp is one of the largest military bases in the northern hemisphere. The High Command use it as a base for anti-Dark Legion campaigns in the North, perhaps reasoning that, with all those Inquisitors present, there is less chance of Heretical spies penetrating the ranks.

Two years ago, there was a prisoners' revolt in the House of Pain which ended in a bloodbath when Konrad Saglielli sent in the house troops. When they fought their way into the bloodstained corridors, the soldiers found scenes of unspeakable horror. Interrogators had been torn limb from limb by the desperate prisoners. Many had been broken with their own torture implements. No one knows how the uprising happened, but many suspect that Heretics were involved. Needless to say, the Ministry of Truth has drawn a discreet veil over the whole affair.

MACGUIRE CRATER

Located in the southern Ring of Winter, close to the Circle of Ice, this is one of Imperial's greatest colonies. It is built entirely within a huge meteor impact crater more than a hundred miles across. The crater is heated by the Boiling Lakes, gigantic geothermal pools of scalding hot water which rise from the depths of the land. Hundreds of huge geysers abound, including Old Fury, which shoots up to a height of almost 300 feet. All of this means that the MacGuire crater has its own micro-climate, and even during the depths of winter, temperatures never fall below zero. It is possible to swim in the lakes while there is snow on the surrounding ground. The whole area is rich in minerals and very fertile. Vegetables and fruits are grown in great hothouses. The capital of the whole area is the city of Laketown, also known as the Crystal City, because it is built within a series of fortified geodesic domes. The Crystal Palace is the sometime residence of the MacGuire Dukes. The place is perhaps best known for its huge training dome where the soldiers of the Imperial Special Forces practice their jungle warfare in a perfect replica of the Venusian Jungles. The rim of the crater is studded with over a hundred fortresses, for the minions of the Dark Legion and the other megacorporations often attack, marching across the snowy wastes in an attempt to seize this rich colony.

MATOCHEKLAND

The Duchy of Matochekland is the single largest estate on Venus. It sprawls from the northern edge of the Ring of Fire to the southern edge of the Ring of Winter. It covers an area of nearly 100,000 square miles, and it contains some of the most fertile farmlands and richest mines on Venus. Unfortunately for House Matochek, many



of these have been seized by Imperial and Mishiman colonists. Fraserhead, formerly Van Arnemsport, is now held by the Imperials, and it is so heavily fortified that it would be impossible to take back. Matochekburg, former capital of the estate, is a bombed-out mass of rubble in the center of which sits the Citadel of Duum, one of the most powerful of all Demnogonis's Nephari-



THE CITADEL OF MOLOK

This huge, grim fortress sits directly atop Venus' North pole. Its jet black stone is visible for miles across the white wastes. Outside the mighty gate of the Citadel stands a statue of Molok himself in all his evil glory. This towering brass idol clutches the shattered remains of the North Polar Obelisk in its mighty claw. The idol's eyes are constantly lit by a hellishly flickering flame. Molok himself is famed for his ferocity and cunning in battle, preferring to lead his troops personally into any conflict. He is said to be in league with Alakhai's chief rival, Saladin of Mars, and to be scheming to replace Alakhai in Algeroth's favor.

tes. The city is so encrusted in filth and riddled with infectious disease that it is known as the Poisoned City. It is not worthwhile trying to reclaim it only to cleanse it with fire, something the Matochek Guards have still been attempting for generations, aided by the Bauhaus Army. The entire southeastern corner of the estate was annexed by Mishima and incorporated in the Province of Shan. Still, the Matocheks have managed to preserve their extensive farmlands and have built, at great cost, a new fortified capital at Hornburg, a mountain city a hundred miles from the Citadel of Duum.

POLARIA

Polaria is another huge estate owned by the Bernheims. It consists of a series of islands stretching from just south of the Graviton Archipelago to the boundaries of the Ring of Winter. It is also the site of one of the Homebuilders' most unusual colonization projects. The shallow seas here are dotted with undersea Dome Cities. These huge geodesics house small towns of aquatic colonists who mine the sea floor and set forth in their submarines to maintain the network of oil pipelines that crisscross the sea floor. Under the Treaty of Heimburg, it is illegal for other megacorporations to torpedo, missile or depth charge these fragile domes. This has not stopped Imperial or Capitol from trying to seize them with special scuba-trained troops. After all, it would make no sense to destroy the city when what they want are the installations inside. These huge underwater battles have been particularly desperate because they are mostly fought at close quarters with knives and spear guns, and the fear of drowning was ever present. Wolf Island in North Polaria is the home of Battlefleet Wolf, the largest of Bauhaus's many submarine fleets.

NOVAKURSK

This huge city is located on the Kadaath Plateau in the northern Circle of Ice. It consists of five huge, interlocked geodesic domes which contain many buildings and towers where the palaces of the nobles are maintained, but the bulk of the city has been tunneled into the stone of the Plateau itself. In this warren of tunnels dwell the commoners and thralls of House Salvatore, to whom this estate belongs. There, the miners and oil workers dwell with their families when they are not out prospecting or maintaining the huge Kadaath gas pipeline. This city has often been besieged by the minions of the Nepharite Molok. Just outside the gates of the Fifth Dome is a replica of the great obelisk which once stood at the North Pole. On this is inscribed the names of all those who have fallen in battle defending the city. At the base of this pillar burns the eternal flame, siphoned from the gas pipeline itself. Novakursk is also the home of the Order of the Arctic Fox, a Templar Order long allied with House Salvatore. They can be seen everywhere in the city, wearing their famed battle armor with its silver and black skull mask and its cape sewn from the white furs of the arctic fox.

CYBERPORT

This Cybertronic installation is located within the northern Ring of Winter. It was built in the remains of several worked-out mines and is also the location of Cybertronic's largest spaceport in the inner system. Cyberport is a vast place, excavated from the mountains in a mere 200 days after the contract was signed by Cybertronic and Bauhaus. The surface part of the city consists mainly of fortified bunkers and emplacements manned by Chasseurs, Attila units and T2000 battle robots. The spacefield is ringed with defensive missile launchers. Cyberport is Cybertronic's largest manufacturing installation on Venus, and it is consequently a sealed city. No one is allowed in or out without a pass from Cybercurity, and these are rarely granted except as a favor to the other megacorporations when they do business with Cybertronic. Those who have been there report that the tunnels and corridors contain massive, clinically clean, high-tech installations filled with the sort of soulless, near-automaton staff which make Cybertronic so feared by ordinary people.

MCKENZIE BASE

McKenzie base is Imperial's largest installation in the Ring of Fire. It is a huge, hot and humid trading city where the wealth of the surrounding forest and volcanic mountains is plundered by Imperial Conquistadors. Since it is located only a few hundred miles from the ruins of New Bocha and the Citadel of Alakhai, it is just as well that it is also the largest base of the Imperial Blood Berets. The Blood Berets' barracks is located in a massive fortified encampment on the outskirts of the city. In the bustling streets of McKenzie you can see many of these famed and feared Special Forces Troops. The bars of Cheap Street have a dreadful reputation for bloody brawls between off-duty Imperial soldiers and Freelancers passing through.

A famous story is how, when the minions of Alakhai attacked, there was a gigantic drunken fight taking place, and the minions of the Dark Legion got all the way to Cheap Street. There, just as the Nepharite Tzargol was proclaiming victory, and ritually chanting the praises of Algeroth, he was shot by one of the brawlers who rallied all the combatants by asking them if they were going to let these damn Legionnaires interrupt their fight. Needless to say, the Kohorts were thrown back. Next day, after they had ensured the city was safe, the Blood Berets started brawling again.

QUAN-TO

This is the capital of the Lord Heir Maru, Prince of Water, Governor of Mishiman Venus. It is located on the island of Quan, and it's the base for Mishima's Venusian Fleet which, though not as large as either Bauhaus's or Capitol's, does contain several of the dreaded Megacruisers, the largest warships ever built, floating fortresses bristling with armaments. The city is guarded by Lord Maru's Legions, who are all equipped with the towering Shogun battlesuits, huge armored exoskeletons almost as large as tanks.

Quan-to itself is a beautiful city, built on the sides of an extinct volcano. Its deep-water harbor is famous. The Lord Heir's Golden Palace, carved from volcanic rock and entirely covered in gilded gold leaf, is one of the Seven Wonders of the System. It is a city in itself, with thousands of chambers and buildings within its walls.

THE LOST CITY OF TRIUMVAR

This ancient abandoned city was only located last-century by James McKenzie, the Imperial Conquistador who also founded McKenzie Base. He was hacking his way through the jungle when he stumbled upon the paved streets of the city. At first, he thought he had found only ruins of some tiny settlement, but as he moved on, he found himself in the vine-choked streets of what once had been a great megalopolis. Everywhere he looked, he saw the handiwork of the ancients. The style of the architecture was Megagothic, but far more ornate and intricate than modern Bauhaus work, and without the watchtowers and redoubts that mar so much of the corporation's modern work.

