

MUTANT

CHRONICLES

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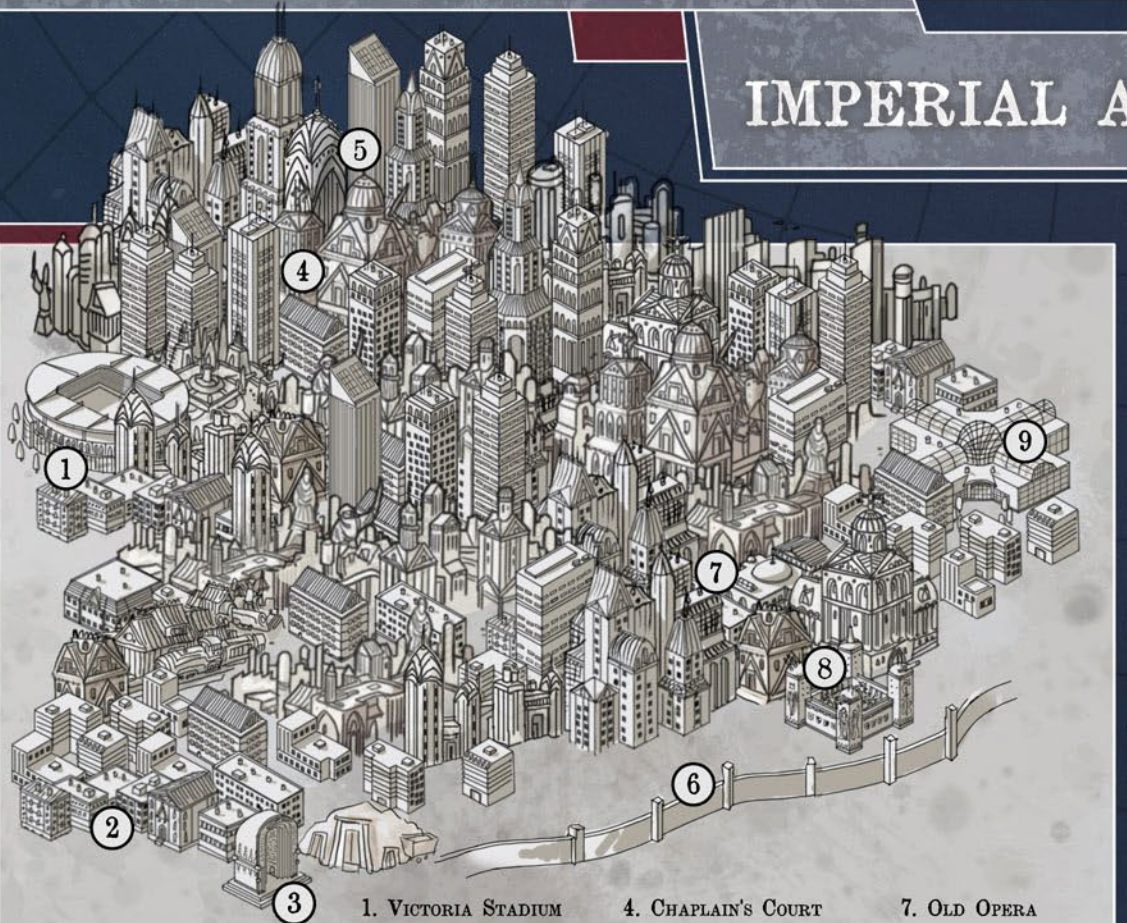


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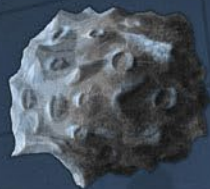
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FOREWARD

Mutant Chronicles is a dream writing project for me.

Chris Birch first mentioned to me at Dragonmeet 2012 that he was trying to license *Mutant Chronicles*. *Mutant Chronicles* is one of my all-time favourite roleplaying games. It was my first Dragonmeet as a new sci-fi crime novelist and I told Chris how the world of *Mutant Chronicles* had inspired my journey into science fiction and influenced my own writing.

Jump forward a year and Chris asked me if I would write an adventure (Straffar Gatan 39) and several chapters of the corebook. I was excited. Then when he asked me to take the lead as line manager and to also write the Imperial sourcebook (my favourite corporation) and the Guide to Luna (my favourite location) I pretty much exploded!

Twenty two years ago when I was GMing *Mutant Chronicles* I never thought that one day I'd be the lead writer for it! So thanks to Chris for fulfilling a dream for me, and for being such a great guy to work with.

My writing would not be possible without the support of my wife, Hannah, and my wonderful writing circle: Christi, Kathy and Dan.

And thank you to everyone who supported the Kickstarter: you made this happen!

Gunnar Roxen, Oxford May 2014

THE IMPERIAL CORPORATION

IMPERIAL CORE CONCEPTS

The Imperial corporation is defined by five core concepts:

- ◀▶ The Controlled Chaos of the Clans
- ◀▶ The Legitimacy of Conquest
- ◀▶ The Theatre of Politics and Reality of the Blade
- ◀▶ The Founding, the Sad Struggle, Great Resentment, and the Wounds of Nero
- ◀▶ The Pride and Adventure of Imperial citizens

THE CONTROLLED CHAOS OF THE CLANS

Imperial is unique amongst the corporations as it is not a single monolithic entity, but rather a conglomeration of clans, each equivalent to a freelance corporation. The clans come together to create what is arguably the strongest, and certainly the most diverse, corporation. Each clan has a unique history, skills, ideals, and desires, and they bring these to Parliament and the Imperial corporation as a whole.

What ties them together is the pledge that each clan will abide by the will of its peers as determined by Parliament. That glue makes the whole greater than the sum, and gave rise to the motto of Imperial, which is proudly writ large on the walls of Parliament and sung in patriotic pride as part of the Corporate Anthem: "Diversity is power; Unity is strength."



For Imperial, war is big business.

IMPERIAL BROADCASTING CORPORATION NEWS

NEW PLANET DISCOVERED!

Heroic Conquistador Sir Gregory Oakenfist and his intrepid team, deep in the outer reaches of our solar system, have sent back two incredible communiqués announcing a remarkable new discovery, reports the Imperial Broadcasting Corporation station on Victoria.

Director General Sir Malcolm MacGuire, spokesman for the Imperial Broadcasting Corporation, had this to say:

“Today Sir Gregory Oakenfist of the Imperial Corporation has rewritten our understanding of the solar system with a fantastic new discovery. He has found a formerly unknown planetoid at the very edge of our solar system in the region known as the Kuiper Belt. This planetoid, which Sir Gregory has named ‘Nero’ in honour of his father the late Duke Sir Nero Oakenfist, is slightly larger than Pluto and had been hypothesised to exist by Dr John Brannaghan at the astrophysics department at the University of Victoria.

“In his most recent communiqué, Sir Gregory announced his intention to land on the new planet and explore and survey its surface. Intriguingly, Sir Gregory noted that there is evidence of large, luminescent, naturally-formed crystalline structures on the surface that Sir Gregory compared to ‘an inverted version of Luna city’. The last message was received four days ago.”

Sir Gregory’s next communiqué is due any day now, and our reporters will bring you the latest news as we receive it.

Each clan takes care of its own day to day affairs, even to the extent of most having their own Special Forces units, but the Imperial corporation as a body is responsible for foreign affairs, trade negotiations, law enforcement and the courts, legislation, large scale military operations, responding to the threat of the Dark Legion, and expanding the Imperial domain.

An Imperial citizen defines himself first as a member of his family, then of his clan and lastly of Imperial. Clans provide a strong sense of identity, each with their own proud history and rivalries with other clans. The complex social politics of inter-clan relationships are often utterly opaque to outsiders, and the Imperials like it this way.

There are sixty-two clans that form the Imperial Corporation, and without doubt, Bartholomew, Murdoch and MacGuire are the most powerful. These three clans alone hold almost half of all the top positions in the legislative, executive, and judicial branches of the government.

The major clans and notable families are examined in detail in **Chapter 03: Clans**.



THE LEGITIMACY OF CONQUEST

The other corporations cloak their conquests in euphemistic terms such as ‘border adjustments’, ‘peacekeeping operations’, or ‘policing actions’, but Imperial does not. In the days before Cybertronic, this was fuelled by the idea that as the smallest corporation, Imperial was vulnerable to hostile takeover by the other corporations unless it grew quickly. Over time, this philosophy has become more than mere survival.

The same headlines can be seen in Imperial newspapers as in their rivals’, such as ‘Imperial Steals Cybertronic Facility!’ or ‘Imperial Launches Unprovoked Conquest on Bauhaus!’, but where the rival’s article will be highly critical, the reverse is true for the Imperial papers, which will laud the bold conquests.

Conquest and corporate adventurism are a source of great pride for Imperial. It is stated policy by Imperial that armed conquest is a legitimate means of acquiring assets and opening markets. As far as the typical Imperial citizen is concerned, it was only corporate adventurism that saved humanity from extinction on Old Earth.

When it comes to conquest, Imperial is unprejudiced; it will take from anyone – with the possible exception of the Brotherhood – though of course it takes special delight seizing land and assets from Cybertronic. The declared view of the Brotherhood that Cybertronic

is a new manifestation of the Great Darkness, and possibly a new Dark Apostle, just lends additional weight to Imperial's economic crusade against Cybertronic.

This policy is considered troublesome by the other corporations, to say the least, and the story goes that the real reason the Cartel was created was not to fight the Dark Legion, but to provide the other corporations a place to air their grievances with Imperial. This is especially true now that Imperial has used 'suspected Cybertronic infiltration' as justification for seizing facilities belonging to the other corporations.

Sometimes, and only behind closed doors, the most senior Imperial executives express some exasperation at the excesses of Conquistadors and clan power grabs. They are all too aware that the hunger for growth and acquisition is written into the DNA of the corporation. Besides, much of Imperial's wealth comes from its substantial armaments industry.

More armaments require more conflict, and more conflict requires more armaments.

THE THEATRE OF POLITICS AND THE REALITY OF THE BLADE

There is a well-known phrase often spoken within Imperial political circles that everything is just a *'theatre of politics and the reality of the blade'*. This saying blends the concepts of the controlled chaos of the clans and the legitimacy of conquest, because Imperial likes to use loud and brash conflicts as a distraction for the real operations that go on out of sight, quietly and cleanly. Despite what its rivals might think, Imperial is a master of misdirection and manipulation.

Whenever the news of some brash Imperial conquest spreads through the solar system, it is a certainty that other parts of Imperial – most usually the Imperial Security Command – have been working on something far more clandestine. Espionage, sabotage, and intrigue are all alive and well within the Imperial corporation; it is just that it is very good at staying out of the limelight.

After all, ISC-5 Murders & Acquisitions is always very busy.

IMPERIAL GOVERNMENT AND THE SERENITY

The legislative branch of the Imperial Corporation is the *Imperial Parliament*. Modelled on the ancient British Houses of Parliament, the Imperial Parliament is divided into two chambers: the *House of Lords* and the *House of Commons*. Membership of the House of Lords is restricted to the sixty two heads of the clans, whilst the House of Commons is home to the 620 most eminent businessmen and women, academics, lawyers, and diplomats.

The ceremonial head of Imperial is the *Serenity*. Though the role has no executive power, the influence of the Serenity can

be felt throughout the corporation. In many ways, the Serenity is considered the spirit of Imperial; when the Serenities have been strong and proud, Imperial has prospered, but Imperial's fortunes have waned under weak Serenities. The original Serenities were from Clan Murdoch, but after the events of the Sad Struggle, Clan Paladine gained control of the position, and they have held it ever since.

THE FOUNDING, THE SAD STRUGGLE, THE GREAT RESENTMENT, AND THE WOUNDS OF NERO

Four historical events have shaped the Imperial corporation more than any others: the *Founding of the Imperial Corporation*, the *Sad Struggle* (also known as the Bloody Mess), the ongoing Great Resentment, and the Wounds of Nero.

THE FOUNDING

The Imperial corporation was born during the last days of the Exodus, when the great ships of Capitol, Bauhaus, and Mishima were leaving Earth, and the remaining smaller corporations were fighting for their very survival.

The extreme circumstances forced the creation of a loose coalition of smaller corporations, most of which were family-run enterprises, for mutual survival. The greater of these second tier corporations were *Murdoch Security*, a freelance mercenary corporation; *Bartholomew Aerospace*; *MacGuire Electronics Corporation*; and *Kingsfield-Fitch Financial*, a merchant bank.

Under the measured leadership of Michael Murdoch, CEO of Murdoch Security, and his closest allies – savvy Rupert Bartholomew, brilliant Rowan MacGuire, and logistical genius Dominic Kingsfield – what started as a temporary coalition of a handful of corporations to escape the chaos on Earth was forged into an alliance of over fifty corporations. Michael Murdoch was a man of prodigious ego, with a genius for promotion as well as ruthless business expertise. He named the coalition 'Imperial' in a direct challenge to the dominance of Capitol, Bauhaus, and Mishima.

With this act, Murdoch announced that there was a new major player on the scene. Both Michael Murdoch and Rupert Bartholomew believed in the importance of family, and were quick to put their own relatives in key positions within their businesses. The other companies took their lead. The process of transforming the Imperial businesses into clans had begun. In fact, within five years of the Exodus, Kingsfield-Fitch Financial had begun referring to itself as simply 'Clan Kingsfield', and others quickly followed suit.

Over time it became obvious that power was being handed from parent to child in a hereditary form, and it did not take long before the transition was formalised in Imperial law by Parliament.



Strange artefacts were found on Pluto before contact was lost.

THE SAD STRUGGLE

Clan Murdoch controlled Imperial as *de-facto* ruler from the Founding up until just before the beginning of the First Dark Legion War. It claims its rule was benevolent and just, but what is certainly true is that over the centuries, it had built up great resentment amongst many of the other clans, most notably Clan Bartholomew and Clan Kingsfield.

The Kingsfields formed a coalition of clans – including the Bartholomews – and launched a hostile takeover for the position of Serenity. The Murdochs held their grasp on power too tightly to be removed through peaceful means, and the Kingsfields engaged in a campaign of terror designed to bring the clans loyal to Murdoch over to the Kingsfield camp. Assassinations, bombings, and all-out military strikes – nothing was beneath the Kingsfields in their thirst for power. Very soon they were neck-deep in atrocities.

The war lasted fifteen years and saw tens of thousands perish in conflict and over a 100,000 maimed. Eventually the Bartholomews – sickened by the actions of the Kingsfields – broke their alliance and switched sides.

As the war started to turn against the Kingsfields, Nigel Kingsfield swore that he would never surrender – fully aware that he was considered a war criminal and would face execution – and brought his forces together at their fortress home deep within the Asteroid Belt, where he waited for the inevitable attack.

When the attack came it was ferocious and Camelot, the Kingsfield's home, was razed to the ground. The Kingsfields were either slain or captured, with only a handful escaping, including the infant Richard Kingsfield, who was whisked to safety by his nanny. Richard would grow to be the new scion of the diminished Clan Kingsfield. The body of Nigel Kingsfield was never recovered.

In the aftermath of the war the victors stripped the Kingsfields of most of their assets, land, and wealth, along with almost all of their political clout.

THE GREAT RESENTMENT

Clan Bartholomew emerged from the Sad Struggle as the most powerful clan, though even its power was far less than Clan Murdoch had historically held. It was forced to make new alliances, new deals to secure its dominant position. First amongst these compromises was placing Clan Paladine in control of the position of Serenity.

The Murdochs and their closest ally, Clan MacGuire, had survived the Sad Struggle and were still mightily powerful, but they were forced to recognise the new political reality that placed Clan Bartholomew in power. They bowed to the inevitable, at least initially, and joined with the other clans in making a concerted effort to rebuild the Imperial corporation.

During the war, Imperial had lost a great deal of its market to other corporations, in particular Capitol, which had eagerly incorporated most of Imperial's holdings on Mars.

Once the initial rebuilding was completed and Imperial had gone some way to recovering what it had lost during the Sad Struggle, the old rivalries quickly re-emerged. Jasper Bartholomew, father of Charles Bartholomew, who would lead the clan during the First Dark Legion War, was a first rate politician and realised that it would only take the smallest spark for the fighting to break out again. So he instituted hundreds of inquiries, reviews, and assessments within Imperial. Every complaint would be heard and exhaustively investigated, and in doing so he removed much of the heat, tying up anger in bureaucratic knots. This had the added advantage of providing jobs for many of the veterans of the recent civil war, thus removing another problem in one stroke.

Most of the old wounds began to heal, but not so for Clan Murdoch and Clan MacGuire. The resentment still burned bright for them, with both clans unable to let go of the past and unwilling to give up their claims to former glory.

Once things had settled down, the struggle began anew, but in a different – more covert – form. Any perceived insults by the Bartholomews, no matter how small, spilled into acts of blackmail, kidnap, and even assassination. These attacks upon Clan Bartholomew required a response, and so the cycle of attack

and counter-attack continued. However, through shared unspoken agreement, the feud was kept hidden behind closed doors.

The Murdochs desired a return to power, while the MacGuires sought restitution for the terrible bombing of Cassandra MacGuire during the war. Cassandra had been visiting a school pantomime, and dozens of children as well as the matriarch and her coterie were all slain. Clan Bartholomew had always claimed the attack was carried out by the Kingsfields, but the MacGuires believed that it had been the Bartholomews. Eventually they discovered evidence that largely exonerated the Bartholomews. It had, as it turned out, been orchestrated by the Kingsfields in an effort to force the MacGuires on to their side, but it was co-opted members of the Bartholomews who had placed the bomb on Kingsfield orders.

This feud between the three clans is known simply as *The Great Resentment*, and is mostly restricted to political and business manoeuvring. The MacGuires and Murdochs dominate the most profitable colonies and heavy industry, while Bartholomew has an iron grip on the Imperial military and the Imperial Security Command.

However passionate the covert conflict of the Great Resentment is, no clan wishes to let it once again escalate to armed conflict. They are all too aware of the damage it would cause.

THE WOUNDS OF NERO

It was Imperial Conquistadors that broke the seals on Pluto and Nero. It was Imperial that unwittingly released the imprisoned Dark Legion to threaten the very existence of mankind. The action may have been unintentional, fuelled as it was by the Imperial drive for adventure and conquest, but nonetheless it was Imperial that opened Pandora's Box, something the other corporations are always happy to remind Imperial about.

Imperial's stated public response is that as it was an accident, Imperial accepts no special blame, but privately all Imperial citizens are raised to believe that because Imperial released the Dark Legion it is up to Imperial to return it to its prison.

It is this '*Imperial Burden*' – often confused by the other corporations as a term for Imperial's desire for conquest – that has fed the increasingly close ties with the Brotherhood. Imperial feels the other corporations just do not take the threat posed by the Dark Legion as seriously as it does. Perhaps it is not surprising, as Imperial's settlements in the Asteroid Belt and Outer System are closer to Nero than those belonging to the other corporation. It is one of the reasons that Imperial is so deeply suspicious of Cybertronic: to the typical Imperial, Cybertronic appears to be a fifth column operating within human space.



THE PRIDE AND ADVENTURE OF IMPERIAL CITIZENS

The highest praise an Imperial citizen can receive is to be considered *competent* and *respectable*.

Imperial citizens, and especially those of the noble clans, are raised from birth to believe in the 'rightness' of their cause, the strength of their values, devotion to the clans and family, and above all, to fight for their colours to the last. Imperial citizens view themselves as underdogs in the corporate world, and the message of "every citizen, worker, officer, or noble will do their duty" is hammered home from a young age. Of course, this mentality varies amongst the different sections of society, and is strongest amongst the workers and less powerful, for the nobility have their own motivations.

This culture of sacrifice is a great source of strength for the Imperial military, which will happily fight to the last man against overwhelming odds. 'Satisfaction' is a reviled concept, one considered particularly '*Bauhausian*' as Imperial cannot afford to stagnate and must continually grow to survive.



Imperial colours fly at the front lines.

IMPERIAL CHARACTERS

Imperial characters can be created using the variant rules in this chapter, rather than those in the core book. Some of the differences are essentially superficial – providing details more appropriate to Imperial characters – but this section also provides replacement Lifepath sections specific to those of Imperial origins, including options representing the Imperial clans, and the schools and careers they enter.

The process of creating an Imperial character is essentially the same as creating any character, and follows most of the same Lifepath Decisions as described in the *Mutant Chronicles* core book. This chapter will provide alternative options for many of the decision points. Obviously, these options are only available to characters who come from the Imperial corporation.

DECISIONS THREE AND FOUR, CLAN

The clans and companies of Imperial are scattered far and wide across the solar system. Further, because Imperial is composed of disparate clans and extended families united by common cause, the notion of ‘what family you come from’ is typically one of the most important and defining elements of an Imperial’s upbringing. To an Imperial, birthright and breeding are of paramount importance in judging the worth of others, and before any other decisions are made, you must determine to which clan the character belongs.

In place of the normal Decisions Three and Four (Status, and Environment, respectively), roll 1d20 on the Clan Table. You may choose to spend one Life point before rolling to pick a result from this table instead.

HOW YOUR CLAN AFFECTS YOU

Which clan you were born to will have a deep and lasting effect upon your life, even if you subsequently leave it for some reason. It determines what kind of school you can get into, what sorts of jobs are the easiest to enter, and the kinds of things that are likely to happen to you during your formative years.

FAMILY: Once a clan has been selected, roll to determine whether the character is part of the clan’s core family – the one for which it is named – or a member of an affiliated family. Characters who are part of the core family are directly related to the head of their clan, and may use the clan’s name as their own last name. Affiliated families are attached or aligned to the clan’s core family in some way. While they receive most of the benefits of the clan, those who belong to

KINSMAN OF IMPERIAL (CITIZEN TALENT)

All Imperial characters automatically receive this talent during character creation. Possessing this talent marks the character as a born and raised member of the Imperial corporation. The character has a place within the fabric of Imperial society, with all the advantages and responsibilities that accompany it.

When legally purchasing any item manufactured by the Imperial corporation or one of its many clans or subsidiary companies, you may reduce the Restriction Rating and Cost by one. The reduction in Cost increases to two for any item produced by the character’s own clan. Imperial citizens cannot deny air or water to a fellow Kinsman of Imperial in need, though they have the permission to regard those who have received supplies as trespassing if they linger too long. An Imperial’s home is his castle, and thus he may defend his home with any force necessary without legal consequences.

CLAN TABLE

ROLL	CLAN	ROLL	CLAN
1	Axelthorpe	11	Loughton
2	Bartholomew	12	MacGuire
3	Brannaghan	13	Morgan
4	Drougan	14	Murdoch
5	Dunsirn	15	Murray
6	Fergan	16	O’Loughton
7	Fieldhausen	17	Oakenfist
8	Finn	18	Paladine
9	Gallagher	19	Smythe
10	Kingsfield	20	Choose One

the core family have a higher social status and greater rights and privileges.

Families become affiliated to a core family in a number of ways. Perhaps an ancestor married the son or daughter of a core family, or the family business was subsumed into the larger clan through acquisition or conquest. Perhaps they were hired long ago as freelancers.

Instead of rolling, you may spend one Life point to belong to a clan's core family, or belong to an affiliated family for free.

SOCIAL STANDING: A character's Family determines the relative social standing of a character. All the 'common', working-class people in Imperial come from one of the affiliated families, while the core families are higher-class, and even at their lowest, they are still regarded as more significant and important than the commoners who support their family's business.

Social standing is rated from one to six, and is determined by the Family the player character belongs to within his Clan. A character's social standing determines a number of starting items, as explained on the Social Standing Table, (see page 31); when creating your character, choose one of Urban, Rural, or Asteroid to determine your lodgings.

EARNINGS RATING: A character's Earnings Rating is determined by the Family he belongs to within his Clan.

ATTRIBUTE BONUSES: A character's Clan provides him with increases to three of his attribute scores, adding one to each of the listed scores.

SKILLS: A character's Clan provides him with one rank of training each in two of the three skills listed in his Clan's entry.

TRAPPINGS: Each clan's entry contains a list of common trappings that members of the clan are likely to possess. Not all of these items are physical – some are titles or exclusive memberships. Pick a single one of these items.

EDUCATION: Each clan's entry contains a table listing a range of educations. These are unique to Imperial, and represent the various schools and colleges that the scions of Imperial families attend (see page 31). The schools available vary by clan, as it is considered a mark of good breeding and propriety to go to one of the schools attended by an ancestor. These schools fit one of six categories, and each is defined as either Standard, or Elite, with Elite schools providing a better quality of education. All Imperial characters, regardless of clan, have the option to attend a Brotherhood-run Academy or be taken as Apprentices to the Brotherhood, the rules for which can be found in the *Mutant Chronicles* core book, should they roll the Choose One option. In all circumstances, instead of rolling on a clan's education table, you may spend one Life point to select a Standard school, or two Life points to select an Elite school. For these purposes, the Brotherhood Academy result is considered a Standard school, while Brotherhood Apprenticeship is considered an Elite school.

FAMILY BUSINESS: Each clan has a primary business from which it derives most of its wealth and power. As a result, the majority of a clan's members will go into careers that support this business, and thus each Clan lists a single Primary Career that may be selected as an alternative to whichever career was rolled. This is in addition to any Career options provided by the character's Education.

EVENT TABLE: Each clan's entry contains a small event table, which lists a few entries appropriate to that clan's nature and business. When rolling for an Adolescent Event, roll on the Adolescent Event Table on page 35. Any roll of 13-20 on that table results in a roll on the Clan Adolescent Event Table.



An Imperial's Home is his Castle.

AXELTHORPE

Due to their long-standing close business relationship, the same rules and tables are used for both Clan Axelthorpe and Clan Smythe, changing only the specific names. If a character belongs to Clan Smythe, replace all references below to Axelthorpe with Smythe.

FAMILY: Roll 1d20 on the following table:

D20 ROLL	FAMILY
1-7	Axelthorpe (Core Family)
8-20	Affiliated Family

SOCIAL STANDING: Axelthorpe 5, Affiliated 4.

EARNINGS RATING: Axelthorpe 4, Affiliated 3.

ATTRIBUTE BONUS: Intelligence, Mental Strength, Personality.

SKILLS: Education, Lifestyle, Persuade.

TRAPPINGS: Belt buckle or tie with the clan emblem; membership of an exclusive club on Luna; statuette, photograph, or painting of a famous ancestor; lifetime subscription to TV channel package or newspaper.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Corporate Executive.

SPECIAL NOTES: Axelthorpe and Smythe characters may join the Sterlings Special Forces unit. Due to their financial resources, members of Clan Axelthorpe begin play with two additional assets, or three additional assets if they belong to the core family.

AXELTHORPE EDUCATION TABLE

D6 ROLL	EDUCATION
1	Galway (Liberal Arts, Standard)
2	Wexford (Business, Elite)
3	Langfrey (Business, Standard)
4	Paxton (Military, Elite)
5	Choose one
6	Choose one

AXELTHORPE ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Financial Whiz: You have a knack for numbers and money.	Not A People Person	You may use your Intelligence rather than your Personality to determine your Influence and starting assets.
5	Comptography Expert: In your hands, a comptograph can perform wonders.	Obsessed With Technology	You may re-roll one d20 on any Sciences test made to use comptographs or computers. However, you reduce your Corruption Soak by one.
6	Slender: The Axelthorpes are noted for their waiflike build.	Frail Build	Reduce your Serious Wounds by one and increase your Critical Wounds by one.

BARTHOLOMEW

FAMILY: Roll 1d20 on the following table:

D20 ROLL	FAMILY
1-7	Bartholomew (Core Family)
8-12	Grendel
13-20	Other Affiliated Family

SOCIAL STANDING: Bartholomew 6, Grendel 5, Other Affiliated Family 4.

EARNINGS RATING: Bartholomew 5, Grendel 4, Other Affiliated Family 3.

ATTRIBUTE BONUS: Awareness, Intelligence, Personality.

SKILLS: Observation, Persuade, Mechanics.

TRAPPINGS: An heirloom weapon hung over the fireplace; a globe of Luna made of precious metals; a statuette, photograph, or painting of a famous ancestor; high-quality briefcase; recommendation to an exclusive Imperial tailor.

EDUCATION: Roll 1d6 on the following table to determine a character's Education. Bartholomew characters attend their clan's own university on Luna, rather than the schools attended by those

of other families. Bartholomew University has colleges covering the normal six specialities as Standard schools, as well as an Elite Military school. These follow the same rules as the normal schools of that type and quality.

FAMILY BUSINESS: Intelligence.

SPECIAL NOTES: Reduce the difficulty to enter an ISC Iconic Career by one step.

BARTHOLOMEW EDUCATION TABLE

D6 ROLL	EDUCATION	STANDARD SCHOOL
1	Roll on Standard School Column	Liberal Arts
2	Roll on Standard School Column	Business
3	Roll on Standard School Column	Law
4	Roll on Standard School Column	Medical
5	Elite, Military	Military
6	Choose One	Science

BARTHOLOMEW ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5	Sneaky Little Conniver: You always get what you want, but people do not have to like you for it.	Ruthless	Increase your Social Standing by one, but gain an Enemy in another Clan.
6	Slick Talker: You are a silver-tongued devil, able to convince others of almost anything, but your sly manner makes you ill-suited to wielding authority.	Talkative	Gain one bonus Momentum on all Persuade tests, but increase the difficulty of Command tests by one step.

BRANNAGHAN

FAMILY: Roll 1d20 on the following table:

D20 ROLL	FAMILY
1-7	Brannaghan (Core Family)
8-20	Affiliated Family

SOCIAL STANDING: Brannaghan 4, Affiliated 3.

EARNINGS RATING: Brannaghan 3, Affiliated 2.

ATTRIBUTE BONUSES: Agility, Physique, Intelligence.

SKILLS: Close Combat, Ranged Weapons, Treatment.

TRAPPINGS: Belt buckle or shoulder pad with clan emblem; medical insurance (Restriction 1, Maintenance 3); an ancestor's medical texts (personal library, medical); a grandparent's sword or handgun.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Military

SPECIAL NOTES: May join the Blue Lions special forces regiment. Members of Clan Brannaghan may learn Rune Magic.



BRANNAGHAN EDUCATION TABLE

D6 ROLL	EDUCATION	STANDARD SCHOOL
1	Roll on Standard School Column	New Bristol (Military)
2	Roll on Standard School Column	Galway (Liberal Arts)
3	Roll on Standard School Column	IIT (Science)
4	Paxton (Military, Elite)	Luna Memorial (Medical)
5	Babbage (Science, Elite)	Choose One
6	Choose One	Choose One

BRANNAGHAN ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5-6	Extraordinary Chemical Resistance: Possibly inherited from your ancestors, you have an exceptional resistance to foreign substances.	Drug Resistant	You gain two bonus Momentum on all Resistance tests to avoid the effects of poisons, diseases, or drugs. However, when a dose of Coagulant is spent on a Treatment or Medicine test to aid the character, it grants no benefit unless a second dose is spent at the same time.

DROUGAN

FAMILY: Roll 1d20 on the following table:

D20 ROLL	FAMILY
1-19	Drougan (Core Family)
20	Affiliated Family

SOCIAL STANDING: Drougan 4, Affiliated 3.

EARNINGS RATING: Drougan 3, Affiliated 2.

ATTRIBUTE BONUS: Strength, Personality, Physique.

SKILLS: Close Combat, Ranged Weapons, Resistance.

TRAPPINGS: A bottle of exceptional whiskey being saved for a special occasion, a hip-flask full of decent whiskey, an ancestor's sword or pistol, a belt buckle or shoulder pad with the Clan's emblem.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Military

SPECIAL NOTES: May join the Wild Roses special forces regiment.

DROUGAN EDUCATION TABLE

D6 ROLL	EDUCATION
1	New Bristol (Military, Standard)
2	Galway (Liberal Arts, Standard)
3	IIT (Science, Standard)
4	Paxton (Military, Elite)
5	Stratford (Liberal Arts, Elite)
6	Choose One



DROUGAN ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
3-4	Full of Blarney: You have inherited the fabled Drougan gift for the gab	Talkative	You may re-roll one d20 on any Persuade test, but increase the difficulty of Command tests by one step.
5-6	Extraordinary Chemical Resistance: Possibly inherited from your ancestors, you have an exceptional resistance to foreign substances.	Drug Resistant	You gain two bonus Momentum on all Resistance tests to avoid the effects of poisons, diseases, or drugs. However, when a dose of Coagulant is spent on a Treatment or Medicine test to aid the character, it grants no benefit unless a second dose is spent at the same time.

DUNSIRN

FAMILY: Roll 1d20 on the following table:

D20 ROLL	FAMILY
1-12	Dunsirn (Core Family)
13-14	Kimberly
15-20	Other Affiliated Family

SOCIAL STANDING: Dunsirn 4, Kimberly 3, Affiliated 2.

EARNINGS RATING: Dunsirn 3, Kimberly 2, Affiliated 1.

ATTRIBUTE BONUSES: Awareness, Coordination, Intelligence.

SKILLS: Education, Mechanics, Survival.

TRAPPINGS: A collection of maps of the Dunsirn estates, a gilt-edged notebook of high-quality paper, a subscription to a major newspaper, a trophy of some exotic animal from an old hunting trip.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Technical

SPECIAL NOTES: May join the Hunters special forces regiment.



DUNSIRN EDUCATION TABLE

D6 ROLL	EDUCATION
1	New Bristol (Military, Standard)
2	Galway (Liberal Arts, Standard)
3	IIT (Science, Standard)
4	Paxton (Military, Elite)
5	Stratford (Liberal Arts, Elite)
6	Choose One

DUNSIRN ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
3	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1.
4-6	You Are Of The Land: Your parents taught you a deep and abiding respect for the wilderness, and you have spent much time living in it.	Uncomfortable in Cities	You may re-roll 1d20 on Athletics, Observation, and Survival tests made in untamed wilderness. However, you increase the difficulty of tests using those skills by one in urban or artificial locations.