McKenzie and his party were astonished and were about to claim the place in the name of Her Serenity when they were attacked by a powerful force of Necromutants. McKenzie's men were all killed, and he himself was wounded. Somehow, he managed to flee, and five days later, feverish and babbling, he stumbled into a Homebuilder camp where he told his tale and died. At first, the Homebuilder, Ludwig Wroclaw, didn't believe him, but then he went to investigate and found McKenzie's tale to be true. He himself was attacked by Necromutants, but his better-armed party managed to fight their way clear, and he notified the Ministry of Civilization.

Realizing the magnitude of the find, elements of Battlegroup Borg were dispatched to the city. During the clearing, they uncovered a hidden Citadel of Semai guarded by warped Necromutants. This led to a ferocious battle and the eventual dispatch of Doomtrooper squads to help clear the area. Eventually, after a month of battle, the Citadel was thrown down. Now Triumvar is one of the most visited tourist locations on Venus, and the fortunes of the Wroclaw domains are built around it.

«Although Venus is always our home, there is a vast universe out there to bring under Bauhaus rule.»
—Duke Wilhelm Kruger

BEYOND VENUS

«Although Venus is always our home, there is a vast universe out there to bring under Bauhaus rule.»
—Duke Wilhelm Kruger

Although Bauhaus is at its strongest on Venus, it is by no means limited to it. Many houses have estates on other worlds and own factories and properties there.

LUNA

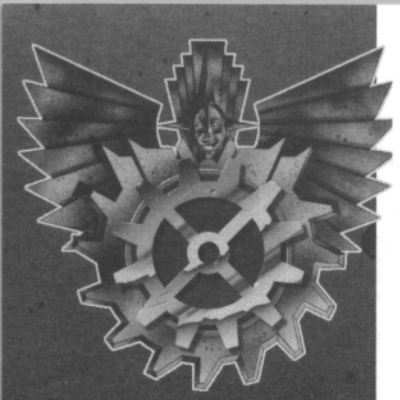
After Venus, Luna is where the Homebuilders are strongest. Indeed, the Twin Towers on Luna were once the headquarters of the corporation. They were moved there during the dreadful siege of Heimburg during the Dark Legion's first invasion of Venus. Even today, the Electors maintain many government offices there. Luna is home to approximately one quarter of all Homebuilders. More and more production is being moved to the relative safety of the Solar System's greatest megacity as the war on Venus intensifies. Within the Bauhaus sectors, you can find palaces of all the Great Houses and many of the Noble Houses. Many of the upper echelons of Bauhaus society come here to rest and recuperate before returning to the eternal struggle on Venus.

MARS

Mars is Capitol turf, and Bauhaus has never really been at home here. It came late to the dreadful series of South Martian Wars, perhaps because, with all of Venus to claim, there was no real need to seize land elsewhere. The Homebuilders created only one real megacity here, Mundberg, close to the South Pole. (For more details, see the *Capitol* sourcebook.) Now, though, the Homebuilders are starting to return in force. The southern Freedom Lands are an area open to all who will help rebuild them, and this battle-scarred land is now one of the favored sites for new estates to be claimed by freshly created nobility. One out of two new estates is located there. Although the Homebuilder presence is small, it is growing. In the future, this is likely to cause problems with Capitol.

MERCURY

The inner planet is the Mishiman homeworld. The Homebuilders come here only to trade. There have been a few attempts to lease new sites for estates here and move more production from Venus, but so far, they have not been very successful. The Mishimans are too keen on stealing Bauhaus technology for the Elector Dukes' liking, so the Bauhaus presence here is limited to shops and arcades selling finished products, and to factories owned by those Bauhaus subsidiaries which do not produce goods bearing the great cogwheel.



«When it has to be the best, it has to be Bauhaus.»
—Ministry of Truth slogan.

THE DOMAINS

«The pursuit of excellence is never in vain.»
—Bauhaus proverb

Although the men and women of the Ministries oversee the smooth running of the Bauhaus machine, the actual production takes place within the domains. Each Noble House has its own domain, a huge industrial fiefdom which produces goods worthy of the Bauhaus mark of quality. Each Noble House also controls vast estates, huge tracts of land where the family owns towns, palaces and farms. Not surprisingly, the factories of the industrial fiefdoms are usually located on the lands of the estate. Most of the Great Houses control several huge estates spread across Venus and the inhabited worlds.

Within their domains, Noble Houses enjoy huge power. Most Noble Houses have their own house troops and their own intelligence services. In the past, it was not uncommon for the retainers of one Noble House to clash with another. However, since the coming of the Dark Legion, these small wars have become less common.

BUSINESS PHILOSOPHY

«When it has to be the best, it has to be Bauhaus.»
—Ministry of Truth slogan.

The Bauhaus philosophy can be summed up in one phrase: the pursuit of excellence. Bauhaus seeks to produce the best goods money can buy. Cost is no object. Quality is the only thing that is important. Goods that bear the Bauhaus Seal of Quality are known throughout the system for their reliability, endurance and superiority of design. Owning an item that bears the golden cogwheel is considered a status symbol everywhere. Bauhaus is dedicated to seeing that this remains so.

Like all megacorporations, Bauhaus competes in every field of industry, from food production to armaments to aerospace. In virtually every field, its goods hold their market position as the top-of-the-line products. Bauhaus owns the luxury brand names for almost everything from perfumes to state of the art weaponry. Bauhaus's wealthy ruling elite provides a ready market for these things, as do the other rich of the Solar System.

However, this is not enough. Not everybody can afford Bauhaus products, and the needs of the mass of Bauhaus's own commoners and thralls must be met. It would do the corporation no good to have these markets penetrated by Capitol or Mishima, so, as always, Bauhaus provides. To this end, the corporation discreetly owns thousands of lesser corporations which mass-produce goods of a lower standard. Even these are normally of higher quality than the products of other corporations, although they are unworthy to bear the seal. The managers of these companies constantly seek to upgrade their products so that they are worthy of the Bauhaus name, but make the grade.

THE BAUHAUS SEAL. All Bauhaus goods are branded with the great seal. The cogwheel is only imprinted on the very best products, and you can be sure that if you buy something bearing it, whether it is clothing, weaponry or a vehicle, then you are getting the best. There is a thriving counterfeiting industry that creates copies of Bauhaus goods and fakes the great seal. Bauhaus has a simple policy for dealing with such industrial pirates: shoot them. The Ministry of Fear has an entire subministry, the Office of Fair Trade, devoted to this.

EXTERNAL RELATIONS

«There's Bauhaus, and there's everyone else.»
—Duke Herman Richthausen

Bauhaus is regarded as a tough but fair business partner by its rivals. Its hard to close a deal with Bauhaus, but once you have, the deal stays closed. Bauhaus honors its contracts to the letter. This is why Bauhaus negotiators scrutinize every line of a contract and negotiate every step of a bargain in the smallest detail. Such a long and tedious process can often be frustrating for less meticulous negotiators, and this has given the Homebuilders

a reputation for snobbery and heel dragging. The folk of Bauhaus see what they are doing only as sensible business practice.

When describing Bauhaus's relationship with the other corporations, it is important to distinguish between the official Bauhaus corporate line, which is necessary to do business, and the feelings of the vast majority of the people, which are influenced by the Ministry of Truth's extensive propaganda campaigns.

CAPITOL. Relations between Capitol and Bauhaus are cool but profitable. The corporations do a lot of trade. Bauhaus buys Capitolian raw materials and sells the wealthy and corrupt political class at Capitol a lot of luxury goods. The two corporations have few potential conflicts of interest. Since the onslaught of the Dark Legion, Bauhaus has withdrawn most of its military from Southern Mars. It has also, for the moment, held back on its claims to the Graveton Archipelago. This is something that rankles the Elector Dukes, though. The islands are among the richest and most fertile areas of Venus, a world that Bauhaus regards as its own. One day, they will be reclaimed.

The people of Bauhaus see the Capitolians as corrupt, violent and dangerously unstable. The Ministry of Truth makes sure that every Homebuilder has access to the latest crime statistics in the Capitolian territories. These still contrast very unfavorably with the well-regulated Bauhaus domains, despite the recent upsurge of anarchism and rioting. That Capitol is constantly on the verge of collapsing into anarchy is another idea used to keep the Homebuilders from feeling any envy for their less rigidly controlled rivals.