FERGAN

FAMILY: Roll 1d20 on the following table:

D20 ROLL	FAMILY
1-12	Fergan (Core Family)
13-20	Affiliated Family

SOCIAL STANDING: Fergan 4, Affiliated 3

EARNINGS RATING: Fergan 3, Affiliated 2.

ATTRIBUTE BONUS: Coordination, Personality, Physique.

SKILLS: Animal Handling, Pilot, Survival.

TRAPPINGS: A motorcycle, a guard dog (working animal), old family rifle.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Farmer/Frontiersman

SPECIAL NOTES: Clan Fergan characters reduce the Restriction and Cost of animals and animal handling equipment by one step.

FERGAN EDUCATION TABLE

D6 ROLL	EDUCATION
1	New Bristol (Military, Standard)
2	Galway (Liberal Arts, Standard)
3	Paxton (Military, Elite)
4	Stratford (Liberal Arts, Elite)
5	Choose One
6	Choose One



FERGAN ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
3	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
4-5	Born at the Wheel: You have been operating motor vehicles since you were big enough to walk.	Road Rage	You may re-roll 1d20 on Pilot tests to operate ground vehicles, but you also increase the difficulty of Athletics tests by one step.
6	You Are Of The Land: Your parents taught you a deep and abiding respect for the wilderness, and you have spent much time living in it.	Uncomfortable in Cities	You may re-roll 1d20 on Athletics, Observation, and Survival tests made in untamed wilderness. However, you increase the difficulty of tests using those skills by one in urban or artificial locations.

FIELDHAUSEN

FAMILY: There is no Family Table for Clan Fieldhausen – all characters are from the Fieldhausen core family. This costs no additional Life points.

SOCIAL STANDING: Fieldhausen 4.

EARNINGS RATING: Fieldhausen 3.

ATTRIBUTE BONUSES: Coordination, Intelligence, Mental Strength.

SKILLS: Mechanics, Pilot, Sciences.

TRAPPINGS: A portfolio of schematics and engineering designs, mechanic's repair kit, a collection of letters from a distant relative in Bauhaus, belt buckle with the Fieldhausen emblem.

EDUCATION: Roll 1d6 on the education table to determine a character's Education.

FAMILY BUSINESS: Technical or Ship Crew.

SPECIAL NOTES: Clan Fieldhausen characters reduce the Cost and Restriction of military vehicles by one step. Further, all Clan Fieldhausen characters gain the Bauhaus corporation as an Enemy. Re-roll any result of Clan Fieldhausen if the game is set in the Dark Symmetry era.



CLANS IN THE DARK SYMMETRY ERA



Due to Imperial's tumultuous history, several Clans are noticeably different in the Dark Symmetry Era. When generating an Imperial character for a game set in the Dark Symmetry Era, a few additional considerations are required. Clan Fieldhausen does not yet exist, as they're still part of Bauhaus. Clan Gallagher is still a powerful business, yet to suffer its near-extinction. Clan Kingsfield still has considerable power and status. While we haven't the space to deal with all the differences, some of the larger ones are handled in this chapter.

FIELDHAUSEN EDUCATION TABLE

D6 ROLL	EDUCATION	STANDARD SCHOOL
1	Roll on Standard School Column	New Bristol (Military)
2	Roll on Standard School Column	Galway (Liberal Arts)
3	Wexford (Business, Elite)	IIT (Science)
4	Serenity's (Law, Elite)	Langfrey (Business)
5	Stratford (Liberal Arts, Elite)	Hampshire (Law)
6	Choose One	Choose One

FIELDHAUSEN ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1-2	Business Heritage: You come from a long line of entrepreneurs or engineers.	Money Makes The Worlds Go Round	You gain two assets
3-4	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
5	Friends in High Places: You have close ties with someone highly placed in the Imperial bureaucracy.	Used to the Finer Things	Increase your Social Standing by one.
6	Born at the Wheel: You have been operating motor vehicles since you were big enough to walk.	Road Rage	You may re-roll 1d20 on Pilot tests to operate ground vehicles, but you also increase the difficulty of Athletics tests by one step.

FINN

FAMILY: Roll 1d20 on the following table:

D20 ROLL	FAMILY
1-12	Finn (Core Family)
13-20	Affiliated Family

SOCIAL STANDING: Finn 4, Affiliated 3.

EARNINGS RATING: Finn 3, Affiliated 2.

ATTRIBUTE BONUS: Intelligence, Mental Strength, Personality.

SKILLS: Treatment, Persuade, Willpower.

TRAPPINGS: Belt buckle or shoulder pad with clan emblem, medical insurance (Restriction 1, Maintenance 3), an ancestor's medical texts (personal library, medical).

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Medical

SPECIAL NOTES: With the exception of its Bad Samaritans regiment, members of Clan Finn refuse to be involved in the armed forces – they may only take the Military (Clan Regimental Brigade) primary career if Military is rolled or chosen. Members of Clan Finn can learn Rune Magic.



FINN EDUCATION TABLE

D6 ROLL	EDUCATION
1	Galway (Liberal Arts, Standard)
2	Hampshire (Law, Standard)
3	Mercy (Medical, Standard)
4	Serenity's (Law, Elite)
5	Stratford (Liberal Arts, Elite)
6	Choose One

FINN ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1-3	Medical Heritage: You come from a long line of excellent doctors.	A Lover Not A Fighter	Gain one bonus Momentum on all Treatment tests attempted. However, pick Close Combat or Ranged Weapons – all tests with that skill, and all Advanced Skills linked to it, increase in difficulty by one step.
4	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
5	Slick Talker: You are a silver-tongued devil, able to convince others of almost anything, but your sly manner makes you ill-suited to wielding authority.	Talkative	Gain one bonus Momentum on all Persuade tests, but increase the difficulty of Command tests by one step.
6	A Born Diplomat: You seem to know just how to make people agree, but your talent for debate makes you ill-prepared when violence is necessary.	Slow to Anger, Slow to Action	You may re-roll one d20 of any Persuade or Lifestyle test. However, pick Close Combat or Ranged Weapons – all tests with that skill, and all Advanced Skills linked to it, increase in difficulty by one step.

GALLAGHER

FAMILY: Roll 1d20 on the following table. Note that there is no chance of actually being part of the Gallagher family, as there is only one member of that family remaining. For games set in the Dark Symmetry era, use the second 'D20 Roll' column.

DL	D20 ROLL	DS	FAMILY
—	1-7		Gallagher (Core Family)
1-15	8-15		Rourke
16-20	16-20		Other Affiliated Family

SOCIAL STANDING: Gallagher 5, Rourke 4, Affiliated 3.

EARNINGS RATING: Gallagher 4, Rourke 3, Affiliated 2.

ATTRIBUTE BONUS: Coordination, Intelligence, Personality.

SKILLS: Close Combat, Mechanics, Command.

TRAPPINGS: An ancestor's clan claymore, an old blood-stained Vengeance Company regimental banner, an extensive listing of the

Gallagher family tree, an old decorative map of Keep Gladius.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Technical or Military.

SPECIAL NOTES: Clan Gallagher has no clan special forces of its own.

GALLAGHER EDUCATION TABLE

D6 ROLL	EDUCATION
1	New Bristol (Military, Standard)
2	Galway (Liberal Arts, Standard)
3	IIT (Science, Standard)
4	Stratford (Liberal Arts, Elite)
5	Wexford (Business, Elite)
6	Choose One

GALLAGHER ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Business Heritage: You come from a long line of entrepreneurs.	Money Makes The Worlds Go Round	You gain two assets
2	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
3	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
4	Natural Brawler: Your knuckles are calloused from a lifetime of punching other people in the face.	Quick to Anger	You reduce the difficulty of Unarmed Combat tests by one step, to a minimum of D1.
5-6	Born to the Sword: Your favourite blade is like an extension of your arm.	Honour of the Sword	After spending a week of practice (no less than four hours a day for a full seven days), nominate a single sword you possess. That sword gains Parry 1 and Vicious 1. These qualities stack with any existing qualities the sword has.

KINGSFIELD

FAMILY: There is no Family Table for Clan Kingsfield – all characters are from the Kingsfield core family. This costs no additional Life points.

SOCIAL STANDING: Kingsfield 3.

EARNINGS RATING: Kingsfield 2.

ATTRIBUTE BONUS: Coordination, Physique, Mental Strength.

SKILLS: Ranged Weapons, Resistance, Willpower.

TRAPPINGS: A detailed ledger of grudges and vendettas against other clans, an old Black Hearts dress uniform, a key to a safety deposit box on Victoria containing old Kingsfield treasures, a box full of letters from relatives who left Imperial.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Intelligence.

SPECIAL NOTES: In the Dark Legion Era, Clan Kingsfield has a reputation for being untrustworthy, and it is disinclined to trust those of other clans. Clan Kingsfield characters increase the Repercussion range of Persuade and Command tests by one when dealing with Imperials from other clans. In the Dark Symmetry Era, the Clan's shame is yet to occur; increase the Clan's Social Standing and Earnings.

KINGSFIELD EDUCATION TABLE

D6 ROLL	EDUCATION	
1	Roll on Standard School Column	
2	Roll on Standard School Column	
3	Roll on Standard School Column	
4	Roll on Elite School Column	
5	Roll on Elite School Column	
6	Choose One	
D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	New Bristol (Military)	Stratford (Liberal Arts)
2	Galway (Liberal Arts)	Wexford (Business)
3	IIT (Science)	Serenity's (Law)
4	Langfrey (Business)	Cardinal's (Medical)
5	Hampshire (Law)	Paxton (Military)
6	Mercy (Medical)	Babbage (Science)

KINGSFIELD ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5	Sneaky Little Conniver: You always get what you want, but people do not have to like you for it.	Ruthless	Increase your Social Standing by one, but gain an Enemy in another Clan.
6	Humourless: With your family's history rendered into the subject of satire by everyone else, you have little patience for the mirth of others. You are always focussed on the job at hand, with no time for frivolity.	Relentlessly Serious	You increase the difficulty of Persuade tests by one step made outside of formal situations. However, you gain one more Mental Wound than normal.

LOUGHTON

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-14	Loughton (Core Family)
15-20	Affiliated Family

SOCIAL STANDING: Loughton 5, Affiliated 3.

EARNINGS RATING: Loughton 4, Affiliated 2.

ATTRIBUTE BONUSES: Coordination, Intelligence, Physique.

SKILLS: Mechanics, Pilot, Space.

TRAPPINGS: An abridged copy of the Book of Law; mechanic's repair kit; statuette of the First Cardinal; shoulder pad, beret, or flight helmet with Loughton emblem.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Technical.

SPECIAL NOTES: Due to its strong ties to the Brotherhood, Clan Loughton characters automatically gain the Tithed talent (see page

249 of the *Mutant Chronicles* core book), though the reduction in Earnings Rating is already accounted for. Further, any Clan Loughton character who joins the Brotherhood may still consider himself to be part of Clan Loughton for the purposes of social interaction with Imperial, and he retains his Social Standing.

LOUGHTON EDUCATION TABLE

D6 ROLL	EDUCATION	
1	Roll on Standard School Column	
2	Roll on Standard School Column	
3	Roll on Standard School Column	
4	Roll on Elite School Column	
5	Roll on Elite School Column	
6	Choose One	

D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	New Bristol (Military)	Stratford (Liberal Arts)
2	Galway (Liberal Arts)	Wexford (Business)
3	IIT (Science)	Serenity's (Law)
4	Langfrey (Business)	Cardinal's (Medical)
5	Hampshire (Law)	Paxton (Military)
6	Mercy (Medical)	Babbage (Science)

LOUGHTON ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
3	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
4-5	Born at the Wheel: You have been operating motor vehicles since you were big enough to walk.	Road Rage	You may re-roll 1d20 on Pilot tests to operate ground vehicles, but you also increase the difficulty of Athletics tests by one step.
6	Spacefarer: You've a knack for operating spacecraft, and have had for as long as you can remember. So fundamental is space travel to your identity that you are dismissive of those who limit themselves to a single world.	Dismissive of the Untraveled	You may re-roll 1d20 on Space tests, but you also increase the difficulty of Survival tests by one step.

MACGUIRE

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-7	MacGuire (Core Family)
8-20	Affiliated Family

SOCIAL STANDING: MacGuire 6, Affiliated 3.

EARNINGS RATING: MacGuire 5, Affiliated 2.

ATTRIBUTE BONUSES: Agility, Strength, Personality.

SKILLS: Close Combat, Lifestyle, Persuade.

TRAPPINGS: An ornamental orrery of the solar system, the platinum-plated skull of a Nephrite in a sanctified case, an heirloom clan claymore, a bottle of ancient liquor.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Military.

SPECIAL NOTES: Members of Clan MacGuire may always choose the Military (Wolfbairn) primary career when they pick a Military career.

MACGUIRE EDUCATION TABLE

D6 ROLL	EDUCATION
1	Roll on Standard School Column
2	Roll on Standard School Column
3	Roll on Standard School Column
4	Roll on Elite School Column
5	Roll on Elite School Column
6	Choose One

D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	New Bristol (Military)	Stratford (Liberal Arts)
2	Galway (Liberal Arts)	Wexford (Business)
3	IIT (Science)	Serenity's (Law)
4	Langfrey (Business)	Cardinal's (Medical)
5	Hampshire (Law)	Paxton (Military)
6	Mercy (Medical)	Babbage (Science)

MACGUIRE ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1-2	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5-6	Wolfbane Training: You trained at your parents' knees, continuing a fierce warrior lineage.	Merciless	You use the next highest row when determining your wounds.

MORGAN

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-16	Morgan (Core Family)
17-20	Affiliated Family

SOCIAL STANDING: Morgan 4, Affiliated 3.

EARNINGS RATING: Morgan 3, Affiliated 2.

ATTRIBUTE BONUSES: Awareness, Intelligence, Mental Strength.

SKILLS: Mechanics, Observation, Insight.

TRAPPINGS: An assortment of disassembled electronics (counts as three Parts), a deck of playing cards printed with the Clan Morgan emblem, declaration of purity signed by an Inquisitor Majoris, a folder of surveillance reports on a suspected Heretic.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Technical or Academic.

SPECIAL NOTES: Only members of Clan Morgan can join the Black Berets clan regiment.

MORGAN EDUCATION TABLE

D6 ROLL	EDUCATION
1	Roll on Standard School Column
2	Roll on Standard School Column
3	Roll on Standard School Column
4	Roll on Elite School Column
5	Roll on Elite School Column
6	Choose One

D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	New Bristol (Military)	Stratford (Liberal Arts)
2	Galway (Liberal Arts)	Wexford (Business)
3	IIT (Science)	Serenity's (Law)
4	Langfrey (Business)	Cardinal's (Medical)
5	Hampshire (Law)	Paxton (Military)
6	Mercy (Medical)	Babbage (Science)

MORGAN ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5	Electronics Whiz: Ever since you were a child, you have had a knack for building or fixing electronics.	Knows Machines Better Than People	You may re-roll one d20 on any Mechanics test made to use make or repair electronics. However, you reduce your Corruption Soak by one.
6	Gambler: You have played games of chance all your life, and you are thus well-versed in matters of risk vs reward.	Reckless	You may pay one Dark Symmetry point to roll 1 before attempting any test. On a roll of 1 or 2, you increase your Expertise rank in the skill by the amount rolled. On a 3 to 5, nothing happens. If a Dark Symmetry Icon is generated, then the roll generates one additional Repercussion.

MURDOCH

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-6	Murdoch (Core Family)
7-20	Affiliated Family

SOCIAL STANDING: Murdoch 5, Affiliated 3.

EARNINGS RATING: Murdoch 4, Affiliated 2.

ATTRIBUTE BONUSSES: Agility, Physique, Personality.

SKILLS: Command, Lifestyle, Persuade.

TRAPPINGS: Large ornamental book describing the history of Imperial, artwork depicting one or more of the Murdoch Serenities, membership of an exclusive club, walking stick topped with a golden lion rampant, heirloom sword or handgun.

EDUCATION: Roll 1d6 on the following table to determine a character's Education. Clan Murdoch maintains its own military school, Serenity's Military College, which has both Standard and Elite forms, and which follows the normal rules for Military Schools of those qualities.

FAMILY BUSINESS: Corporate Executive.

SPECIAL NOTES: Due to their traditional ties to the regiment, members of Clan Murdoch reduce the difficulty of the test to enter the Golden Lion Iconic Career by one.

MURDOCH EDUCATION TABLE

D6 ROLL	EDUCATION
1	Roll on Standard School table
2	Roll on Standard School table
3	Roll on Standard School table
4	Roll on Elite School table
5	Roll on Elite School table
6	Choose One

D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	Serenity's Military College (Military)	Stratford (Liberal Arts)
2	Galway (Liberal Arts)	Wexford (Business)
3	IIT (Science)	Serenity's (Law)
4	Langfrey (Business)	Cardinal's (Medical)
5	Hampshire (Law)	Serenity's Military College (Military)
6	Mercy (Medical)	Babbage (Science)

MURDOCH ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5	Slick Talker: You are a silver-tongued devil, able to convince others of almost anything, but your sly manner makes you ill-suited to wielding authority.	Talkative	Gain one bonus Momentum on all Persuade tests, but increase the difficulty of Command tests by one step.
6	Child Prodigy: Certain perks come with the Murdoch name, such as an exceptional education.	Egotistical	Pick two skills. You may re-roll 1d20 on any tests involving those skills. Pick a third skill: tests using that skill increase in difficulty by one step.

MURRAY

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-5	Murray (Core Family)
6-9	Lyon
10-13	Atkinson
14-20	Affiliated Family

SOCIAL STANDING: Murray 4, Lyon 3, Atkinson 3, Affiliated Family 2.

EARNINGS RATING: Murray 3, Lyon 2, Atkinson 2, Affiliated Family 1.

ATTRIBUTE BONUSES: Physique, Intelligence, Personality.

SKILLS: Mechanics, Resistance, Sciences.

TRAPPINGS: An heirloom rifle or sword, shoulder pad or belt buckle with the Clan Murray emblem, small cask of high quality ale, engraved tankard with the Murray emblem.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

Family Business: Technical.

Special Notes: Only members of Clan Murray can join the Shamrocks clan regiment.

MURRAY EDUCATION TABLE

D6 ROLL	EDUCATION
1	Roll on Standard School Column
2	Roll on Standard School Column
3	Roll on Standard School Column
4	Roll on Elite School Column
5	Roll on Elite School Column
6	Choose One

D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	New Bristol (Military)	Wexford (Business)
2	Galway (Liberal Arts)	Serenity's (Law)
3	IIT (Science)	Cardinal's (Medical)
4	Langfrey (Business)	Paxton (Military)
5	Hampshire (Law)	Babbage (Science)
6	Mercy (Medical)	Choose One

MURRAY ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
3	Full of Blarney: You have inherited the fabled Murray gift for the gab.	Talkative	You may re-roll one d20 on any Persuade test, but increase the difficulty of Command tests by one step.
4-5	Luck of the Murrays: As the saying goes, your luck never seems to run out.	Reckless	Roll ⚡ when you make a Response Action. If a Dark Symmetry Icon is generated, the action does not count towards your normal limit of one Response Action per turn.
6	Extraordinary Chemical Resistance: Possibly inherited from your ancestors, you have an exceptional resistance to foreign substances.	Drug Resistant	You gain two bonus Momentum on all Resistance tests to avoid the effects of poisons, diseases, or drugs. However, when a dose of Coagulant is spent on a Treatment or Medicine test to aid the character, it grants no benefit unless a second dose is spent at the same time.

O'LOUGHTON

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-7	O'Loughton (Core Family)
8-20	Affiliated Family

SOCIAL STANDING: O'Loughton 3, Affiliated Family 2.

EARNINGS RATING: O'Loughton 2, Affiliated Family 1.

ATTRIBUTE BONUSSES: Strength, Physique, Personality.

SKILLS: Persuade, Survival, Vacuum.

TRAPPINGS: A military-issue wristwatch, set of polished military boots, old combat knife, several sets of military dog tags.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Military.

SPECIAL NOTES: Only members of Clan O'Loughton can join the Golden Panthers clan regiment.



O'LOUGHTON EDUCATION TABLE

D6 ROLL	EDUCATION
1	Galway (Liberal Arts, Standard)
2	Galway (Liberal Arts, Standard)
3	New Bristol (Military, Standard)
4	New Bristol (Military, Standard)
5	Paxton (Military, Elite)
6	Choose One

O'LOUGHTON ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1-3	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5	Natural Brawler: Your knuckles are calloused from a lifetime of punching other people in the face.	Quick to Anger	You reduce the difficulty of Unarmed Combat tests by one step, to a minimum of D1.
6	Slick Talker: You are a silver-tongued devil, able to convince others of almost anything, but your sly manner makes you ill-suited to wielding authority.	Talkative	Gain one bonus Momentum on all Persuade tests, but increase the difficulty of Command tests by one step.

OAKENFIST

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-16	Oakenfist (Core Family)
17-20	Affiliated Family

SOCIAL STANDING: Oakenfist 3, Affiliated Family 2.

EARNINGS RATING: Oakenfist 2, Affiliated Family 1.

ATTRIBUTE BONUSES: Agility, Strength, Coordination.

SKILLS: Athletics, Close Combat, Ranged Weapons.

TRAPPINGS: A runic protection talisman (no effect), mini-torch, old shovel or mining pick, passage booked on a spaceship to or from a frontier mining colony.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Technical or Ship Crew.

SPECIAL NOTES: Clan Oakenfist characters reduce their Mental Strength by one, but increase their Strength by one. Clan Oakenfist characters can learn Rune Magic.

OAKENFIST EDUCATION TABLE

D6 ROLL	EDUCATION
1	Roll on Standard School Column
2	Roll on Standard School Column
3	Roll on Standard School Column
4	Roll on Elite School Column
5	Roll on Elite School Column
6	Choose One

D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	New Bristol (Military)	Stratford (Liberal Arts)
2	Galway (Liberal Arts)	Wexford (Business)
3	IIT (Science)	Serenity's (Law)
4	Langfrey (Business)	Cardinal's (Medical)
5	Hampshire (Law)	Paxton (Military)
6	Mercy (Medical)	Babbage (Science)

OAKENFIST ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Weapons Fanatic: You have been obsessed with guns or blades since you were small.	Violent	Increase either your Ranged or Melee damage bonus by +1
5	Slick Talker: You are a silver-tongued devil, able to convince others of almost anything, but your sly manner makes you ill-suited to wielding authority.	Talkative	Gain one bonus Momentum on all Persuade tests, but increase the difficulty of Command tests by one step.
6	Your Mind! The incipient madness that plagues your family has started early with you.	Not Entirely Sane	You have one fewer Mental Wound box than normal.

PALADINE

FAMILY: Roll 1d20 on the following table.

D20 ROLL	FAMILY
1-12	Paladine (Core Family)
13-20	Affiliated Family

SOCIAL STANDING: Paladine 6, Affiliated Family 3.

EARNINGS RATING: Paladine 5, Affiliated Family 2.

ATTRIBUTE BONUS: Awareness, Intelligence, Personality.

SKILLS: Education, Lifestyle, Persuade.

TRAPPINGS: icon of the Brotherhood, the business cards of four different reporters, newspaper subscription, ornamental map of Victoria, a picture or video commemorating your grandfather meeting someone important.

EDUCATION: Roll 1d6 on the following table to determine a character's Education.

FAMILY BUSINESS: Media or Corporate Executive.

SPECIAL NOTES: Only members of Clan Paladine can join the Blue Berets clan regiment. Members of Clan Paladine gain one bonus Momentum on Persuade tests when dealing with the Brotherhood.

PALADINE EDUCATION TABLE

D6 ROLL	EDUCATION	
1	Roll on Standard School Column	
2	Roll on Standard School Column	
3	Roll on Standard School Column	
4	Roll on Elite School Column	
5	Roll on Elite School Column	
6	Choose One	

D6 ROLL	STANDARD SCHOOL	ELITE SCHOOL
1	New Bristol (Military)	Stratford (Liberal Arts)
2	Galway (Liberal Arts)	Wexford (Business)
3	IIT (Science)	Serenity's (Law)
4	Langfrey (Business)	Cardinal's (Medical)
5	Hampshire (Law)	Paxton (Military)
6	Mercy (Medical)	Babbage (Science)

PALADINE ADOLESCENCE EVENTS TABLE

D6 ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
1	Military Heritage: You come from a long line of high-ranking military officers.	Never Give Up	You gain a single favour from a high-ranking member of the Ministry of War.
2-3	Nepotism: Your parents' influence got you internships as a child and promotions in adult life.	Won't Take No For An Answer	Increase your Earnings Rating by one.
4	Sharp Eyes: Your attention to detail is staggering, though you sometimes miss the obvious details when you look too closely.	Nosey	You may re-roll 1d20 on any Observation test, but increase your Repercussion range on Observation tests by one.
5	An Honest Face: People feel they can trust you.	Unthreatening	Gain one bonus Momentum on Persuade tests when dealing with those friendly to you, but increase the difficulty of Persuade tests by one step when dealing with those who dislike you.
6	Slick Talker: You are a silver-tongued devil, able to convince others of almost anything, but your sly manner makes you ill-suited to wielding authority.	Talkative	Gain one bonus Momentum on all Persuade tests, but increase the difficulty of Command tests by one step.

SOCIAL STANDING TABLE

SOCIAL STANDING	APPAREL	LODGINGS (URBAN)	LODGINGS (RURAL)	LODGINGS (ASTEROID)
1	Basic, threadbare, and dirty clothing.	A single room with no view in a dilapidated tenement in the worst part of the city.	A crumbling single-room shack or hovel.	A bunk and a footlocker in a worker's dormitory.
2	Basic, patched, and mended second-hand clothing.	A single room with no view in an overcrowded employee boarding house.	A room in a shared house in a town or village.	A cabin shared with a worker on a different shift.
3	Basic, well-worn clothing, some of which is new.	A small suburban apartment in a quiet part of the city.	A small house in a worker's housing estate.	A private cabin.
4	A modest wardrobe of respectable clothing.	A small apartment in the centre of a city.	A small farm, complete with two-storey farmhouse.	A cabin suite, centred around a large stateroom.
5	A large wardrobe of stylish, fashionable clothing.	A large apartment in an exclusive tenement in the centre of a city.	A modest estate, complete with farmland.	An estate on a small private asteroid near to the clan's home.
6	An extensive wardrobe of bespoke, ultra-fashionable clothing.	A lavish apartment in the most exclusive complex in the most expensive part of a city.	A large, palatial estate.	An estate on a large private asteroid near to the clan's home.

SMYTHE

Due to the traditionally close ties between Clan Axelthorpe and Clan Smythe, the two clans use the same rules when generating characters: their scions attend the same schools, they follow the same trades, and they are united in business to the point where the two are virtually indistinguishable but for their heraldry and livery.

In all ways, a Clan Smythe character is identical to a Clan Axelthorpe one (see page 13), though a roll of 1-7 on the Family Table results in the character being from Clan Smythe rather than Clan Axelthorpe.

DECISION FIVE, EDUCATION

As already noted, Imperial has a distinct and specific tradition of schooling. Youths begin in fundamental schooling: public schools for the masses, private boarding schools for the middle and upper classes. At the age of fourteen, they progress to one of a small number of prestigious colleges.

The exception to this are those who are taught by the Brotherhood instead. Those who follow this path receive preparatory training at the Sacred Chapel on Victoria. Those who are apprenticed to the Brotherhood soon after travel to one of the cathedrals for further study, leaving those who remain to continue their education within the Sacred Chapel's academy.

Imperial schools come in six broad categories, and they are divided into two qualities of education. The categories are Business, Law, Liberal Arts, Medical, Military, and Science, while the qualities are Standard and Elite. The majority of Imperial youths attend one of twelve schools – one for each combination of category and quality – though some clans, most notably Clan Bartholomew, maintain their own schools that provide essentially the same experience. Some of the schools in this section did not exist in the Dark Symmetry era. However, regardless of the era, schools of each category and quality will exist – it's simply a matter of coming up with a different name.

These education options provide the same range of benefits as those listed in the *Mutant Chronicles* core book, but are available exclusively to Imperial characters.

LIBERAL ARTS SCHOOLS

While a liberal arts school gives a student a well-rounded education, it fails to specialise in any one area. This can hurt when it comes to looking for a job, as most employers are looking for someone with skills in a particular field. Thus, liberal arts degrees are in lesser demand than most other degrees.

GALWAY (STANDARD)

According to some – most notably Stratford alumni – Galway's school motto is "We aren't picky". In a very real sense, this is true:

Galway is required by law to accept any Imperial citizen who wishes to enrol. While this means that many of its students are those who were not accepted anywhere else, it also means that Galway has the single largest student body of any Imperial school.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	2

Mandatory Skills: Education, Lifestyle, Observation, Athletics, Persuade.

Elective Skills: Willpower, Mechanics, Pilot.

Talents: Select one talent from any of your Mandatory Skills.

Career: Any from Table A.

Equipment: One suit of corporate quality clothing.

STRATFORD (ELITE)

Of Imperial's two universal liberal arts schools, Stratford University is by far the better, and it is the oldest of all Imperial schools. The humanities are heavily favoured at Stratford, as are the performing arts. Its acting troupes consistently put on award-winning productions of both classic and modern plays. If being cultured is important to you, then Stratford is the place to be.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	3

Mandatory Skills: Education, Lifestyle, Observation, Persuade, Insight.

Elective Skills: Linguistics, Mechanics, Pilot.

Talents: Select one talent from any of your Mandatory Skills.

Career: Any from Table C.

Equipment: Media kit.

BUSINESS SCHOOLS

As one of the largest economic entities on the solar system, you can be certain that Imperial boasts some of the finest business schools. Teaching the intricacies of finance, management, and corporate politics, these schools are vital to the future of the Imperial corporation.

LANGFREY (STANDARD)

Located on Luna, Langfrey is one of the few Imperial schools that accepts foreign students (albeit very rarely), meaning that its influence can be felt across the solar system. Langfrey is an excellent school, and one with alumni spread far and wide, though it struggles

to compare to the other Imperial business school in the eyes of most Imperials.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	2

Mandatory Skills: Education, Lifestyle, Observation, Willpower, Persuade.

Elective Skills: Command, Thievery, Stealth.

Talents: Select one talent from any of your Mandatory Skills or Command.

Career: Corporate Worker.

Equipment: Good quality smart business attire.

Special: Non-Imperial characters may enter Langfrey as their Education by paying one Life Point; it cannot be rolled randomly.

WEXFORD (ELITE)

If you have sufficient wealth, connections, or proven talent, then you can make it at Wexford. Growing out of Stratford University, the Wexford School of Business is the foremost way to make it in finance or economics. A degree from Wexford is sufficient to set a person up for life. More than eighty percent of the staff of Smythe, Smythe & Axelthorpe, including the entire board of directors, are Wexford alumni. It is reckoned that the majority of major business deals in Imperial are done through connections forged amongst graduates of this prestigious school.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	1	2

Mandatory Skills: Education, Lifestyle, Willpower, Persuade, Command.

Elective Skills: Insight, Linguistics, Observation.

Talents: Select one talent from any of your Mandatory Skills or Observation.

Career: Corporate Executive.

Equipment: One set of corporate quality business attire, one set of fashionable clothing.

LAW SCHOOLS

Given the structure of Imperial, the law within the corporation is a convoluted mass of precedents and agreements, driven more by five dozen sets of competing clan traditions than by a formal legal code. Imperial law students are taught to navigate this complex web of statutes, declarations, and edicts, as well as in the arts of oratory and rhetoric to ensure that they can argue their position effectively.

HAMPSHIRE (STANDARD)

Focussed primarily on internal and clan law, Hampshire College educates the majority of Imperial's barristers and solicitors – the two main forms of lawyer within the Imperial legal system – as well as those who need a solid understanding of Imperial law for other professional reasons.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	2

Mandatory Skills: Education, Observation, Insight, Persuade, Thievery.

Elective Skills: Lifestyle, Linguistics, Command.

Talents: Select one talent from any of your Mandatory Skills.

Career: Corporate Worker or Academic.

Equipment: One set of corporate-quality clothing.

SERENITY'S (ELITE)

Founded by Michael Murdoch, Imperial's first High Serene Leader, Serenity's School of Law has a strong reputation for producing some of the finest political minds in the solar system. As Imperial business practices are often regarded as controversial by the other corporations, a graduate of Serenity's has a firm grounding not only in Imperial law, but also in the laws of the Cartel and other corporations. These graduates often find themselves working for the Cartel, or serving as intercorporate liaisons or diplomats, rather than engaged in the matters of civil or criminal law.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	3

Mandatory Skills: Education, Persuade, Willpower, Insight, Observation.

Elective Skills: Lifestyle, Command, Linguistics.

Talents: Select one talent from any of your Mandatory Skills or Lifestyle.

Career: Academic or Corporate Executive.

Equipment: One set of corporate quality business attire, one set of fashionable clothing.

MEDICAL SCHOOLS

Founded with support from the Brotherhood, Imperial's medical schools are excellent institutions with long histories of producing skilled doctors and devising new treatments for the range of plagues and maladies that the Dark Soul unleashes upon mankind.

MERCY (STANDARD)

For countless generations, Clan Finn has been running Mercy Medical School and training doctors from all walks of life. While its founder, Martha Finn, was a prominent woman who brought her family into the Imperial fold, she was also a devout follower of the Brotherhood, who felt a need to provide doctors for a civilisation so threatened by the malign influence of Darkness.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	0	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	2

Mandatory Skills: Education, Treatment, Persuade, Observation, Willpower.

Elective Skills: Medicine, Psychotherapy, Insight.

Talents: Select one talent from any of your Mandatory Skills.

Career: Medical.

Equipment: Basic medkit.