MISHIMA. Mishima and Bauhaus get along just fine when they are not at war, which is most of the time, but the Mishimans seized huge swathes of Venus while the Homebuilders were engaged in stopping the Dark Legion. This is something that Bauhaus cannot forgive. The Elector Dukes regard it as a stab in the back and a blow against humanity. However, business has to be done, and while the Legion threatens, there is very little Bauhaus can do to reclaim the lost lands. For the moment, conflict is mostly contained to brushfire wars where Mishiman and Bauhaus domains border. The Mishiman habit of stealing new product designs infuriates the Elector Dukes. Since Bauhaus is known to produce the best products, they are a primary target for Mishiman intelligence agencies. Mishiman spies are very harshly dealt with by the Homebuilders.

The popular image of Mishima held by the average Homebuilder is of a shifty mob of unskilled laborers and peasants oppressed by a deadly, devious and thoroughly unscrupulous warrior aristocracy. Mishiman society is believed to be riddled with heresy and conspiracy. The Ministry of Truth presents the Mishimans as having no respect for human life or for normal standards of decency and honor. The Samurai are respected for their insane bravery, but this is just about the only good thing any Homebuilder will say about Mishima.

IMPERIAL. Bauhaus and Imperial are always in a semi-constant state of war somewhere, but at least it's a civilized state of war. Imperial and Bauhaus have similar codes of honor, and the formalities are usually observed. Prisoners are well treated, and regular exchanges of the captured take place. Both sides respect each other's military excellence and dedication to the cause of humanity. It is simply a regrettable fact that Imperial's policy of armed conquest makes it necessary for the two corporations to be enemies. This doesn't stop the business arms from making deals while their armed forces fight.

The average Homebuilder sees the Imperials as a greedy lot of piratical adventurers. Imperials are opportunists who will seize upon anything that falls their way. Conversely, they also know that, of all the corporations, Imperial is closest to themselves in terms of structure and beliefs. The Ministry of Truth likes to portray Imperial as a lesser and inferior copy of Bauhaus. Imperial likes to bomb Ministry of Truth offices.

CYBERTRONIC. Like all the megacorporations, Bauhaus has, in a relatively short space of time, come to rely on Cybertronic as a source of high-tech parts that it cannot make itself. Bauhaus's commitment to the highest possible quality makes access to these components vital. There is a real interdependence here, for Cybertronic needs the Homebuilders to remain at least neutral if they are to have any chance of survival. They know Bauhaus has the armed might to crush Cybertronic. Its armies are massive, and its generals are more than competent. If Bauhaus chose to side with Imperial and the Brotherhood against Cybertronic, in all likelihood, the smallest megacorporation's days would be numbered. Fortunately for Cybertronic, there are several factors which restrain Bauhaus from doing this.

The first is that many of Cybertronic's personnel were drawn directly from the upper echelons of Bauhaus society. There are still ties of blood and honor between the two corporations. It is almost unthinkable that the Bauhaus nobility would launch an unprovoked attack against their kin.

Secondly, many of the people who went over to Cybertronic were among the best and brightest at Bauhaus. There is a faction of the Bauhaus nobility who would consider it an honor to go to work for Cybertronic. There is an element of admiration in the Elector Dukes' treatment of Cybertronic. They admire the way the megacorp snatched these people from under their noses.

Thirdly, there is an element of fear. The Elector Dukes are not certain how Cybertronic managed to win over some of the most thoroughly indoctrinated people in the human worlds, and they worry that it might happen again. This would be something that Bauhaus can ill afford at this moment, faced as it is with the terrible threat of the Dark Legion.

The issue of Cybertronic is one of the few areas where the Ministry of Truth is at odds with

the Brotherhood. While the Brotherhood secretly claims that Cybertronic is a sixth manifestation of the Darkness, the Ministry of Truth chooses to play this down. It prefers to portray Cybertronic as insignificant and no threat to the Homebuilders, and it calls for the corporation to get on with fighting its proven enemies. As long as Cybertronic launches no large-scale attacks on the Brotherhood or the domains, Bauhaus will continue to be neutral. This has been made clear to Cybertronic through Cartel channels.

THE BROTHERHOOD. Bauhaus is the most devout of all the megacorporations. The Homebuilders and the devotees of the Cardinal have strong, historic links. In the earliest days of the Brotherhood it was Bauhaus which first stood beside Nathaniel. Indeed, the first four Cardinals were all drawn from Bauhaus's ranks.

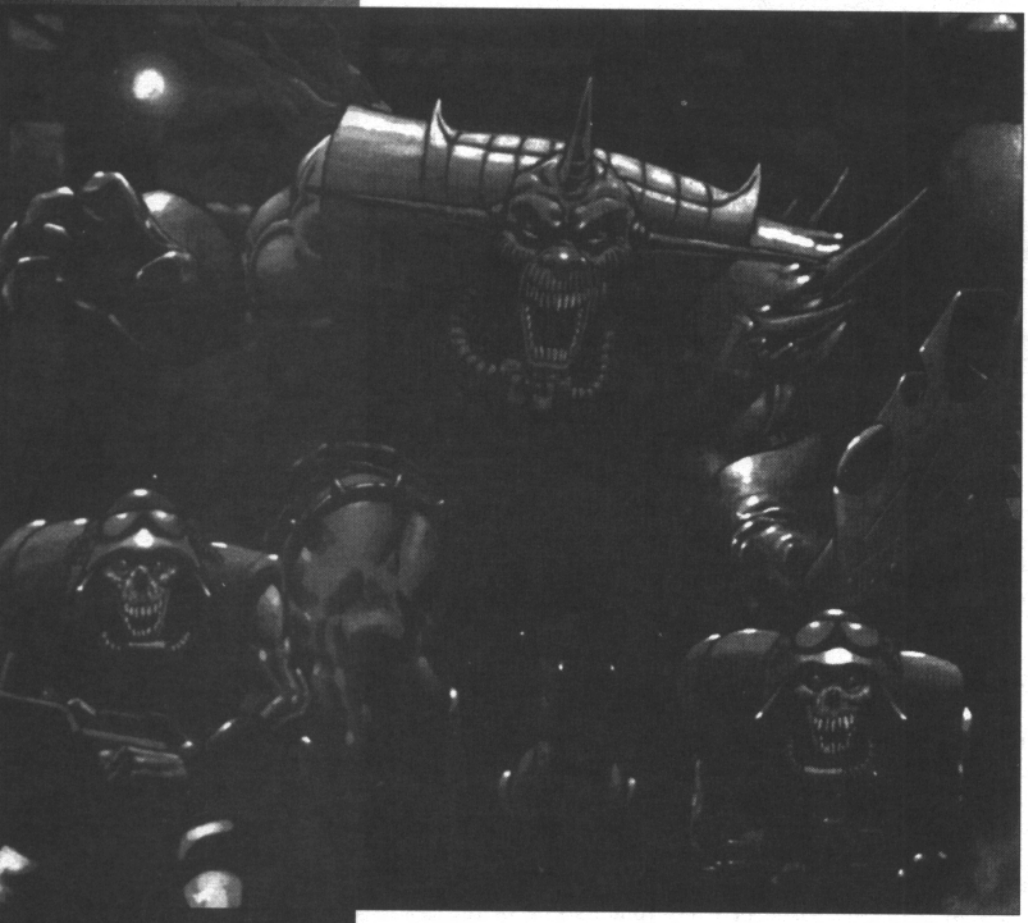
To this day, the Ministry of Faith and the Ministry of Knowledge work closely with the Brotherhood to see that all citizens are indoctrinated in the one true faith. The Oath of Allegiance system means that the Brotherhood trusts the rulers of Bauhaus more than those of any other corporation. Even the most cynical Inquisitor can see that most of the Homebuilders are genuine believers.

The only real fly in the ointment is Cybertronic. The Brotherhood would like Bauhaus to move against these Heretics swiftly. The Elector Dukes have so far, quite truthfully, been able to point out that most of their resources are tied up fighting the Dark Legion. Still, they realize that the day will come when this conflict will have to be resolved. When that happens, the Elector Dukes will side with the Brotherhood as they have always done.

THE CARTEL. The Elector Dukes regard the Cartel as a sideshow and quite possibly a Capitolian tool. They have made a strong commitment to the military side of the Cartel, most notably the Doomtrooper program, because this is where they can see desirable results. In all other respects, the Homebuilders prefer to ignore the Cartel. The Elector Dukes use the Cartel as a proving ground for their Diplomats, and sometimes, as a cushy job for the less competent members of the aristocracy.