CARDINAL'S (ELITE)

Established by Cardinal Toth Alexander VIII for the citizens of Imperial, Cardinal's Medical School is the more prestigious of Imperial's medical schools, though this is more of a technicality. Certainly, Cardinal's graduates are more technically accomplished, but their training is focussed far more on research and study than on care. Amongst other things, this means that their bedside manner leaves something to be desired. However, as part of a Brotherhood edict, Cardinal's has limited access to information about the Dark Legion, allowing its students and researchers to study the influence of the Darkness and its plagues upon body and mind.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	1

Mandatory Skills: Education, Sciences, Treatment, Observation, Willpower.

Elective Skills: Medicine, Psychotherapy, Mysticism.

Talents: Select one talent from any of your Mandatory Skills or Medicine.

Career: Academic or Medical.

Equipment: Advanced medkit or laboratory, personal.

MILITARY SCHOOLS

The militant traditions of Imperial mean that many clans maintain their own small academies for the purposes of training their

individual regiments. However, almost every career soldier in Imperial studied at one of the two main military schools.

NEW BRISTOL (STANDARD)

The primary defence school of the Ministry of War, the overwhelming majority of New Bristol graduates enter the defence forces upon finishing their studies. New Bristol is a vast school, as is only fitting for a school that serves the Imperial need for a large military.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	0
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	2	1

Mandatory Skills: Education, Close Combat, Observation, Acrobatics, Athletics.

Elective Skills: Ranged Weapons, Willpower, Resistance.

Talents: Select one talent from any of your Mandatory Skills or Ranged Weapons.

Career: Military.

Equipment: Pair of light military shoulder pads, one corporate quality dress military uniform.

PAXTON (ELITE)

Paxton is a school for the elite. Almost every member of any of Imperial's special forces, and a significant proportion of all Imperial military officers, are trained there, either during their youth, or for additional training as an adult. At Paxton, students are taught every way there is to defeat every foe that Imperial has ever faced.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	1	0
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	3

Mandatory Skills: Athletics, Education, Observation, Persuade, Willpower.

Elective Skills: Close Combat, Command, Ranged Weapons.

Talents: Select one talent from any of your Mandatory or Elective Skills.

Career: Military.

Equipment: Pair of light military shoulder pads, one military dress uniform, Lyon & Atkinson PSA Mk. XIV 'Aggressor' handgun.

SCIENCE SCHOOLS

Although Imperial's approach to science and technology can usually be described as utilitarian in nature, it does maintain two excellent schools dedicated both to research and the education of up-and-coming scientists. The differences between the two schools are quite significant.

IIT (STANDARD)

The Imperial Institute of Technology focuses primarily on teaching engineers and practical scientists to turn theories and speculation in to something that is useful to humans. IIT consistently produces Imperial's best engineers and technicians, sufficient to rival those of any other corporation barring Cybertronic.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	0	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	3	0	1

Mandatory Skills: Education, Mechanics, Sciences, Lifestyle, Observation.

Elective Skills: Space, Pilot, Survival.

Talents: Select one talent from any of your Mandatory Skills, Pilot or Space.

Career: Ship Crew, Technical.

Equipment: Basic scientific kit or basic tool kit.

BABBAGE (ELITE)

Babbage College is the stereotype of an ivory tower, right down to the alabaster walls that surround this scientific retreat deep within the asteroid belt. The men and women who attend this institution are almost entirely isolated from the real world, and have little opportunity to make contact with the rest of the solar system – not that they would want to. Purity of thought – insofar as it concerns the pursuit of scientific and technological progress, while remaining within the edicts of the Brotherhood – reigns supreme at Babbage, and all else is considered secondary.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	3	1	0

Mandatory Skills: Education, Observation, Mechanics, Sciences, Treatment.

Elective Skills: Space, Linguistics, Pilot.

Talents: Select one talent from any of your Mandatory Skills.

Career: Academic or Technical.

Equipment: Mechanics tool kit or laboratory, personal.

ADOLESCENT EVENT TABLE

Once you have determined your education, roll 2d20 and add the results together to see what has affected your upbringing on the modified Imperial Adolescent Event Table.

ADOLESCENT EVENT TABLE

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
2	Disowned: You, or a member of your immediate family, stand accused of a horrific crime against your clan. Whether true or not, your family's name is tarnished.	Shunned	Reduce Social Standing to 1.
3	Genetic Defect: For whatever reason, your genes have produced a bizarre quirk that marks you out as different.	Freak	What strange little thing can you do? It should not provide any skill benefit. The defect increases the difficulty of Command, Lifestyle, and Persuade tests amongst people who have seen your bizarre quirk. See the <i>Mutants & Heretics</i> book for expanded rules.
4	Disabled: You had a terrible childhood accident.	Disabled	All movement related skill tests are one difficulty level harder, but you have gained a strong will. All Mental Strength tests are one difficulty lower (minimum 1).
5	Diseased: A childhood illness forever plagues you.	Sickly	The illness is treatable, but incurable. Each day, you require one dose of medicine (Restriction 1, Cost 4) or you have one fewer Serious Wound box and one fewer Critical Wound box than normal that day.
6	Switched at Birth: Although born to the core family of your clan, you were exchanged at birth for the child of an affiliated family.	Unknown Legacy	If you are already a member of your clan's core family, then you have been raised amongst an affiliated family instead – reduce your Social Standing and Earnings Rating to that of an unnamed affiliated family. If you were not already a member of your clan's core family, then it turns out you actually are. Either way, you do not know your true heritage. Should it be discovered and proven, your Social Standing and Earnings increase to a minimum of those for your clan's Core Family.
7	Serious Crime Committed: Guilty or not, you are implicated and convicted of a serious crime.	Criminal Record	Spend 1d6 years in juvenile detention before starting your first career. Gain a Criminal Record (see Page 49 of the <i>Mutant Chronicles</i> core book)
8	Minor Crime Committed: You messed up and are convicted of a minor crime.	Criminal Record	Spend one year in juvenile detention before starting your first career. Gain a Criminal Record (see Page 49 of the <i>Mutant Chronicles</i> core book).
9	Criminal in the Family: A close relative is in prison during your childhood, giving you a glimpse of the criminal world.	Connected to Criminals	You may freely choose the Criminal Primary Career. You are often a suspect in police enquiries, and all Persuade tests made with security or law enforcement are one step more difficult. However, you gain your criminal relative as an ally.
10	A Lot of Fights: Violence is a universal language, and you are fluent in it. You know that most fights are won before the other side knows it has even started.	Bully or Doesn't Like Bullies	During the first round of a combat, so long as the enemy does not have surprise, you may take an Exploit Weakness action as a Restricted Action.
11	Allergic Reaction: Your body is intolerant of a number of chemical substances.	Industrial Hay Fever	All Resistance tests for artificial substances are increased by one level of difficulty. Coagulant provides no bonuses to Treatment or Medicine tests when used on you.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
12	Orphaned: Your parents died in a mysterious accident, and you were sent to an orphanage.	All By Yourself	Reduce your Social Standing by one, to a minimum of zero (or to a minimum of 2 if you are from a Core Family). You gain 1d6 assets when you turn 20, from an estate left to you.
13-20	Roll on your Clan's Adolescent Event Table		
21	Gifted Student: Your talent at your studies have brought you to the attention of a leading academic.	The Jealousy of Others	You gain an ally in the form of a leading academic in a particular field you excel at, and may freely choose the Academic Primary Career. However, you also gain a rival in the form of someone jealous of your accomplishments.
22	Revealed a Traitor: Your actions – deliberately or inadvertently – revealed a traitor, or the plans of another faction.	An Enemy's Revenge	Randomly determine a faction to be the one behind the traitor's activities. Gain someone in that faction as an enemy. Your success means you get better job opportunities than most, increasing your Earnings Rating by one.
23	Superb Senses: You have got extremely sharp senses, and have a knack for spotting trouble.	Cautious	When determining surprise at the start of a combat, you may re-roll 1d20 on your Observation test.
24	Strong-Willed: Unending disputes with your parents, employers, or your customers have hardened your determination.	Stubborn to a Fault	You may re-roll 1d20 on any Willpower test.
25	Obsessive Fan: You know way too much about something.	Obsessive	Gain one Momentum on Education tests to know things about your obsessive topic.
26	Grass: You helped solve a serious crime. You have a contact in the Gendarmerie	Snitch	If you ever gain a Criminal Record, you may reduce your Earnings Rating by one to remove it. Social tests with this contact are one difficulty level lower.
27	Contact Within Another Clan: A friend at school has influence within his own clan. You kept in touch.	Social Butterfly	You have a contact within the core family of another clan. Roll on the Clan Table to determine which. Any result of your own clan indicates that the contact is in another family within the clan.
28	Contact Within The Brotherhood: An old friend of yours joined the Brotherhood. You have endeavoured to stay in contact.	Pious	You have a contact within the Brotherhood. Roll 1d6 to determine which Directorate the contact is in: 1 – Mystics, 2 – Inquisition, 3-4 – The Mission, 5-6 – The Administration.
29	Contact Within Another Corporation: You made a friend from another corporation when you were younger.	Well-Travelled	You have a contact within a random corporation. Roll on the Heritage Table to determine which corporation, rerolling results of Imperial and Cybertronic.
30	Inheritance: A relative leaves you money in their will.	Annoying Family	Gain 1d6 assets at age 20, as long as you do not get a Criminal Record before then.
31	Friends in Low Places: You spent a lot of time with the wrong people, either due to a rebellious streak or circumstances at home; or you could simply not have had a lot of options. Your friends taught you how to survive on the street, how to steal, beg, rob, or other “useful life lessons”. You may or may not have cut your ties with your old associates, but they surely remember you. Even if they do not, the law certainly does.	Bad Company	You are comfortable around low-lives and know how to communicate with them. Gain a free Momentum on successful Social tests with criminals, gang members, or people with Social Status 0 or 1. Alternatively, gain a criminal contact.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
32	Top Of Your Class: You were highly proficient in your studies, which makes you highly desirable by employers.	Egotistical	You may roll twice when determining your Primary Career and choose either of the two results. If you are using entirely point-buy character creation (no random rolls whatsoever), you may reduce the Life point cost of your first career by one, to a minimum of zero.
33	Addiction: There is something you cannot get enough of. What is it? You will take risks to satisfy your craving.	Addict	Availability tests for procuring your addiction are Difficulty 1.
34	Foil a Plot: You managed to prevent harm coming to your clan.	Noteworthy	Raise your Social Standing by one.
35	Influential Godparent: Your godparent has connections everywhere, and they are willing to use them on your behalf.	Name-Dropping	You may roll twice when determining your Primary Career and choose one of the results. If you are using entirely point-buy character creation (no random rolls whatsoever), you may reduce the Life point cost of your first career by one, to a minimum of zero. Further, because you get a better job than most, increase your Earnings Rating by one.
36	Heir Apparent: You are named the heir to your family, once the current head of the family dies. This is a lot of responsibility for someone so young, but you need to prepare for your ascension.	Weight of Responsibility	Your Social Standing increases by one, and once the current head of the family dies, you increase your Earnings Rating by one as well, as you take control of the family's concerns. However, you also become the primary target of the family's enemies, and decisions about the family fall to you.
37	Experimental Subject: You volunteered for a complex medical experiment that you do not entirely understand. As a result, you can do something strange, but you are sworn to secrecy about it.	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability; however you take a D2 mental assault afterwards from the pain it causes. Describe how the experiment allows you to do this. See the Mutants & Heretics book for expanded rules.
38	Lottery Win: You won a massive prize, sufficient to make you independently wealthy.	Money Solves All Problems	Increase your Earnings Rating by two, and gain ten additional assets. You also gain the attention of distant relatives who only show up to borrow money.
39	Hardened by the Frontier: A life in the colonies can be hard, and you had the worst of it where you came from. The punishing life or training has given you a strong body.	Unsympathetic to the weak	Take your wounds from the next best row in the wounds table.
40	Mutation: You are changing, you can feel it. There has been something going on inside your body since you were a kid; you have these odd dreams, and you're afraid people will think you are corrupted or something. What one thing about you is different from other people that you have to hide?	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability. Describe how your mutant heritage allows you to do this. See the Mutants & Heretics handbook for expanded rules.

DECISION SIX, PRIMARY CAREER

For the most part, Imperial characters use the same primary careers as everyone else, and determine their primary career in the same way – rolling or choosing from the tables on page 50 of the *Mutant Chronicles* core book, with the option of replacing that result with a free career option from the character's Education.

This section provides alternative Primary Careers for the Military and Academic options, as well as an additional effect for characters who take the Unemployed option.

UNEMPLOYED

Unemployed Imperial characters subsist on the 'Dole', a fortnightly pittance to pay for food and lodgings. It is a thoroughly undignified way to live, but it is a life that millions of people endure.

An Imperial character who enters the Unemployed career reduces his Social Standing by one. The career is otherwise entirely unchanged in all regards.

MILITARY

Imperial's business is business, but that business is frequently a hostile one. The combined armed forces of all of Imperial – the defence forces under the Ministry of War, the Wolfbanes, and the individual clan forces – are a matter of considerable pride for Imperial as a whole, and there are few people within the corporation who have not at some point aspired to be one of those glorious warriors.

Any Imperial character who rolls or chooses Military on the primary career table, should roll on or choose from the the following table:

D6 ROLL	MILITARY CAREER
1	Military (Basic)
2	Military (Trencher)
3	Military (Reservist)
4	Military (Wolfbairn)
5	Military (Grey Ghost)
6	Military (Clan Regimental Brigade)



MILITARY (BASIC)

The majority of Imperial soldiers use the normal Military (Basic) career on page 52 the *Mutant Chronicles* core book.

MILITARY (TRENCHER)

Trenchers – officially called the Imperial Line Infantry – face some of the harshest and most extreme environments of any Imperial soldiers, and are thus some of the toughest and fiercest rank and file infantry of any corporation. Their lives are bleak, and often brief, and the conditions they face would shatter the minds of lesser men, even with the help of the narcotics they are supplied with to calm their nerves.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	3	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	0

Mandatory Skills: Resistance, Ranged Weapons, Willpower.

Elective Skills: Close Combat, Heavy Weapons, Survival.

Signature Skill: Resistance, Ranged Weapons, Willpower, Survival.

Talents: Select one talent from Mandatory Skills.

Equipment: Mk. I Light Personal Protection Suit, Lyon & Atkinson Mk. Xlb 'Invader' battle rifle, bayonet, gas mask, fear suppressant drugs (three doses).

Earnings Rating: 1

MILITARY (RESERVIST)

Many Imperials choose to join the military on a part-time basis, before returning to their family's business. This is regarded as a valuable compromise by some – military training breeds discipline and determination – but the soldiers it produces are seldom held in particularly high esteem. Local Defence Forces, or LDFs, established by individual communities are often the subject of mockery by professional soldiers, who claim that the acronym actually stands for "look, duck, and flee".

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	1

Mandatory Skills: Persuade, Ranged Weapons, Resistance.

Elective Skills: Athletics, Close Combat, Lifestyle.

Signature Skill: Athletics, Close Combat, Ranged Weapons, Resistance.

Talents: Select one talent from Mandatory Skills.

Equipment: Ballistic nylon military uniform, Lyon & Atkinson Mk. 43 'Intruder' assault rifle, pair of medium military shoulder pads.

Earnings Rating: 1

MILITARY (WOLFBAIN)

The newest members of the Wolf Packs, these rebellious, vicious young recruits have decided to renounce clan ties and seek out a different life. They serve a tour of duty amongst the 'cubs' (as their betters call them), before being truly regarded as Wolfbanes.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
3	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	1	1

Mandatory Skills: Athletics, Close Combat, Stealth.

Elective Skills: Acrobatics, Observation, Ranged Weapons.

Signature Skill: Acrobatics, Athletics, Close Combat, Stealth.

Talents: Select one talent from Mandatory Skills.

Equipment: Mk. I Light Personal Protection Suit, Lyon & Atkinson PSA Mk. XIV 'Aggressor' handgun, Punisher shortsword, wolfpelt cloak.

Earnings Rating: 2

Special: A character who has taken the Wolfbairn career is forever more a member of the Wolf Packs. He may enter the Wolfbane Commando Iconic Career, and has broken all ties with his clan and family.

MILITARY (GREY GHOST)

When recruits first join the Defence Forces, the most mechanically gifted are given an opportunity to serve in the Grey Ghosts. These specialised soldiers are skilled in urban warfare and combat engineering, and are scattered widely through other units. They are modest and focus entirely on getting the job done quickly and efficiently, without flash displays of prowess, which sets them apart from many units.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	0	1

Mandatory Skills: Mechanics, Ranged Weapons, Stealth.

Elective Skills: Acrobatics, Close Combat, Persuade.

Signature Skill: Mechanics, Ranged Weapons, Stealth, Acrobatics.

Talents: Select one talent from Mandatory Skills.

Equipment: Ballistic nylon clothing and light military shoulder pads, Lyon & Atkinson Mk XIV 'Aggressor' handgun, Fieldhausen Arms SR Mk XII 'Assailant' sniper rifle, climbing gear, advanced repair kit.