THE DARK LEGION

The Homebuilders hate the Dark Legion, with the burning hatred that only real fear can inspire. Because of their military service, many Homebuilders have seen the Dark Legion up close, and they know what terrible foes the minions of the Dark Apostles are. The presence of the Dark Legion on Venus has done more to warp Bauhaus society than any other factor. It has made the Ministry of Light strong and resulted in the constant witch hunts for mutants and Heretics. This oppression has provided fertile soil for Anarchist recruitment. It has inspired the rise of the Apocalyptic Cults, and it has given every Homebuilder reason to dread the future. No one really knows how strong the Dark Legion is, and all fear that the worst is yet to come.



Bauhaus has suffered most at the hands of the Dark Legion. It has lost lands and power and money. The Elector Dukes believe, with some degree of correctness, that if it wasn't for the Dark Legion, Bauhaus would be the preeminent megacorporation. After all, Venus is potentially the richest of all worlds, and Bauhaus has the armies and the industrial muscle to at least match any of the other corporations. Unfortunately, all this power is tied up in fighting the Dark Legion.

And yet, though no Homebuilder would admit it, the Dark Legion has done Bauhaus one immense service. The other megacorporations can see that Bauhaus is locked in a death struggle with the Darkness. Each corporation knows that Bauhaus is the least likely of all the megacorporations to threaten them, and they do not feel as threatened as they otherwise might by the incredible power that the Elector Dukes wield. In the past, the other corporations have allied to prevent Bauhaus gaining ascendancy. While the Dark Legion is present, this is never likely to happen again. Instead, corporations like Imperial and Mishima take advantage of the Homebuilders' military commitment to snatch lands and production centers, whenever the opportunity arises.

NEW EQUIPMENT

«When you have to rely on your tools, there's only Bauhaus.»
—Ministry of Truth slogan

ARMOR

Bauhaus has a reputation for producing the best personal armor. It's not cheap, but it does the job. All Bauhaus armor is available only through corporate channels or on the black market (availability F and D). On the black market, add 25% to the given price. All nobles have the right to purchase any Bauhaus armor they wish. Members of the Reserves are issued with a suit of Hussar Mk IV free of charge, although they are personally responsible for its maintenance and upkeep.

All Bauhaus armor is manufactured from custom-made ceramics and high-strength alloys. The inside of the armor is always cushioned with layers of shock-absorbent quilting.

ARMOR PROTECTION

Bauhaus armor always consists of the following unless stated differently:

HELMET: Protects the head against all kinds of attacks

SHOULDER PADS: Protect the head and chest in close combat and the chest only against missile attacks. This is cumulative with helmet and chest plate.

GREAVES: Protect the legs against all attacks.

ARMGUARDS AND GAUNTLETS: Protect the arms against all attacks.

CHEST PLATE: Protects the chest and stomach against all attacks.

BODYSUIT: Worn below all other armor and is cumulative with it.

CLIMATE CONTROL SYSTEMS

Almost all Bauhaus armor comes complete with an integral climate control system suitable for the terrain in which it is used. Venus is known for its extremes of heat and cold, and Bauhaus ensures that all its soldiers can fight where they are needed. CCS units are usually located in a small pod mounted on the soldier's back or carried within a backpack and attached to the armor by tubes. All armor purchased with CCS units adds 20% to the listed price. The most common CCS units are:

JUNGLE. Jungle armor contains cooling systems and an integral sweat recycler which reclaims lost moisture and keeps the wearer cool and dry. These are essential for preventing parasitic infections within the torrid, damp jungle of the Ring of Fire. In order to increase flexibility and ease movement through the tangled undergrowth, jungle armor is slightly lighter than other types of armor. Subtract –2 from the stated AV.

WINTER. Winter armor is insulated, and the CCS unit provides heat to the wearer. Helmet-mounted lenses shield a wearer's eyes and prevent him or her from being snowblinded.

DEATHZONE. In addition to either winter or jungle protection, Deathzone armor provides oxygen filters and air recyclers. It is completely sealed and provides total immunity to poison gases and disease clouds. It is slightly bulkier than normal armor and costs 20% more. It provides slightly better all-around protection. Add +1 to the stated AV.

CRESTHELMS

Cresthelms are the badges of the Orders of Guards. They provide similar protection to an ordinary helmet but are marvelously and intricately molded to resemble the heads of beasts, monsters or other more esoteric things. A basic cresthelm costs twice as much as an ordinary helmet, but many warriors spend more on their helmets at their own expense, adding to the exquisite artisanship with jewels and fine metals. These don't add any protection, but are a sign of wealth and status. You can tell a rich noble by his or her fancy cresthelm. A basic cresthelm adds 5% to the cost of the armor.

BODYSUITS

Unless otherwise stated, all Bauhaus armor is worn over a light ballistic bodysuit. This provides a basic AV 2 in all areas.

«When you have to rely on your tools, there's only Bauhaus.»
—Ministry of Truth slogan

HUSSAR MK IV

COST: 45,000 Crowns

Hussar Mark Four armor is standard issue to the Bauhaus military. It consists of a thick chest plate and two shoulder pads containing medical supplies and spare ammo clips. It also includes leg greaves and arm guards. It comes complete with a full-face, spike-tipped helmet and a utility belt with clips for grenades, holsters, grappling hooks, etc. In the colder climates, it is usually worn with a greatcoat over the chest plate but below the shoulder pads. Each piece of armor is made of light combat composite (AV 6).



HUSSAR MARK V

COST: 50,000 Crowns

This armor is issued to the officers of the Hussars and Reserves and the Guard units of the poorer Noble Houses. It is made of a slightly heavier composite than MK IV armor, and the chest plate is usually embossed with the crest of the noble house or the insignia of the unit. In the case of Guard units, the standard full-face helm is usually replaced by the Special Forces skull helmet. AV 7.

GUARDSMAN MK III

COST: 72,000 Crowns

This is issued to the Guard units of the richer Noble Houses, as well as the soldiers of some of the Special Forces. It is made from reinforced heavy combat composite. Special Forces units wear the famous skull-mask helmets made famous by the Venusian Rangers. Guards wear the cresthelms of their houses or order. This armor provides AV 8. This is also typically the armor issued to Bauhaus Doomtroopers.

WEAPONS

AG-11

AG-11						
W	L	MC	TSS	GL	CB	TS
5.2	81	24	N	N	N	opt
FUNC	RANGE	STR	RT	JF	DAM	COST
A	300/450	19	1	3	1D6+3	8,000

The AG–11 is an older Bauhaus assault rifle, but it's been a long-time favorite due to its reliability. A well-trained Bauhaus can field strip the thing in under 10 seconds and have it reassembled in just over 15. Unlike most weapons in its class, it has no integral grenade launcher, nor any means of attaching one. It is a single-purpose weapon, and it fulfills that purpose well.

AVAILABILITY: C.

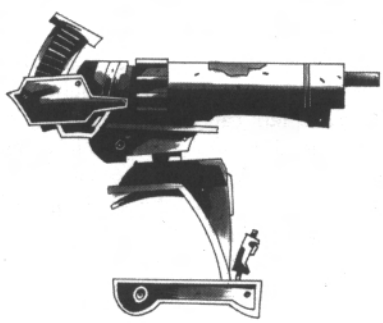
BAUFORCE MC 2000 ATLAS MEGACANNON

BAUFORCE MC 2000 ATLAS MEGACANNON				
W	L	MBL	FUNC	RANGE
30	150	—	A	5000
STR	RT	JF	DAM	COST
36	6	7	2d10+4	50,000

Manufactured under license by Bauforce, this is a new experimental Doomtrooper weapon. It consists of two Bauforce 20 mm autocannons swivel-mounted on a back brace. These cannons are controlled via two joysticks attached to control pods strapped to the user's belt. These enable the user to swivel the weapon under automatic control using the integral hydraulic systems. The cannons have an interrupter system which allows them to alternate fire. If one barrel jams, you can continue to fire with the other. If both barrels jam, the weapon is useless until field stripped and repaired. If you choose, you can double fire using both barrels, hitting twice with each successful attack. In this case, should you jam, then both barrels become useless.

Even with the hydraulics and the back brace, the recoil of these weapons can make them very inaccurate if not carried by the strongest of soldiers. They are slowly finding their way into use with the Bauhaus Special Forces and Guard units.

AVAILABILITY: F.



BAUFORCE HMG 1000 DEATHLOCKDRUM

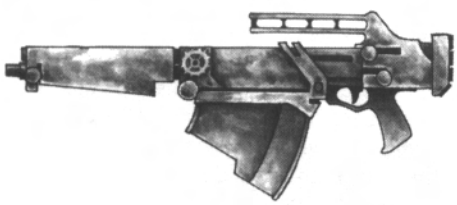
This .50 single-barreled autocannon is another Doomtrooper weapon now manufactured under license by Bauforce, among others. It has swiftly become standard issue to all Special Forces units because of its high reliability. Its integral grenade launcher makes it very useful for close jungle fighting.

AVAILABILITY: F.

BERGDAHL STONECLEAVER

This light machine gun is an unusual design in that it is water cooled, using a specially designed system of pumping chilled water around the mechanism and barrel to keep the gun running cool at all times. It makes the gun a lot heavier, but it almost never jams.

AVAILABILITY: F.



HG–12

This small automatic handgun is designed for personal defense. It is particularly handy as a holdout weapon, as its size makes it easily concealable.

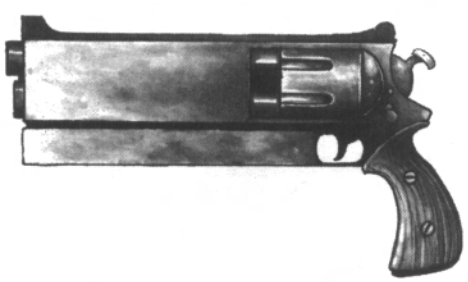
AVAILABILITY: C.



HG–25 «EQUALIZER»

This handgun is characterized by its phenomenal stopping power and its simplicity of use and care. As a revolver, many potential buyers scoff at its limited ammo capacity and its longer reload time, but in the Bauhaus tradition, it is phenomenally reliable. For a Bauhaus weapon, it's cheap, too.

AVAILABILITY: C.



GIRAUD ATML 100 FIREFIST

The long-barreled Firefist is the standard anti-tank missile launcher favored by the Blitzers. It has a far greater range than most commonly available missile launchers, and it sends wire guided missiles towards its target. These are controlled by a joystick on the grip and add +4 to the chances of hitting with the weapon. It is perhaps the most accurate and deadly missile launcher ever built.

AVAILABILITY: F.

BAUFORCE HMG 1000 DEATHLOCKDRUM

W	L	MC	FUNC	RANGE
12.9	96	40	A	1000
STR	**RT**	**JF**	**DAM**	**COST**
25	2	9	1d10+1	32,700

GRENADE LAUNCHER

SW	MC	FUNC	RANGE	STR
—	19	A	100/150	25
RT	**JF**	**#TA**	**SR**	**DAM**
1	5	1d6	0	1d6

BERGDAHL STONECLEAVER

W	L	MBL	FUNC	RANGE
22.1	93	∞	A	700
STR	**RT**	**JF**	**DAM**	**COST**
31	4	1	1d6+3	42,000

HG–12

W	L	MC	GL	CB	TS	FUNC
1.5	27	6	N	N	N	M
RANGE	**STR**	**RT**	**JF**	**DAM**	**COST**	
40/60	8	2	2	1d6+2	3,000	

HG–25 «EQUALIZER»

W	L	MC	GL	CB	TS	FUNC
1.5	27	6	N	N	N	M
RANGE	**STR**	**RT**	**JF**	**DAM**	**COST**	
40/60	8	2	2	1d6+2	3,000	

GIRAUD ATML 100 FIREFIST

W	L	MC	FUNC
20	120	10	S
RANGE	**STR**	**RT**	**JF**
500/750	28	3	8
#TA	**SR**	**DAM**	**COST**
1d6	2	1d10+6	55,000



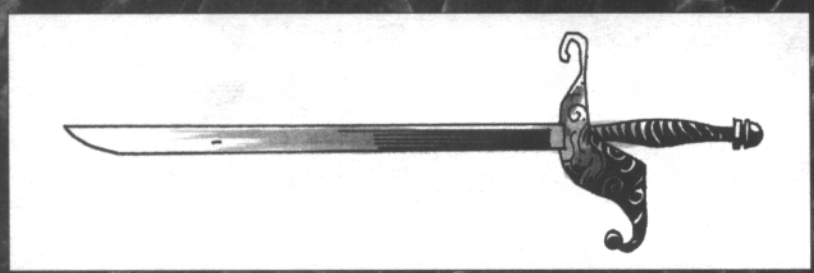
NOBLE DUELING SABER

These long-bladed swords are worn at almost all times by nobles and Homebuilders of officer rank when in dress uniform. They are light, strong and deadly. They are always used one handed and are the badge of the elite.

AVAILABILITY: B.

NOBLE DUELING SABER

W	L	STR	DAM	COST
1	75	9	1d4	5,000



NEUROLASH

The neurolash is the favored weapon of the members of the Order of Fear, who use it to terrorize their charges within the gulags. It does 1d4 damage by neural induction. This damage ignores armor. While a neurolash can reduce an adult to a groveling, whimpering wreck, the pain is transitory. This means that the damage heals at the rate of 1 BP per minute if the victim has time to rest (i.e., is not in combat). A Neurolash can kill if sufficient damage is done to the victim's nervous system. Anyone who has taken critical damage to the head, chest or stomach will die if they take one more hit there.

AVAILABILITY: F.

NEUROLASH

W	L	STR	DAM	COST
1	20	9	1d4	15,000

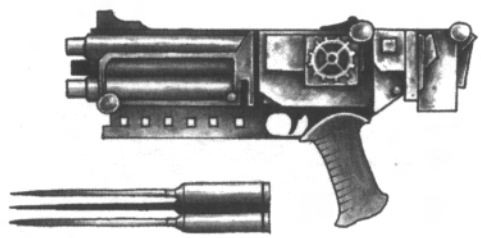
SA–30

The SA–30 (Subaquatic) is an underwater weapon specially designed for use by Bauhaus's amphibious Special Forces troops. It's also a real favorite with deep-sea divers across Venus, as it works well against most dangerous aquatic creatures—at least those of a reasonable size. It uses compressed air to fire three-pronged needles at a target. The needles slice through water in a way that bullets never could, and they inject a DL 20 tranquilizer into the victim. Most creatures are brought down with a single shot, which is good, as the weapon must be reloaded between each shot.

AVAILABILITY: C.

SA–30

W	L	MC	GL	CB	TS	FUNC
3.5	24/36	1	N	N	N	M
RANGE	**STR**	**RT**	**JF**	**DAM**	**COST**	
30/45	8	1	1	1d6-1	8,000	



ELECTROSHACKLES

AVAILABILITY: F.
COST: 5,000
Another favorite device of the Order of Pain is the electroshackle. These are small anti-personnel mines which can be attached to any limb or to the neck. The charge is contained within a band of adamantium alloy, which means it only affects the area beneath it, inflicting 2d6 damage. If the shackle is worn around the neck, then the head takes this damage. These charges detonate if tampered with or if the jailer activates them with a master control. They can also be set to detonate if the prisoner wanders a certain distance from the master control. These radio pulses are scrambled and individually coded to prevent interference from outsiders.

Normally, there is a ten-second delay when the shackle is activated before the explosion. During this period, the jailer can deactivate it, or the prisoner can return to within a safe distance of the master control. Master control panels are usually worn on the wrist. Each panel is keyed to the fingerprint of the individual jailer. Desperate prisoners have been known to saw their jailer's hands off to use them. It usually does no good, because the wristbands can still be detonated by long-range remote control from the gulag.

The range of a master control is up to a mile. The range of a gulag control tower is up to fifty miles, although the distance before the charge is armed is usually much less than this to keep prisoners from wandering too far from the camp. Electroshackles can only be removed by using their master key. This usually hangs on the belt of the chief warden.

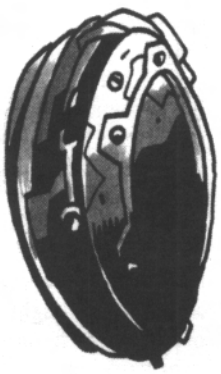
DEMO CHARGES

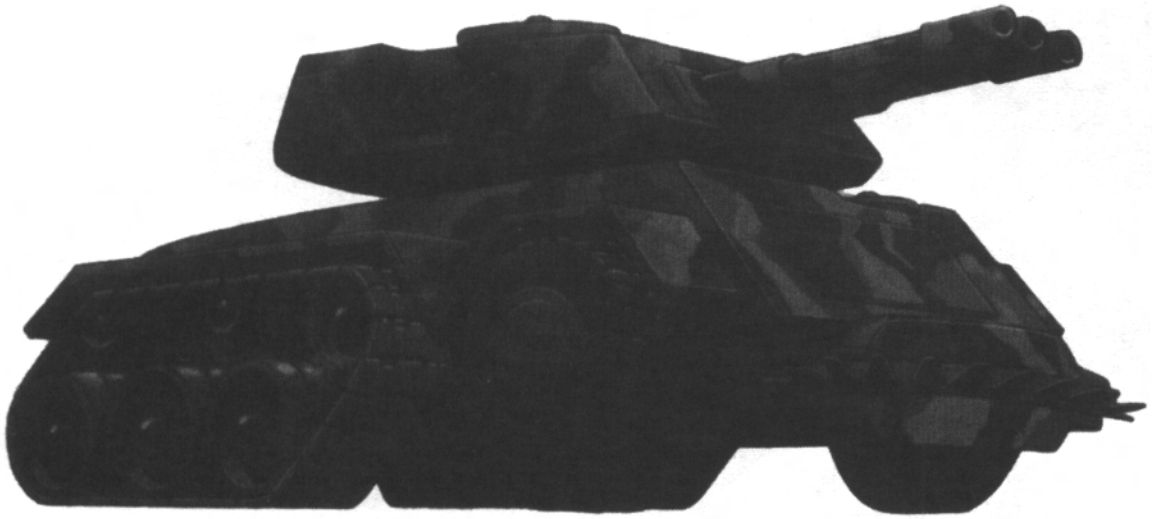
These are basically huge, high-explosive grenades favored by the Blitzers for use against tanks. They are circular canisters with a magnetic base on one side and a 10-second timer on the other. The favored method of using them is to run up to a tank, attach them, activate them and dive for cover. More maniacal people activate them and then throw them at their enemies. They are much too large to be fired from grenade launchers.