Earnings Rating: 3

MILITARY (CLAN REGIMENTAL BRIGADE)

Almost every clan maintains its own special forces, which are fielded to defend its own interests and acquire new properties. These forces are likely to see action against the Dark Legion, or

other corporations, and are distinct from units like the Blood Berets and other regiments governed by the Ministry of War. While some amongst these forces are picked from existing defence forces troopers, others spend years in additional training within their clan's regimental brigade before they take to the field.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	0	1

Mandatory Skills: Close Combat, Ranged Weapons, Resistance.

Elective Skills: Acrobatics, Athletics, Survival.

Signature Skill: Athletics, Close Combat, Ranged Weapons, Resistance.

Talents: Select one talent from Mandatory Skills.

Equipment: Ballistic nylon military uniform, Lyon & Atkinson SMG Mk. III 'Interceptor', pair of medium military shoulder pads.

Earnings Rating: 2

Special: The character may re-roll any d20s that do not generate a success when attempting to enter a special forces Iconic Career.

ACADEMIC

The Imperials take considerable pride in their traditions of academia, typified by their prestigious schools, in spite of the seeming dichotomy between the appearance of the restrained, dignified scholar and the grim, fearsome soldier.

Any Imperial character who rolls or chooses Academic on the Primary Career Table should roll on the following table:

D6 ROLL	ACADEMIC CAREER
1-3	Academic (Researcher)
4-6	Academic (Solicitor)

ACADEMIC (RESEARCHER)

The majority of Imperial Academics use the normal Academic (Researcher) career on page 53 the *Mutant Chronicles* core book.

ACADEMIC (SOLICITOR)

A particular necessity when navigating the complex relationships between the clans, and between Imperial and its rival corporations, solicitors form the bulk of the practicing legal profession. Law firms consisting primarily of solicitors take clients of all sorts, providing advice and taking action on their clients' behalf. The matter of standing in court before a judge is reserved for barristers, who are hired by law firms as required, though most barristers will have years of experience as a solicitor.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	2

Mandatory Skills: Education, Persuade, Willpower.

Elective Skills: Education, Lifestyle, Linguistics.

Signature Skill: Education, Persuade, Willpower, Lifestyle.

Talents: Select one talent from Mandatory Skills.

Equipment: Expensive business suit; personal library (Education).

Earnings Rating: 3

IMPERIAL CAREER EVENTS

After every Primary or Iconic Career phase, you must roll 2d20 to determine if there were any notable events. You may use a Life point to re-roll or, with GM approval, pick an event. If you extend your career you must roll again on the Career Events Table for each extension. If you roll the same event as a previous career event, simply re-roll. The Imperial Career Events Table replaces the Career Events Table found in the *Mutant Chronicles* core book for Imperial characters.



Preparation is everything.

DECISION SEVEN, ICONIC CAREER

The following Iconic Careers are specific to Imperial characters, and represent particular elite groups and powerful organisations within the Imperial corporation. They function as all Iconic Careers do, though they are all restricted to Imperial characters.

CAREER EVENT TABLE

ROLL	CAREER EVENT	GAME EFFECT
2	Traitor. You or your family are known traitors of the Imperial corporation. Why were you declared traitors? Are the allegations true? If not, how will you clear your name?	Gain a Trait: Poor Reputation
3	Mining Accident. You were badly injured in a cave-in on a nameless Imperial mining asteroid, but narrowly survived with just a scar. What were you doing there and what happened?	Gain a Trait: Ugly Old Scar
4	Suspected of Heresy. The Brotherhood has you marked as a potential Heretic, but despite several forceful interrogations has never been able to prove it. Instead it has to content itself with following your every move. How will you clear your name, and lose your Inquisitorial shadow?	Gain a Trait: Inquisitorial Scrutiny
5	Major Clan Enemy. You have earned the enmity of one of the major clans. It has sworn vengeance on you as a matter of honour. Which clan was it and what did you do?	You gain an enemy from one of the major clans. Roll on the Clan Table to determine which clan the enemy comes from; re-roll any results of your own clan.
6	Insulted the Serenity. Meeting the Serenity is a great privilege, but your social faux pas made the papers when you accidentally – but very publically – snubbed the Serenity.	Reduce your Social Standing by one.
7	Imperial Entanglements. ISC-6 Internal Revision pulled your life apart, believing you to be a double agent for another corporation. Are you? How are you going to clear your name?	Due to official scrutiny, and the scandal associated with your name, you struggle to maintain your business. Reduce your Earnings Rating by one.
8	A question of legitimacy. Apparently your birth was the subject of quite some scandal. Perhaps you are a bastard offspring of a powerful noble, or a love child conceived in a foolish act of passion. Either way, this information has escaped and now you are tainted by the stigma.	Reduce your Social Standing by one, but gain an ally in the Core Family of your own clan, in the form of an old friend who is still loyal to you.

ROLL CAREER EVENT**GAME EFFECT**

9	Fired. You lost your job. What are you going to do about it?	You are Fired (see page 57 of the <i>Mutant Chronicles</i> core book).
10	Manslaughter. Perhaps in the heat of the moment your gun went off, or your aim was poor, but whatever the cause the end result was the death of a friendly: an ally or an innocent bystander. The Court of Inquiry cleared you of all charges, but still the memory of that fatal incident haunts you.	Gain a Trait: Haunted by a Mistake.
11	Wounded in the Line of Duty. You were badly wounded and spent several months recuperating. You still have the scars. What happened?	Reduce your Serious Wounds by one.
12	Black outs. You are prone to blackouts of up to twenty four hours. When you awake, you have no knowledge of what you did during that period – but you are terrified it was something terrible.	Your fears make you vulnerable to the Darkness, if you are not already tainted. Reduce your Corruption Soak by one.
13	Demoted. You made the wrong call or were the victim of politics, but whatever the reason you got demoted. How are you going to get your old rank back?	Reduce your Social Standing and Earnings Rating by one.
14	Miner's Lung. You have spent too much time around mines and have acquired a distinctive cough. Annoying, but rarely fatal.	You are easily winded by physical exertion, and increase the Repercussion Range of Athletics tests by one step.
15	Angered a Minor Clan. You have earned the ire of a minor clan (Bruce, Hidalgo etc) and it is looking for ways to even the score – though it will have to be more covert as it lacks the resources of the big boys. Which clan did you anger, and how?	Gain an enemy in a minor clan.
16	Run afoul of the DLA. You have been asking the right questions in the wrong places, and revealed a terrorist cell of the DLA working unseen within Imperial society. You were publically commended for your actions, but you have made an enemy of the DLA. How are you going to shake it?	Increase your Social Standing by one, but gain an enemy in the DLA.
17	Only survivor of a crash. Your transport went down and you were the only one to survive, but now you are considered a jinx!	Gain a Trait: Ill-Omened.
18	You suspect your boss of heresy. The signs are there if you know where to look, and you are sure he is a Heretic. But he is powerful and connected. What are you going to do?	You have a pile of evidence that is priceless to the right people. If you choose to hand it over, the tip is worth twenty assets, but you are Fired (page 57 of the <i>Mutant Chronicles</i> core book) and gain your former boss as an enemy.
19	Shadowed. Someone is following you, but you do not know who or why.	Your continual paranoia makes you particularly cautious; you may re-roll one d20 on Observation tests made to determine Surprise at the beginning of combat.
20	Blackballed by society. Your actions have been deemed questionable and society has collectively made the decision to give you the cold shoulder. Nothing overt, but restaurant bookings, theatre tickets, and party invitations are lost, cancelled, or simply ignored. How will you clear your name?	Reduce your Social Standing by one, but your questionable acts increase your Earnings Rating by one.
21	Inherited an apartment in Fukido. It has great views and is far above what you could afford. Who left it to you and why?	Gain a large apartment in an exclusive apartment complex in Fukido.
22	Friend of a Minor Clan. You have earned the gratitude of an entire minor clan (Bruce, Hidalgo, etc). It may not have broad power like the major clans, but it is still connected. What did you do to earn its gratitude?	You gain an ally in a minor clan.
23	Honourable. You have earned a reputation as a person of honour. Your oaths are trusted and your word is respected, a precious commodity in these times.	Increase your Social Standing by one.
24	Promoted. Your actions have not gone unnoticed and you have been promoted and commended for your performance.	Increase your Earnings Rating by one.

ROLL	CAREER EVENT	GAME EFFECT
25	Grendel Connection. You have a personal connection to Grendel Armaments that allows you get hold of weaponry normally restricted to people like you.	Reduce the Restriction Rating of any Bartholomew & Grendel weapon by one.
26	ISC Contacts. You have developed contacts within the ISC and have acquired security clearance. What Department are your contacts in?	You have an Ally in ISC, within a department chosen by the GM.
27	Hero of the Hour. It all happened so fast, one moment you were simply riding the transport like everyone else, the next you had defeated a hijacking attempt and subdued the hijacker. Truth is, you cannot remember what happened, but now you are a hero.	Increase your Social Standing by one, but gain an enemy: the one person who knows what really happened.
28	Discretion. Your discretion has saved the reputation of several high ranking nobles, and now you have a book full of nobles who owe you legal or semi-legal favours.	Roll 2d6 and pick the highest. You gain that many favours from members of major clans. Roll on the Clan Table for each favour to determine its source.
29	Friend in Major Clan. You have made a good friend of a minor noble in one of the major clans.	You have an ally in a major clan. Roll on the Clan Table to determine where the ally is from.
30	Imperial Propaganda Star. You were chosen as the face of Imperial for a recent campaign and now you are famous, which is great unless you do not want to be constantly recognised!	You are famous, and are likely to be noticed in the street. You gain one bonus Momentum on Persuade tests, but increase the difficulty of Stealth tests to disguise yourself.
31	Part owner of a spaceship. You have a minor stake in the ownership of a ship that lets you use it from time to time. What is it called and where is it berthed?	As noted, you have access to a spaceship – a Loughton Lancelot. It may not always be available – it could be in use for other work – but if it is, it can be made ready for a voyage in four hours.
32	Lucky Find. You lucked upon a rare or unique item that had been lost. What is it?	You have a single item worth fifteen assets.
33	Inheritor. A relative you never knew you had left everything to you in his will, and now you have inherited a modest fortune.	Increase your Earnings Rating by one, and gain five assets.
34	Imperial Patronage. A major clan noble has taken a personal shine to you, and has become your patron and mentor. Do not disappoint him.	You gain an ally in a major clan (roll on the Clan Table to determine which).
35	Political Marriage. You have married well and firmly established yourself as a member of the aristocracy. Which clan did you marry into?	Choose or randomly determine another major clan. Increase your Social Standing to that of the clan's core family, and gain an ally in that family.
36	Voice of the First Cardinal. You have started hearing the voice of the First Cardinal in your thoughts, guiding and advising you. Several times he has warned you of potential dangers. Why has the spirit of the First Cardinal chosen you?	You may spend a Chronicle point to ask the GM a single question about the immediate threats present in a scene. The GM must answer honestly, though he may still be cryptic.
37	Friend of the Blood Berets. You are considered an honorary member of the Blood Berets and have the tattoo to prove it. You can call on their assistance	Gain a high-ranking Blood Beret officer as an ally.
38	Your own asteroid. Somehow you have acquired your own private asteroid in the Asteroid Belt. Fully equipped with life support, this is an ideal base.	You now own an estate in the Asteroid Belt, about ten hours' voyage from Victoria.
39	Honour of the Clansmen. You single-handedly defeated a Dark Legion attack and were made an honorary Wolfbane (unless already a Wolfbane). You have made a friend of Sean Gallagher. The Wolfbanes will come if you call them, but only once.	You gain a single favour from Sean Gallagher, which can be anything, but can only be called upon once.
40	Order of the Serene Cross. You have earned the highest medal awarded to Imperial Citizens in recognition of outstanding gallantry and selfless heroism. You are a true hero, and the award comes with the title of Marquis and an estate on Victoria. How did you win it?	Increase your Social Standing to 6, increase your Earnings Rating by one, and gain a luxurious estate on Victoria. However, you also gain 1d6+1 enemies in other clans, as your status is quickly accompanied by the inevitable envious rivals.

BARRISTER



While solicitors represent the bulk of the legal profession within Imperial, barristers are the most iconic and visible part of it. Their ceremonial garb and skill at oratory makes them an extremely distinctive part of the Imperial legal system, and their involvement in important matters – often ones of life and death for their clients – means they frequently get involved in all manner of activities.

Prerequisites: Imperial, Must have a Law education, Education Expertise 2, Persuade Expertise 2.

Difficulty: 2

Mandatory Skills: Education, Observation, Persuade.

Elective Skills: Insight, Lifestyle, Linguistics.

Signature Skill: Education, Observation, Insight, Persuade.

Talents: Two talents from Education, Observation, Persuade, Insight, or Lifestyle.

Equipment: Formal robes, high-quality formal clothing.

Earnings Rating: 4

Special: Barristers may prosecute or defend a client at trial within Imperial territories.



CIVIL SERVANT



While parliament and the Serenity are the official leaders of Imperial, and the major clans shape the businesses that allow Imperial to thrive, it is the labyrinthine bureaucracy of Imperial – sometimes dubbed the ‘civil service’ – that keeps the gears turning. The men and women within this monolithic cross-clan organisation must be experts at the subtleties of politics if they wish to see their agendas and their projects flourish, and they must be ruthless if they wish to thrive in the face of rivals and enemies.

Prerequisites: Imperial, Education Expertise 2, Lifestyle Expertise 1.

Difficulty: 1

Mandatory Skills: Education, Lifestyle, Observation.

Elective Skills: Command, Education, Persuade.

Signature Skill: Education, Lifestyle, Observation.

Talents: One talent from Education, Lifestyle, or Observation.

Equipment: High-quality formal clothing.

Earnings Rating: 3

Special: When attempting to hire a retainer or assistant, reduce the difficulty of the Lifestyle test by one.



STORMTRENCHER



The Ministry of War's shock infantry are known as Stormtrenchers. Each one is a veteran of the defence forces, given additional training to breach enemy fortifications and defensive lines. They are extremely aggressive, dropping behind enemy lines from Doomlord gunships, causing massive disruption that can readily be exploited by other Imperial forces.

Prerequisites: Imperial, Military primary career.

Difficulty: 2

Mandatory Skills: Close Combat, Ranged Weapons, Survival.

Elective Skills: Acrobatics, Resistance, Willpower.

Signature Skill: Acrobatics, Close Combat, Ranged Weapons, Survival.

Talents: Two talents from Acrobatics, Close Combat, Ranged Weapons, or Survival.

Equipment: Mk. II Medium Combat Armour, Bartholomew & Grendel Mk. XIV 'Mandible' shotgun, Jet-Chute.

Earnings Rating: 2



COLLEGE PHYSICIAN



The professional body governing the practice of medicine is the Serene College of Physicians, which has offices in every major hospital in Imperial territory, as well as both the Cardinal's and Mercy medical schools. Members are permitted to append their name with MSCP (Member of the Serene College of Physicians). College Physicians – properly Fellows of the Serene College of Physicians (FSCP) – are elected from amongst the College's most illustrious and skilled members, and are highly sought after.

Prerequisites: Imperial, Medical education, Medical primary career, Medicine Expertise 2.

Difficulty: 2

Mandatory Skills: Education, Medicine, Treatment.

Elective Skills: Persuade, Psychotherapy, Sciences.

Signature Skill: Medicine, Psychotherapy, Sciences, Treatment.

Talents: Two talents from Medicine, Psychotherapy, or Treatment.

Equipment: Paramedic medkit, tailored lab coat, access to academic library (Medicine).

Earnings Rating: 5



ENTREPRENEUR



An entrepreneurial spirit can be found at all levels of Imperial; indeed, the corporation would not exist without it. To this day, entrepreneurs can be found in every clan, driving family businesses in new directions and expanding Imperial's prosperity to cover new fields.

Prerequisites: Imperial, Business education, Lifestyle Expertise 2.

Difficulty: 1

Mandatory Skills: Education, Lifestyle, Persuade.

Elective Skills: As Elective Skills from character's school.

Signature Skill: Education or Lifestyle.

Talents: One talent from any tree.

Equipment: Twenty assets, expensive formal clothing.

Earnings Rating: 3



FREE TRADER



Free traders ply the routes between Imperial settlements amongst the Asteroid Belt and the inner planets, taking on whatever work they can find. They carry cargo (legal or otherwise) or passengers for a price. Free traders operate between the clans, and have considerable freedom to pursue whatever business opportunities they can obtain.

Prerequisites: Imperial, Pilot Expertise 1, Space Expertise 1.

Difficulty: 3

Mandatory Skills: Lifestyle, Space, Vacuum.

Elective Skills: Survival, Persuade, Pilot.

Signature Skill: Lifestyle, Space, Persuade, Vacuum.

Talents: One talent from Lifestyle, Space, or Vacuum.

Equipment: Loughton Lyonesse spaceship, vac suit, trader's licence.

Earnings Rating: 3



ISC SPECIAL AGENT



The agents of the Imperial Security Command are a diverse, pragmatic lot, their exploits the stuff of trashy spy thrillers. The truth is both less glamorous and more sinister than the dramatisation, and ISC Special Agents are all skilled operators who do not hesitate to act for the betterment of Imperial.