AVAILABILITY: F.

DEMO CHARGES

#TA	SR	DAM	COST
1d6	3	1d10+10	2,000





NEW VEHICLES

«Bauhaus: why drive anything else?»
—Ministry of Truth slogan

HOVERCRAFT

GEV 10 KRAIT

This light vehicle is the general, all-purpose troop carrier of Bauhaus forces along the waterways of the Venusian jungles. It is also commonly used during amphibious assaults and in the snowy wastes of the Circles of Ice. It is fast, sleek and maneuverable. The troops within are protected by heavy carballoy armor, and the vehicle mounts a turret on top containing two twin autocannons. Lighter versions of this vehicle are used for river patrol in the Ring of Fire.

GEV 10 KRAIT

DIMENSIONS (L/H/W): 6 m/2 m/3 m
CREW: 2 (Driver + Gunner). May carry up to 20 troops.
ARMAMENT: 1 LMG in turret
ROAD SPEED: 60 mph/96 kph
AMMO CAPACITY: LMG: 1000
MODES: A
RANGE: LMG: 1000/1500
DAMAGE: LMG: 1d6+4
ARMOR: Front: 8; Rear: 6; Top: 6; Sides: 6.

GEV 12 COBRA

This is Bauhaus's standard hovertank, used during armored assaults and lightning raids. Like all ground effect vehicles, it is swift and easy to handle. The hovercraft skirts are protected by flexible ceramic plates, and the vehicle itself is shielded by as much armor as it is possible for a hovercraft to carry. While not as well protected as a normal tank, it is still very well armored. The vehicle has a heavy cannon in a top-mounted turret and forward, side and rear machine-gun pods. The cannon can be removed and replaced with a four-tube Firefist missile launcher.

GEV 12 COBRA

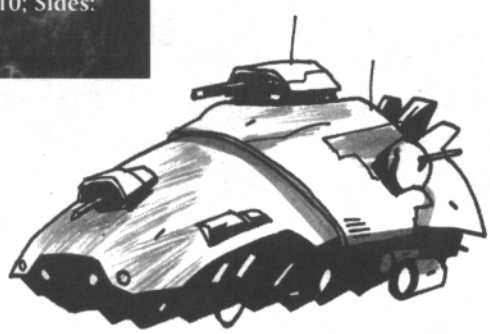
DIMENSIONS (L/H/W): 10 m/4 m/4 m
CREW: 4
ARMAMENT: 1 x 60 mm smoothbore Bauforce autocannon. 4 x HMG.
ROAD SPEED: 50 mph/80 kph
AMMO CAPACITY: GUN: 20; HMG: 1000.
MODES: GUN: S; HMG: A.
RANGE: GUN: 3000 m; HMG: 4000 m.
DAMAGE: GUN: 1d10+3; HMG: 1d6+6.
ARMOR: Front: 12; Rear: 10; Top: 10; Sides: 10.

GEV 24 ANACONDA HOVERTRAIN

The Anaconda is an unusual vehicle, used primarily for moving large numbers of troops along the Venusian river systems. It consists of a large hovertruck unit at the front and a long series of articulated barges, each with their own GEV unit, which are towed along behind it. This vehicle is ideal for snaking along narrower rivers and treacherous quicksand-mired channels. The truck unit has its own top-mounted turret and two front-mounted machine-gun pods. Each barge has its own turret. When carrying troops, the barges are normally fitted with armored cupolas, but these can be removed to provide more space to pile cargo high.

GEV 24 ANACONDA HOVERTRAIN

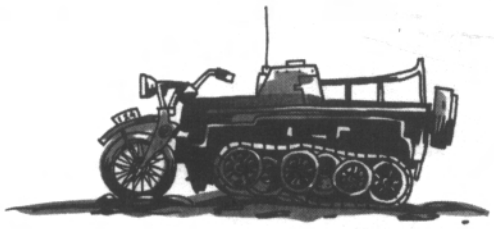
DIMENSIONS (L/H/W): 10–100 m/4 m/4 m
CREW: 4
ARMAMENT: 1 Firefist in turret. 2 HMG + 1 HMG turret per barge.
ROAD SPEED: 40 mph/65 kph
AMMO CAPACITY: HMG: 170; LMG: 1000.
MODES: HMG: S; LMG: A.
RANGE: HMG: 4000 m; LMG: 1000 m.
DAMAGE: HMG: 1d6+6; LMG: 1d6+4.
ARMOR: Front: 8; Rear: 8; Top: 8; Sides: 8.





SABRETOOTH

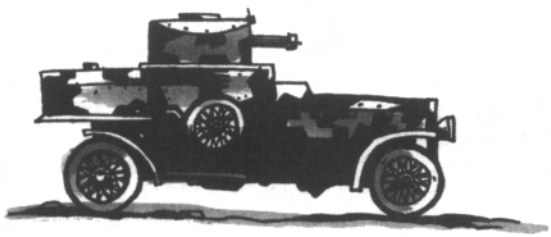
The Sabretooth, all-terrain personnel carrier is a fast, durable vehicle used as a recon, command and dispatch vehicle. The rear compartment can hold four people, usually a commander, a signaler and two bodyguards.



SABERTOOTH

DIMENSIONS (L/H/W): 4.5 m/1.2 m/1.8 m
CREW: 1 (driver)
ARMAMENT: none
ROAD SPEED: 50 mph/80 kph

VINCIANO-TRAFFAUX CARDINAL



This formidable armored car is used for escort missions, riot control and for freighting VIPs. It is widely used by both the military and the police. It can take two passengers inside the tower, apart from a driver and a gunner. It has no terrain capacity, but the 680 hp V16 engine will take it over most obstacles anyway. The Bergdahl Stonecleaver water-cooled LMG in the rotating tower provides basic firepower, but speed and heavy armor are the Cardinal's best defense.

VINCIANO-TRAFFAUX CARDINAL

DIMENSIONS (L/H/W): 5.7 m/3.1 m/2.5 m
CREW: 2 (driver, gunner)
ARMAMENT: 1 x LMG
ROAD SPEED: 80 mph/130 kph
AMMO CAPACITY: LMG: 500
MODES: LMG: A
RANGE: LMG: 1000 m
DAMAGE: LMG 1d6+5
ARMOR: Front: 8; Rear: 8; Top: 8; Sides: 9.

PZRV–31 JACKAL

The four-wheeled Jackal «Panzered Recon Vehicle» is used primarily in a scouting role in open terrain. Its powerful Vinciano-Traffaux HK98i engine and its huge balloon tires, each on its independently driven axles, makes it possible for the Jackal to cross terrain that might be considered impassable by many. The vehicle lacks a proper armored turret, which reduces weight and probably accounts for its very high speed.

PZRV–31 JACKAL

DIMENSIONS (L/H/W): 6 m/2.8 m/4 m
CREW: 4 (driver, navigator, engineer, gunner)
ARMAMENT: 1 x 60 mm smoothbore gun, 2 x LMGs
ROAD SPEED: 60 mph/96 kph
AMMO CAPACITY: Gun: 36; LMGs: 1000.
MODES: Gun: S; LMGs: A.
RANGE: Gun: 3000 m; LMGs: 1000 m.
DAMAGE: Gun: 1d10+3; LMGs 1d6+5.
ARMOR: Front: 10; Rear: 9; Top: 3; Sides: 8.



MBT–42 WOLF MK 2

MBT–42 WOLF MK 2

DIMENSIONS (L/H/W): 8 m/5 m/5 m
CREW: 15 (commander, driver, engineer, 12 crewmen/gunners)
ARMAMENT: 180 mm rifle-bore gun, 3 x 60 mm smoothbore guns, 6 x LMGs
ROAD SPEED: 9 mph/15 kph
AMMO CAPACITY: 180 mm gun: 20, 60 mm guns: 30, LMGs: 250
MODES: 180 mm gun: M, 60 mm guns: M, LMGs: A
RANGE: 180 mm gun: 5000 m, 60 mm guns: 3000 m, LMGs: 1000 m
DAMAGE: 180 mm gun: 2d10+6, 60 mm guns: 1d10+3, LMGs 1d6+5
ARMOR: Front: 18, Rear: 10, Top: 10, Sides: 10

The Wolf is Bauhaus's main battletank on relatively open terrain. It is a large, heavy (72 tons) vehicle with an extremely powerful engine. It bristles with anti-personnel machine guns, and its turret-mounted 180 mm rifle-bore cannon is capable of taking out most other tanks. Besides the main turret, the Wolf has three smaller turrets, one forward facing and two facing to the sides, each mounting one 60 mm battlecannon. Finally, the Wolf has six 7.7 mm LMGs (one in a tower facing forward, one in a tower facing rear, one each in the side 60 mm turrets, plus two water-cooled Bergdahl Stonecleavers in what could best be described as cheek-turrets).



The Wolf has earned a fearsome reputation, both in the Rings of Strife and in the open deserts of Mars. The MK 2c has been modified for jungle warfare by replacing the 60 mm cannon with Supergehenna flame-throwers and attaching a Stahler & Koch Junglemower Chainripper unit to the front of the vehicle.

GBT–49 GRIZZLY

GBT–49 GRIZZLY

DIMENSIONS (L/H/W): 30 m/7 m (15 with periscope raised)/12 m
CREW: 24 (tank commander, second in command, tower commander, engine commander, 2 AA-gunners, 2 aimers, 2 engine mechanics, 2 signalists, 2 side gunners, 3 drivers, 2 lower loaders, 3 upper loaders, chef, steward)
ARMAMENT: 1 x 180 mm rifle-bore gun, 1 x 230 mm mortar, 2 x 60 mm smoothbore gun, 1 x 30 mm mortar, 1 x flame-thrower, 18 Bergdahl Stonecleaver LMGs.
ROAD SPEED: 25 mph/40 kph
AMMO CAPACITY: 180 mm gun: 30; 230 mm mortar: 20; 60 mm guns: 120; 30 mm mortar: 40; flame-thrower: 20; LMGs: 90,000.
MODES: 180 mm gun: M; 230 mm mortar: M; 60 mm guns: M; 30 mm mortar: M; flame-thrower: M; LMGs: A.
RANGE: 180 mm gun: 5000 m; 230 mm mortar: 12,000 m; 60 mm guns: 3000 m; 30 mm mortar: 4000 m; flame-thrower: 50/75; LMGs: 1000 m.
DAMAGE: 180 mm gun: 2d10+6; 230 mm mortar: 4d6; 60 mm guns: 1d10+3; 30 mm mortar : 1d6; flame-thrower: 5d10; LMGs: 1d6+5.
ARMOR: Front: 18; Rear: 12; Top: 12; Sides: 12.

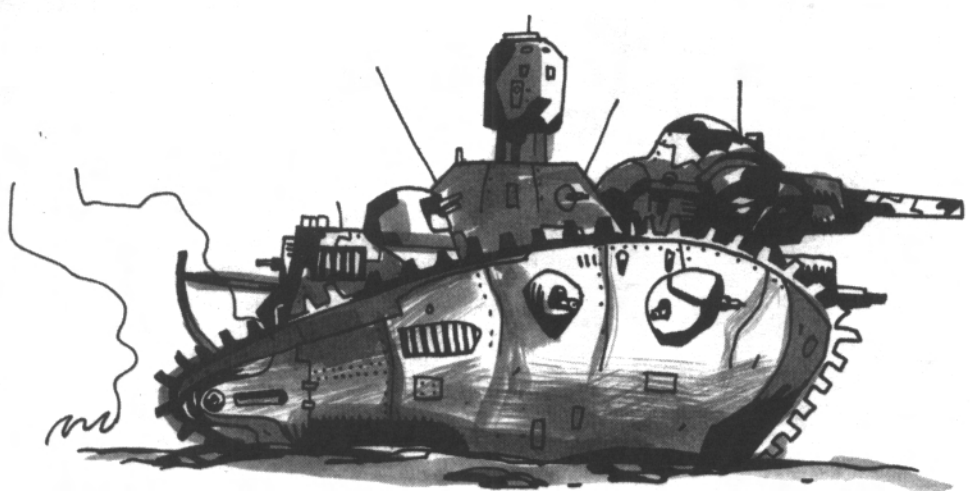
The Grizzly giant battletank epitomizes the doctrine of Lothar Fieldhausen, who believed that in armored warfare, bigger is better. The Grizzly is not so much a tank as a mobile fortress. It is larger even than Capitol's Montana, so huge, in fact, that it can lumber through the jungle knocking down trees that get in its path.

The Grizzly is Bauhaus's largest main battletank, a powerful vehicle bristling with weapons. It mounts two huge weapons in its main turret: a 180 mm tank killer plus a 230 mm mortar for indirect fire support. Also in the main turret is a Bergdahl Stonecleaver LMG, plus a 60 mm gun.

Beneath the main turret are two forward firing turrets, one with twin Bergdahls and the other with a 30 mm mortar and a flame-thrower. The Grizzly also has four side turrets with altogether six Stonecleavers, two AA turrets (each with a triple set of Bergdahls), a rear 60 mm gun, a rear Stonecleaver in the radio compartment, and, finally, two more Bergdahls in the tower, which contains the kitchen and the periscopic command turret.

The command turret is heavily protected in the center of the vehicle and boasts a large periscopic telescope for the commander to survey the battlefield. This unit can be modified for jungle warfare by adding a chainmower. The Grizzly became famous for its role during the defense of Novograd, where a squadron of them under Colonel Erwin Kirshner repulsed two Dark Legion armored Kohorts.

The Grizzly is powered by twin 7,800 hp turbo engines drinking 31 gallons of diesel per kilometer.



GIRAUD AEROSPACE RAVEN

The Raven is Bauhaus's main air-superiority fighter. While not as fast as some fighters, it is highly maneuverable and boasts full VTOL capacity. It is a sleek swing-wing aircraft with underwing jet-nozzles for its VTOL motors. It was while flying his customized Raven that Luc Piquarde set his record for the greatest number of kills in history.

(NOTE: all VTOL aircraft get +4 to their Dogfight Rolls because of their enhanced maneuverability.)

GIRAUD AEROSPACE RAVEN

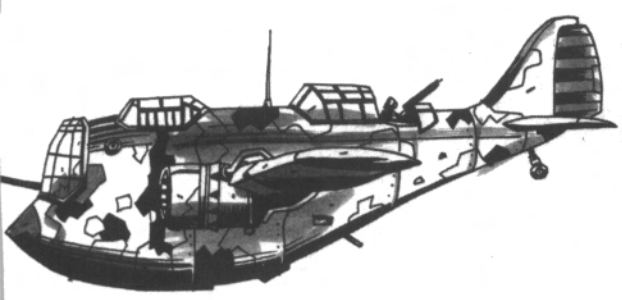
DIMENSIONS (L/H/W): 20 m/5 m/12 m
CREW: 1
ENGINES: 2 Fieldhausen 265 jet turbines
MAXIMUM SPEED: 800 mph/1280 kph
ACTION RADIUS: 3000 miles/4800 km
COMBAT RADIUS: 1250 miles/2000 km
PAYLOAD: —
ARMAMENT: 2 wing mounted ordnance racks. 2 forward facing heavy cannons.
ARMOR: Carballoy 12 (AV 8)

DASSAUD-KLEIN ALBATROSS

The Albatross is a ground-support aircraft, primarily used for bombing enemy positions during attacks. It is powered by two Giraud 540 jet turbines and boasts nose and cupola turrets. Many have been modified for use as seaplanes, allowing them to land in the river systems of the Ring of Fire. These do not possess the rear belly turret.