Prerequisites: Imperial, Police or Intelligence career, Observation Expertise 2.

Difficulty: 2

Mandatory Skills: Observation, Stealth, Thievery.

Elective Skills: Close Combat, Insight, Willpower.

Signature Skill: Observation, Close Combat, Stealth, Thievery.

Talents: Two talents from Close Combat, Observation, Stealth, or Thievery.

Equipment: Sword-Cane, corporate-quality nondescript business suit, notebook, briefcase, Mk. I Light Personal Protection Suit.

Earnings Rating: 3



NAVVY



Professional skilled labourers, organised work-crews of Navvies are recruited for new industrial projects across Imperial territory. They pay is decent, and there is always work that needs doing somewhere, meaning that a navy can be found almost anywhere where the Imperial banner flies.

Prerequisites: Imperial, Mechanics Expertise 1, Survival Expertise 1.

Difficulty: 1

Mandatory Skills: Athletics, Mechanics, Close Combat.

Elective Skills: Survival, Unarmed Combat, Vacuum.

Signature Skill: Athletics, Mechanics, Survival, Vacuum.

Talents: One talent from Mechanics, Survival, Unarmed Combat, or Vacuum.

Equipment: Vac suit, Advanced repair kit.

Earnings Rating: 2



YARD DETECTIVE (SUIT)



Skilled investigators and determined enforcers of the law, 'Suits' are unassuming, persuasive, and cunning, resorting to violence only when no other option exists.

Prerequisites: Imperial, Police Primary Career.

Difficulty: 1

Mandatory Skills: Education, Observation, Persuade.

Elective Skills: Insight, Stealth, Willpower.

Signature Skill: Education, Observation, Persuade, Willpower.

Talents: One talent from Observation, Persuade, or Willpower.

Equipment: Lockley Armaments .45 'Serenity' pistol, corporate-quality suit, ballistic nylon trenchcoat, light civilian shoulder pads, cell phone.

Earnings Rating: 3



YARD DETECTIVE (BRUTE)



Brutes are big, tough policemen, who are effective more through intimidation than through investigation. They are aggressive, ruthless, and often 'dirty', relying on an understanding of the criminal element and a heavy hand to keep things manageable.

Prerequisites: Imperial, Police Primary Career.

Difficulty: 1

Mandatory Skills: Close Combat, Unarmed Combat, Persuade.

Elective Skills: Observation, Ranged Weapons, Thievery.

Signature Skill: Education, Observation, Persuade, Stealth.

Talents: One talent from Observation, Persuade, or Stealth.

Equipment: Bartholomew & Grendel Mk. IX 'Diemansland' shotgun, bulletproof vest, heavy civilian shoulder pads, brass knuckles, non-Imperial pistol (illegal).

Earnings Rating: 3



CLAN SPECIAL FORCES



The majority of major clans maintain their own special forces regiments, each of which has a long and illustrious history.

The following entry provides a basic template for all the clan special forces. The Clan Special Forces Table lists the differences for each regiment: Skills, Talents, and Equipment.

Prerequisites: Imperial, Military Primary Career, relevant clan membership.

Difficulty: 2

Mandatory Skills: See Clan Special Forces Table.

Elective Skills: See Clan Special Forces Table.

Signature Skill: See Clan Special Forces Table.

Talents: Two talents from Clan Special Forces Table.

Equipment: Mk. III Heavy Combat Armour, plus see Clan Special Forces Table.

Earnings Rating: 3



WOLFBANE COMMANDO



Commandos make up the bulk of Wolf Pack forces, forming a versatile core of formidable warriors around which other Wolf Pack units operate. Once a Wolfbairn has marked himself out amongst his pack mates, he receives a final initiation overseen by a Brotherhood Inquisitor, and is gifted his very own rune-etched claymore. Now a true Wolfbane, he may join a pack and fight amongst his new brothers.

Prerequisites: Imperial, Wolfbairn Primary Career.

Difficulty: 1

Mandatory Skills: Athletics, Close Combat, Stealth.

Elective Skills: Acrobatics, Observation, Ranged Weapons.

Signature Skill: Acrobatics, Athletics, Close Combat, Stealth.

Talents: One talent from Acrobatics, Close Combat, Observation, or Stealth.

Equipment: Mk. III Heavy Combat Armour, Lyon & Atkinson PSA Mk. XIV 'Aggressor' pistol, Clansman claymore

Earnings Rating: 3



CLAN SPECIAL FORCES TABLE

REGIMENT NAME	CLAN	MANDATORY SKILLS	ELECTIVE SKILLS	SIGNATURE SKILL & TALENTS	EQUIPMENT
Bad Samaritans	Finn	Athletics Close Combat Willpower	Resistance Stealth Treatment	Athletics Close Combat Stealth Willpower	Clan Claymore Lyon & Atkinson PSA Mk. XIV 'Aggressor' pistol
Black Berets	Morgan	Close Combat Stealth Willpower	Acrobatics Ranged Weapons Mysticism	Acrobatics Close Combat Stealth Willpower	Lyon & Atkinson SMG Mk. III 'Interceptor' Chainsword
Blue Berets	Paladine	Close Combat Ranged Weapons Persuade	Acrobatics Command Treatment	Close Combat Command Ranged Weapons Treatment	Lyon & Atkinson Mk. Xlb 'Invader' battle rifle Ornate dress uniform
Blue Lions	Brannaghan	Acrobatics Athletics Close Combat	Ranged Weapons Resistance Treatment	Acrobatics Close Combat Resistance Treatment	Punisher Shortsword Lyon & Atkinson PSA Mk. XIV 'Aggressor' pistol Paramedic medkit
Golden Lions	Murdoch	Athletics Close Combat Unarmed Combat	Resistance Willpower Unarmed Combat	Athletics Close Combat Willpower Unarmed Combat	Mk. IV 'Felis Pattern' Combat Proximity Armour (replaces Mk. III) Lion Claws Lyon & Atkinson Mk. XIII 'Plasma Enrager' personal defence weapon
Golden Panthers	O'Loughton	Acrobatics Ranged Weapons Survival	Athletics Close Combat Pilot	Acrobatics Close Combat Ranged Weapons Survival	Jet chute Lyon & Atkinson Mk. Xlb 'Invader' battle rifle Punisher shortsword
Hunters	Dunsirn	Observation Ranged Weapons Stealth	Athletics Close Combat Survival	Athletics Observation Ranged Weapons Stealth	Lyon & Atkinson Mk. Xlb 'Invader' battle rifle Punisher shortsword
Rams	Loughton	Athletics Close Combat Pilot	Acrobatics Ranged Weapons Willpower	Athletics Close Combat Pilot Ranged Weapons	Chainsword Lyon & Atkinson PSA Mk XIV 'Aggressor' pistol
Shamrocks	Murray	Acrobatics Close Combat Ranged Weapons	Athletics Resistance Willpower	Acrobatics Athletics Close Combat Ranged Weapons	Lyon & Atkinson Mk. Xlb 'Invader' battle rifle Punisher shortsword
Sterlings	Axelthorpe Smythe	Close Combat Ranged Weapons Observation	Acrobatics Athletics Resistance	Observation Close Combat Ranged Weapons Athletics	Bartholomew & Grendel Mk. XIV 'Mandible' shotgun
Wild Roses	Drougan	Athletics Ranged Weapons Survival	Acrobatics Close Combat Resistance	Athletics Ranged Weapons Survival Resistance	Lyon & Atkinson Mk. Xlb 'Invader' battle rifle

CLANS

Though it is more than the sum of its members, the clans are the heart of Imperial. They provide the dynamism, sense of adventure, and hunger for growth that has fuelled the Imperial corporation since its founding. They squabble amongst themselves and hold grudges and rivalries, but when faced with an external threat they are quick to unite and become a fearsome opponent.

There are sixty two clans in Imperial and many thousands of allied families. In the current environment it is unlikely that any new clans will be created. The last to be recognised was Clan Fieldhausen at the end of the Sad Struggle.

This is a guide to the major clans, and a selection of the notable minor clans and families.

AXELTHORPE

HOME: Axelthorpe Estates, Luna.

At the founding of Imperial, Axelthorpe was an independent corporate financial management consulting firm, accountants to the great and the good. As the corporation rapidly developed, Charles Axelthorpe – then head of the clan – reluctantly joined with Simon and Nigel Smythe to create **Smythe, Smythe, and Axelthorpe**, Imperial's largest financial institution. It is highly unusual for a major business to be run by more than one major clan, but in this case it made sound financial sense, as none of the other clans would trust their sensitive financial data to a single clan. Smythe, Smythe, and Axelthorpe know that this trust is essential, not only for their own financial success, but that of the Imperial corporation as a whole.

This alliance of the Smythes and the Axelthorpes has kept both sides honest, and they have taken on the self-appointed role of financial custodians to Imperial's incredible wealth. Despite the firm's name, ownership is scrupulously kept at a 50/50 split between the two families to ensure balance.

There have been testing times – the Sad Struggle being chief among them – but the partnership has survived these tests, each time emerging stronger than before though a careful balance of mutual, yet good natured, distrust between the Axelthorpes and the Smythes.

AXELTHORPE CHARACTERS

Most Axelthorpes gravitate naturally into banking, but for those who do not find managing vast amounts of cash on behalf of others to their taste, there are three main alternatives. Some become

THE IMPERIAL CLANS

There are sixty two Imperial clans and over 100 notable families:

MAJOR CLANS

- ◆ Axelthorpe
- ◆ Bartholomew
- ◆ Brannaghan
- ◆ Drougan
- ◆ Dunsirn
- ◆ Fergan
- ◆ Fieldhausen
- ◆ Finn
- ◆ Gallagher
- ◆ Kingsfield
- ◆ Loughton

- ◆ MacGuire
- ◆ Morgan
- ◆ Murdoch
- ◆ Murray
- ◆ O'Loughton
- ◆ Oakenfist
- ◆ Paladin
- ◆ Smythe

MINOR CLANS AND NOTABLE FAMILIES

- Amis
- Bruce
- Dabrowski
- Empaya
- Hidalgo
- Jernigan-Davies
- McRobert
- Ramanujan

good-for-nothing spendthrifts, the worst kind of moneyed nobles, constantly seeking new pleasures but unable to find happiness in any of them. Some join the Imperial special forces and seek service with the elite clan guard, the **Sterlings**. The third and final group join the Imperial Security Command, and with their banking and financial experience many end up in the Murders & Acquisitions or Organised Crime Departments.

BARTHOLOMEW

HOME: Bartholomew Estates, Luna.

One of the greatest of the major clans, to most outsiders Clan Bartholomew is synonymous with the business face of Imperial. As far as these things can be measured, Bartholomew is the most powerful of all the clans, having wrested away control of Parliament from the Murdochs during the Sad Struggle. Its coalition holds sway over at least fifteen other clans, making it the single largest voting bloc in Parliament. Ever aware that the Murdochs and the MacGuires want to break the Bartholomew's strangle-hold on Parliament, the Bartholomews work very hard to ensure that they are unable to secure enough support to do so.

RULERS OF CLAN BARTHOLOMEW

During the First Dark Legion War, Clan Bartholomew was led by Duke Sir Charles Bartholomew, ancient ancestor of the current Duke, Sir James. Those who have seen the portraits of the ancient Duke remark on the stunning familial similarity between the two men when they were younger. Both were tall, strong men with steely blue eyes in hard, slightly gaunt, faces. Both have swept-back, thinning, black hair – long past the age when it should have turned to grey.

There are differences, of course. The current Duke, Sir James, wears a black eye patch over his ruined left eye socket, something he holds the MacGuires responsible for, as his eye was lost in a Wolfbane attack. That attack also left him crippled and bound to a wheelchair. The years have not been kind to Sir James and he has grown enormously fat, unlike his rake-thin ancestor.

Though you will find no official mention of this, Sir Charles' life ended in tragedy. During the events of the First Dark Legion War Isabella, the recently widowed youngest – and favourite – child of Sir Charles, was left comatose and brain-dead following a car accident. Sir Charles refused to believe she was dead and had

her body frozen while he sought out any way he could to return her to life. Driven mad by the grief, he used every resource at his disposal to find some way to awaken Isabella from her coma.

When all reasonable routes proved fruitless he should have stopped, but he did not. In his obsession he became a perfect target for the Dark Symmetry and was quickly corrupted. It was only swift actions by unknown agents that prevented a greater tragedy. Those actions caused the death of Sir Charles, though official Bartholomew and ISC reports stated he took his own life. The matter was quietly swept under the carpet, and Sir Charles' oldest son Quintin took the helm, returning the clan to stability once more.

Sir James is a bitter, angry old man who refuses to hand the reins of power over to his sons, even though they are more than capable. He is accompanied by his valet and bodyguard, Alexander Marple. Alexander is a giant of a man and an extremely decorated former Sergeant Major in the Imperial special forces, who is still capable of snapping a lesser man in two. Senior family members are beginning to worry that Sir James's stubborn refusal to retire will damage the clan, and there is an unspoken fear that he will end up like his illustrious, though tragic, ancestor.

Imperial citizens hold no special love for the Bartholomews, but most are content with their performance in the leadership of the Imperial corporation. That fits the Bartholomews perfectly. Unlike some other clans, it does not seek to inspire love and devotion, but instead prefers to operate in a professional and business-like manner. It earns trust not through grand statements, but through consistency, and it is well aware that the Imperial corporation requires balance to thrive.

Frustrated by the constant meddling of the Serenity – then controlled by the Murdochs – it was the Bartholomews who campaigned for the political independence of the role, and threw their support behind a bid by the politically-unaligned Clan Paladine. Though the Paladines are well aware of who secured their control of the Serenity, and owes them a great debt, they have made it very clear that they will have no favourites politically, and that is how the Bartholomews like it.

The Bartholomew clan has garnered most of its immense wealth through clever partnerships and coalitions, and many powerful Imperial families work directly under the Bartholomews. An example of this is that for generations the Grendel family has handled all of the Bartholomews' heavy weapons manufacturing. Too small to win a Grant of Nobility themselves, the Grendels have aligned themselves with the Bartholomews, and in return have been richly

rewarded financially for their work. They have also married into the Bartholomews and are knighted on rising to senior executive positions within Bartholomew & Grendel Armaments.

KEY MEMBERS OF THE FAMILY

Duke Sir James Bartholomew is the head of Clan Bartholomew, and his three sons Mark, Michael, and Byron all hold prominent positions within the Imperial Security Command, an organisation dominated by the clan. Count Sir Mark Bartholomew, the Duke's eldest son, is Director General of the ISC, while his youngest, Earl Byron Bartholomew MP, is chair of the powerful Intelligence and Security Select Committee in the House of Parliament, which provides oversight to the ISC as a whole. Count Michael Bartholomew, the middle son, is the Director of ISC-6, the feared Internal Revision Department.

This firm grip on the security apparatus of Imperial explains how the Bartholomews have managed to maintain their position atop the unstable mountain of clans within the corporation. Accurate and actionable intelligence enables the Bartholomews to stay one step ahead of their rivals.

Duke Sir James' youngest child is the supermodel Lady Emily Bartholomew-Drougan, whose political – and loveless – marriage into the Drougan Clan is considered a joke not only by the Bartholomews and Drougans, but also the public at large. Despite

that, Lady Emily is a very popular figure within the Drougan Clan and represents it as a Member of Parliament in the House of Commons, acting as a bridge for the two clans, and as one more thread in the Bartholomew's web of power.

Closely allied with the Bartholomews for longer than anyone can remember, the **Grendels** are a clan-within-a-clan that most people would be surprised to realise are not just part of the Bartholomews. The clan is ruled with an iron fist by the indomitable Lady Rose Grendel, the current head of the ruling family matriarchs. A powerful woman and close advisor to Duke Sir James, Lady Rose's beauty has faded little despite her advancing years, and she is a master of social convention. A single well-placed word from her can cement – or destroy – a reputation within clan Bartholomew.

BARTHOLOMEW ESTATES

The Bartholomew Estate on Luna is a striking palace, rivalling Reading Palace in terms of architectural magnificence. As well as the Bartholomew administration, it is also home to a boarding school and Bartholomew University, which is open only to Bartholomew clan members and their allies. **Bartholomew University** excels in preparing graduates for life in business, the Imperial Security Command, or the Imperial Defence Forces.

BARTHOLOMEW & GREDEL ARMAMENTS

The independent corporation Grendel Manufacturing, renowned for its heavy armaments, merged with Bartholomew Armaments just prior to the First Dark Legion War, when Bartholomew acquired a controlling stake in the company through a mix of traditional share purchases and a helping hand from the Murders & Acquisitions Department. This was not without controversy, and at the beginning of the First Dark Legion War the newly formed B&G was damaged by several outbreaks of Dark Symmetry in its manufacturing facilities and heresy amongst resentful staff.

The heavy equipment manufacturing capability of Grendel made it a natural target for Bartholomew to allow it to expand into the heavy armaments business, and in later centuries its name became synonymous with such successful offerings as the Bartholomew & Grendel Mk. XIV 'Mandible'.