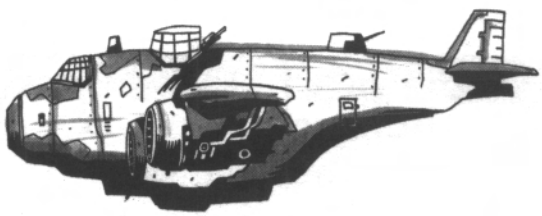
DASSAUD-KLEIN ALBATROSS

DIMENSIONS (L/H/W): 25 m/5 m/26 m
CREW: 6
ENGINES: 2 Giraud 540 jet turbines
MAXIMUM SPEED: 600 mph/960 kph
ACTION RADIUS: 4000 miles/6400 km
COMBAT RADIUS: 1850 miles/2960 km
PAYLOAD: 5 tons of ordinance
ARMAMENT: 3 turrets each containing a single LMG (1 nose, 1 rear belly, 1 top cupola)
ARMOR: Carballoy 12 (AV 8)



GIRAUD CONDOR

The Condor is a high-level bomber used for long range strikes on enemy camps and fortifications. It has a distinctive twin-ruddered tail and four huge Giraud 900 jet turbines, as well as a host of turrets. More Condors have been produced than any other Bauhaus aircraft. Their ruggedness and endurance is legendary. Condors were the principle aircraft used in the famous 10,000-bomber raid on the Citadel of Alakhai, which ended Operation: Golgotha.



GIRAUD CONDOR

DIMENSIONS (L/H/W): 30 m/5 m/42 m
CREW: 10 (2 pilots, 1 navigator, 1 liaison officer, 4 gunners, 2 bombers)
ENGINES: 4 Giraud 900 jet turbines
MAXIMUM SPEED: 500 mph/800 kph
ACTION RADIUS: 5000 miles/8000 km
COMBAT RADIUS: 2250 miles/3600 km
PAYLOAD: 45 tons of munitions
ARMAMENT: 4 turrets each containing a twin heavy cannon (1 nose, 1 top, 1 tail, 1 belly)
ARMOR: Carballoy 24 (AV 10)

KLEIN HELITEK DRAGONFLY

The Dragonfly is used mainly to carry Air Cav to the battlefield. It is heavily armored and carries multiple support weapons for use in a close support role. It is best known for its huge, bulging streamlined body and the twin cockpit bulges on either side of the prow which make it look like a huge insect.

KLEIN HELITEK DRAGONFLY

DIMENSIONS (L/H/W): 20 m/4 m/5 m
CREW: 2 (2 pilots)
ENGINES: 1 Giraud 430 jet turbines
MAXIMUM SPEED: 100 mph/160 kph
ACTION RADIUS: 500 miles/800 km
COMBAT RADIUS: 225 miles/360 km
PAYLOAD: up to 20 soldiers with gear
ARMAMENT: 2 forward-firing heavy autocannons
ARMOR: Carballoy 12 (AV 8)

AERIAL DREADNOUGHT

These mighty armored vehicles are the largest war craft ever to take to the air. They can be up to 200 m long and weigh over 2000 tons. They are the pride and joy of the Air Fleet and the Electors. Each Dreadnought is an individual craft, built in the Naval Dockyards at Heimburg. They are carried aloft by 4 huge Richthausen 1000 motors, which can be rotated to provide vertical take-off capability and forward thrust. Their sides are armored and studded with steel plates and rivets. They mount huge underbelly turrets which hold twin siege guns similar to those carried by battleships. They bristle with smaller machine-gun turrets. On the superstructure, there is usually a landing platform for up to 12 Raven vertol jets.

AERIAL DREADNOUGHT

DIMENSIONS (L/H/W): 200 m/13 m/150 m
CREW: 200+
ENGINES: 4 Giraud Richthausen 1000 jet turbines
MAXIMUM SPEED: 100 mph/160 kph
ACTION RADIUS: 15,000 miles/24,000 km
COMBAT RADIUS: —
PAYLOAD: Up to 200 soldiers and their gear. 12 Raven vertol fighters. 250 tons of munitions.
ARMAMENT: 8 turret-mounted 1000 mm siege guns. 50 turret-mounted, linked heavy autocannon.
ARMOR: Carballoy 50 (AV 24)

CARS

VINCIANO-TRAFFAUX 350BL

The VT350 represents an ideal of engineering perfection. Its ride is smooth, its suspension perfect, its handling a dream. All models are so quiet you can barely hear the engine purr, and power-assisted steering and anti-lock brakes are standard. If you like a life of adventure, why not go for the Freelancer model? Then you can cruise down the road listening to your superb integral stereo system, secure in the knowledge that you are protected by bulletproof windows and a near-missile-proof chassis. You can enter every car chase perfectly confident that if you ram the other car, it won't be you that gets hurt.
MAX SPEED: 100 mph/160 kph
PASSENGERS: 4
AV: 4
COST: 165,000 Crowns

SACHS 9000GL

If you wouldn't be seen dead in a VT350, and most of Bauhaus's prouder nobles wouldn't, then the Sachs 9000 is the car for you. This is the limousine that makes the VT350 look as if it were made by Mishima, as any Sachs dealer will tell you. It represents the ultimate in understated luxury from its gold leopard hood ornament to its leather-lined trunk. This is what luxury limousines are all about. The seats are padded and as body-hugging comfortable as your armchair back home. The engine is more or less silent. The only sound you will barely notice is the slight whistle of displaced air as you hurtle along at 120 mph. If this disturbs you, listen to some opera on the integral quadraphonic system. All 9000GL come with an armored chassis, bulletproof windows and underfloor anti-mine armor as standard. In these days of Anarchist outrage, why settle for less?
MAX SPEED: 120 mph/190 kph
PASSENGERS: 4
AV: 6
COST: 244,000 Crowns

GIACCHIO FORZA 750

Of course, you just might need to make a personal statement that says you like a life of glamour, speed, danger and adventure, in which case you NEED the GF750. , Resembling a jet fighter rather than a car, this low-slung sports car is just right for you. In it, you can scream through the streets at 180 mph, burning past all those staid business types in their Sachs 9000s. You can laugh as G forces push you back into your luxury upholstered seat (tailored to your own personal specifications), and then offer the gorgeous member of the opposite sex sitting next to you a glass of wine from the dashboard refrigerator. This is THE car for wealthy young nobles about town. You can have it in any color you like, as long as it's bright, flaming red.
MAX SPEED: 180 mph/290 kph
PASSENGERS: 1
AV: 2
COST: 480,000 Crowns

MILLENNIA AGO, LONG BEFORE THE DARK LEGION CAME TO OUR HAPLESS SOLAR SYSTEM, THE FOUR GREAT MERCHANT CORPORATIONS RULED SUPREME OVER THE HUMAN WORLDS.

MISHIMA TOOK MERCURY, CAPITOL TOOK MARS, AND FAITHFUL BAUHAUS TOOK FAIR VENUS, THE EMERALD JEWEL, AS ITS OWN.
THE HOMEBUILDERS CARVED OUT A PLACE FOR THEMSELVES IN THE FERTILE LANDS. THEY CONQUERED THE FRIGID ICECAPS AND THE STORMY SEAS. THEY MADE THEMSELVES A HOME IN THE STARS.

BUT THEN THE GREAT DARKNESS CAME, AND VENUS' RAGING SURFACE WAS SCARRED BY CITADELS AND BY UNENDING WAR. ALGEROTH HIMSELF STRODE THE PLANET, AND HUMANITY WAS HELPLESS BEFORE HIM.

FROM THE HOMEBUILDERS' RANKS STEPPED NATHANIEL DURAND, THE FIRST CARDINAL. IT WAS HE THAT BROUGHT THE LIGHT BACK TO US, THAT LED THE FIGHT TO BEAT BACK THE DARKNESS. BUT THE BATTLE FOR VENUS AND FOR THE REST OF HUMANITY IS FAR FROM OVER.

NOW IS THE TIME FOR HEROES.



BAUHAUS describes the hard and unforgiving way of life of the mighty Homebuilders of the human worlds. Discover all about their hoary heritage, their strong ties with the Brotherhood and their roles as the last true defenders of humanity. This sourcebook contains descriptions of Bauhaus society—from the downtrodden thralls right up to the eternally powerful Elector Houses—Bauhaus professional orders, and the stilted structure of the entire megacorporation. There are also detailed rules for how to create and play a Bauhaus character, including new skills and professions. Plus, there's a bestiary of vicious Venusian creatures, a rundown of Bauhaus laws, and notes on Bauhaus's renowned armed forces, ranging from the Hussars to the famed Venusian Rangers and the Art-wielding Etoiles Mortant. Learn all about the Cardinal's chosen ones, the proud people whose moto is: «if it's the best, it's Bauhaus!»

NOTE: In order to use «Bauhaus», you must have access to «Mutant Chronicles™ the Techno-Fantasy Roleplaying Game».

ISBN 91-7898-296-0
Fr 120.00
#4007

Heartbreaker™

TM & © 1995 Target Games AB. All Rights Reserved. MUTANT CHRONICLES and all Character names and the distinctive likeness(es) thereof are Trademarks of Target Games AB. Heartbreaker Authorized U