B&G concentrates primarily on producing heavy armaments. While the market for such weapons is limited by the strength requirements, B&G products sell well to the special forces units of all corporations, as well as to military armoured cavalry divisions, due to the top-notch weapon mounts that B&G also manufactures.

BARTHOLOMEW CHARACTERS

Any scion of Clan Bartholomew is destined to have a prestigious career within Imperial, the Brotherhood, or the Cartel, due in no small part to the enormous influence Clan Bartholomew exerts in each of these organisations. But, despite what its rivals might hope, Clan Bartholomew – ever conscious of detail – ensures that clan members are more than suitably qualified for their roles, whatever they may be. Duke Sir James has no time for wastrels or incompetents, and is unwavering in his desire to maintain the impeccable standards of Clan Bartholomew.

You can always tell a Bartholomew by his impeccable and very conservative attire. Only the finest, tailored suits and dresses will do for the elite. A Bartholomew man is expected to keep his hair short and neat, and facial hair other than a well groomed moustache is frowned upon. A Bartholomew lady is expected to let her hair grow long, but to have it tied up and back in public. Bartholomews are often accused of being too conservative and proper, but given their self-control and adroit management of power, it is difficult to argue with their success.

BRANNAGHAN

HOME: Castle Armagh, Venus.

Brannaghan is first and foremost a warrior clan. The accepted definition of a warrior clan within Imperial is any clan where the majority of family members serve in the military rather than working for a family business, and Brannaghan most definitely counts.

Though closely associated with the military as far back as records go, the Brannaghan family made its fortune in the pharmaceuticals business, and indeed that is still the source of its primary income. The rumour is that Brannaghan became so good at making pain killers, stimulants, and combat enhancing drugs because its own soldiers fought so ferociously and suffered such terrible injuries. Though publicly scorned, this rumour is true. Today, the Brannaghans receive the finest medical support available in Imperial and are renowned for being able to fight on long past the point their bodies should have given up. This issue has caused more than a bit of friction with other clans, who feel that the Brannaghans are holding back the best for their own troops, but Brannaghan – never the subtlest of clans – simply list the nepotistic abuses of the complaining clans, and that tends to shut them up.

Today Brannaghan Pharmaceutical and its subsidiaries are run by an elite cadre of Brannaghans and allied lesser families.

BRANNAGHAN CHARACTERS

The vast majority of Brannaghans serve in the Imperial Army or their own clan special forces known as the Blue Lions. Among those that do choose a business career, most end up in medicine.

Though Brannaghan has the capability to train doctors – a service it offers to other clans – its own doctors are sent to the Brotherhood training schools on Luna at the Luna Memorial Hospital for conventional medicine, or the Cardinal's Asylum of Lost Souls for psychiatric training.

DROUGAN "A DROP OF DROUGAN'S IS GOOD FOR WHAT AILS YOU!"

HOME: Castle Droughan, Asteroid Belt.

Like Clan Brannaghan, Clan Drougan is also a warrior clan. It made its money from making the finest whiskey in the solar system. Using unique grain varieties carefully brought from Old Earth, it ages its whiskeys in rosewood barrels for a minimum of fifteen years before bottling it and selling it as the finest tasting whiskey known to humanity.

A very close-knit family, the Drougans have few ties with other clans or families. The recent marriage of the supermodel Lady Emily Bartholomew to Prince Gerrold Drougan is a notable exception to this rule, and was accompanied by a ceremony – and after party thanks to the Drougans – that the solar system has rarely seen. Lady Emily was quickly assimilated into the family, with her sense of pragmatism and *'joi de vivre'* making her so popular with her new clan that they elected her as leader of their MPs in the House of Commons. Her husband is a different story.

Though superficially charming and good looking, Gerrold Drougan is a bitter and twisted man. Never content that he was the second son of Chieftain Barry Drougan, and therefore not in line to inherit control of Clan Drougan, he has spent much of his life attempting to discredit his elder brother, Harry. A few years ago, the press began referring to him as the 'Black Prince' and the nickname has stuck, with Gerrold seeming to actively embrace it as he attempts ever more extreme actions, including a rumoured assassination attempt on his father. Clan analysts are expecting a showdown soon, as if Gerrold were to succeed there would certainly be a civil war, and if he failed his father would be forced to act. Further complicating the matter is the rumour that Gerrold is secretly having an affair with Wilma Drougan, the commander of the Wild Roses.

The family requires only a small number of whiskey distilling specialists who control the key stages of the process, leaving the vast majority of family members free to serve in the Imperial Defence Forces or their own Wild Roses special forces unit.

Perhaps because of their close association with whiskey, the Drougans are renowned as lusty people who are full of life and willing to break into song at the slightest notice – and just as likely to start a bar fight. Given their proclivity for the odd drunken punch up, Drougans are excellent fighters, especially in unconventional warfare.

DROUGAN CHARACTERS

Most sons and daughters of Clan Drougan serve in the Imperial Army or the Wild Roses special forces unit, but for those few who choose a civilian path there is the highly prized career in distilling whiskey.

DUNSIRN

HOME: Dunsirn, Mars.

A paper processing firm is an unlikely candidate for a major clan, but unlikely or not, that is how Clan Dunsirn started. Over time it managed to diversify, but has kept a firm hold on Imperial paper industry. In many ways, the events of the First Dark Legion War were a blessing in disguise. As the terrifying ramifications of the Dark Symmetry were understood, high tech devices were mothballed or even destroyed, and older technologies were brought back into play. Clan Dunsirn, which had been struggling at the time, was suddenly transformed into a huge success as everyone clamoured for its paper, as well as typewriters, newspapers, books, and all other printed materials that had largely fallen out of favour.

It used its newfound wealth to buy up large tracts of land on Venus and Mars to grow trees for paper making, and also invested heavily in recycling technologies to convert other materials into paper. This expansion into recycling netted Clan Dunsirn further gains as it bought out many smaller recycling firms and gained control of much of the vast scrapyards, tips, and other waste sites that were full of valuable resources just waiting to be reclaimed.

Always underestimated by their foes, the tenacious Dunsirns also birthed their own exceptional special forces unit, The Hunters. Known for their uncanny abilities to hunt down and kill their prey, they are some of the foremost hunters and scouts in the Imperial Defence Forces.

DUNSIRN DAYS

Once a year the Dunsirns have a family reunion that brings together all of their people from throughout the solar system. They use their considerable financial and political power to ensure that even the Dunsirns serving in the trenches or other battlefields are able to return, should they want to.

This reunion is known as the 'Dunsirn Days' and is a seven-day long celebration of rebirth and tenacity. The Dunsirns send out invitations to all the other clans to attend, and many members from even the most 'proper' clans, such as the Bartholomews and Murdochs, attend – even if their leadership officially abstains.

DUNSIRN CHARACTERS

Most Dunsirn family members go to work in the paper processing or recycling businesses. Though not glamorous, these roles pay extremely well. Many of those seeking more challenging

employment chose to work in the Kimberly Corporation, producing the fearsome Iron Mastiffs and researching cybernetics and robotics.

Dunsirns seeking the thrill of the battlefield often serve in the Imperial Navy, or in their clan special forces, the Hunters.

THE IRON MASTIFFS

Though the primary businesses of Clan Dunsirn are in paper and recycling, most Imperial citizens know it as the manufacturer of the Iron Mastiffs through its subsidiary, the Kimberly Corporation.

The Kimberly family is closely allied with the Dunsirns through marriage and economic ties, and originally produced these mechanical steel dogs to guard Dunsirn tree farms and recycling plants. Designed to operate in toxic or hazardous environments that were unsuitable for regular guard and attack dogs, the Iron Mastiffs quickly found a market with a number of organisations, including the Imperial Security Command Foxhound Department.

In traditional hunts, the Dunsirns prefer real flesh-and-blood dogs, but on the battlefield they choose to deploy Iron Mastiffs, and every unit of Hunters features several of the robotic beasts. How Kimberly Corporation keeps the Iron Mastiffs free from the corruption of the Dark Symmetry is unknown, but there have been no reported cases of the robotic dogs being infected.

FERGAN

HOME: Fergan Ranch, Mars.

Beef. Beef is what Clan Fergan is best known for. While all other clans produce at least a percentage of their own farmed meat, none do so on the scale of Clan Fergan. Its vast cattle farms are known as some of the best in the solar system – along with those of Capitol.

For rounding up their cattle on the range, the Fergans use all-terrain trikes: three-wheeled motorcycles manufactured by Loughton that are capable of covering the vast distances with ease and overcoming all but the most fearsome obstacles. Life on the range hardens the young Fergans and shapes even the least of them into capable fighters and excellent scouts.

In war, many of the Fergan cattle rangers serve with the Highland Clan Warriors as a cavalry division, riding the fearsome Loughton

Hedgehog Necromowers to storm the forces of the Dark Legion and break their ranks. When they are not engaged in heroic charges, they are ranging across the landscape acting as forward scouts and tracking Dark Legion activities. So in demand are their services that they exclusively serve in the Imperial special forces.

FERGAN CHARACTERS

Fergans are all cattle farmers and warriors, seeing no distinction between the two. In peace they work the cattle farms, and in war they serve the Highland Clan Warriors.

FIELDHAUSEN "WE MAKE THEM. YOU BREAK THEM."

HOME: Neufeldhausen, Venus.

Fieldhausen was once part of Bauhaus, but joined Imperial as a clan in the time of Cardinal Durand X. Its business is exclusively in producing quality small arms, armoured personnel carriers, and armoured fighting vehicles. The clan shot to fame on the back of the outstanding performance of the Mk. 54 'Bauhaus Bully' Main Battle Tank on the battlefields of Venus. It was Fieldhausen's first vehicle design for Imperial, and cemented its status as a clan.

There is a common confusion about Fieldhausen, as Bauhaus retained the rights to the Fieldhausen Motors name, even though Fieldhausen is no longer part of that corporation. Clan Fieldhausen has addressed this by banding all its products as Fieldhausen Autowerks. Both companies vie for supremacy in similar markets, though it is generally considered that the Imperial Fieldhausen Autowerks products are superior.

When originally brought into the Imperial fold, Fieldhausen was made part of Clan Kingsfield, but the family members fought long and hard to establish their own sovereignty – a goal they achieved during the events of the Sad Struggle, when Clan Murdoch awarded Fieldhausen full clan status for siding with it against Clan Kingsfield. This tactical manoeuvre – or betrayal, depending on who you ask – cut off Clan Kingsfield from its main source of weaponry and equipment at a critical moment, and was instrumental in its defeat.

The Fieldhausens were the last of the sixty-two clans to be created, something that only happened because of the opportunities afforded by that unique period of turmoil. In times of peace, the other clans will not allow any new members to dilute their power. Because of this, and also an awareness of the damage they caused to the Kingsfields with their betrayal, the Fieldhausens do not easily trust other clans and have no attached families working for them.

Despite their business, the Fieldhausens have no military tradition, instead choosing to focus on aiding Imperial's defence by producing the best arms, equipment, and vehicles they can. This decision made their products far more attractive to the other clans, as they

are not perceived as a rival on the battlefield. Indeed, Fieldhausen's motto reflects this: "We make them. You break them."

Fieldhausen's relationship with Bauhaus is difficult to say the least, as the corporation greatly resents the loss of such a key company to its rival, and seeks every opportunity to lure back personnel – or failing that, opportunities to shame the clan and its equipment. The sight of a Bauhaus Bully MBT on the battlefield infuriates Bauhaus.

FIELDHAUSEN CHARACTERS

Fieldhausen family members usually fall into one of three types: business executives for Fieldhausen Autowerks, scientists and engineers working on new creations for Fieldhausen Autowerks, or commercial pilots operating everything from helijets to space liners.

Of course, more than a few Fieldhausen have been lured back to Bauhaus over the years.

PROJECT 6



There was no Imperial Clan Fieldhausen in the First Dark Legion War, though the seeds for its eventual betrayal of Bauhaus had already been put in place. Fieldhausen executives were becoming increasingly frustrated at the nepotism and arbitrary limitations placed on them by the Elector Houses so they would not compete too effectively with their more prestigious rivals.

The Murders and Acquisitions Department of the Imperial Security Command was already sniffing around the corporation, sensing an opportunity to slice away a tasty piece of Bauhaus. Stealing such a large part of a bigger rival was not going to be easy, so Imperial put in place a long-term game plan called Project 6, which would eventually see the key personnel of Fieldhausen Motors defect.

During the First Dark Legion War, Project 6 consisted mainly of 'Romeo' agents, designed to win the affection of key Fieldhausens, and 'mysterious interventions' to protect those most likely to defect from harm – and also ensure Imperial gained further control of Fieldhausen whilst building up extensive dossiers so Fieldhausen would eventually understand exactly what it owed to the Imperial agents.



FINN

HOME: Finn Manor, Luna.

Where most of its fellow clans are concerned with how to defend themselves, Clan Finn is more concerned with how to save them. Long before Imperial was formed, Martha Finn founded the Mercy Medical School on Luna. She was a pioneer in healthcare, and recognised that there was a need for doctors, surgeons, and nurses trained to deal with battlefield medicine.

The Finns are almost all medical professionals, and work closely with Clan Brannaghan to ensure that the field of medical drugs also moves forward. As a clan it took the decision to adhere to a strict policy of pacifism, as its loyalty is to the wounded and ill. Clan members can, and do, serve as combat medics, though most unit commanders prefer those trained by Clan Brannaghan as the pacifism of the Finns can be quite extreme: they will not carry any weaponry, and most disdain the use of armour, preferring to operate clearly as medics.

Unfortunately, the Finns refuse to renounce their pacifism even in the face of the threat of the Dark Legion. This has caused tensions within the clan, leading some to renounce their clan identity and seek service in the Highland Clan Warriors where they have acquired the nickname of the Bad Samaritans.

FINN CHARACTERS

Over ninety percent of all Finns work as surgeons, doctors, nurses, or battlefield paramedics. The remaining few have discarded their clan identity and vow of pacifism and joined the Highland Clan Warriors.

GALLAGHER

HOME: None (was Keep Gladius, Asteroid Belt).

The tale of the Gallaghers is a sad fall from grace. Once considered the finest swordsmiths in the solar system, their craftsmanship was unsurpassed and their work was always in demand by the great and the good. Though it was not the wealthiest of clans, Clan Gallagher's pride in its work and sense of honour were renowned.

That proud tradition earned the clan many friends and allies. Gallaghers were always welcome in the Serenity's court, and valued as close advisors. Well thought out and balanced, their advice was a stabilising factor in Imperial politics, and because of this, the clan's influence far outstripped its size.

But events recently took a horrifying turn. Just a couple of years before the outbreak of the Second Dark Legion War, the Gallagher's ancestral seat – Keep Gladius – was destroyed in a brutal raid. The raid was timed to take place during the end of year celebrations,

when the entire Gallagher clan was gathered in celebration. The festivities were transformed into a brutal scene of carnage as the clan was massacred; all save Sean Gallagher, who had been unable to leave the battlefield to return to his home.

As the sole remaining Gallagher, Sean was immediately invested as Baron and granted demesne over all Gallagher holdings. But Sean Gallagher was no businessman. He had trained his entire life as a warrior, and that training, combined with an absolute determination to find and punish those responsible for the massacre, meant he was unwilling to run the businesses. Instead he handed day-to-day control to the Rourkes, one of the minor families allied with the Gallaghers. Sean Gallagher returned to the Wolfbanes and quickly rose to become Commander Chieftain.

The Rourkes have done their best to keep the Gallagher business running, and for the most part have done well. The exception, however, is the famed Gallagher swords. The secrets of the master crafters went to the grave with the Gallaghers, and despite the best efforts of the Rourkes, the Gallagher blades are not what they once were, and production has fallen to an all-time low. Other clans, such as Clan Murray, have stepped into the breach.

To this day no one knows who was responsible for the destruction of Clan Gallagher, though rumour is rife.

GALLAGHER CHARACTERS

There are no Gallagher characters. Sean Gallagher is the sole remaining scion of his line and has made it clear that he has no time for marriage and children until vengeance has been carried out. There are, however, many Rourkes and allied families remaining, and most either work in the family businesses or join the Imperial Defence Forces – usually the Imperial Army, though a few have earned their place in the Wolfbanes.

KINGSFIELD

HOME: Fukido, Mercury.

In Imperial history, Kingsfield is synonymous with tragedy, failure, and betrayal. Once second only to Clan Murdoch in power, its actions brought it to the brink of ruin.

One of the founders of Imperial, and never lacking in ambition, Kingsfield mounted a massive economic and military offensive against Clan Murdoch during the time of Cardinal Durand XI. It was an attempt to seize control of the position of Serenity – recently lost to the allies of Clan Bartholomew – and by extension, Imperial itself. The Kingsfields had been meticulous in their preparation and believed that not only surprise, but also tactical superiority was on their side.

CLAN GALLAGHER IN THE FIRST DARK LEGION WAR



When the full impact of Dark Symmetry corruption was understood and humanity was forced to abandon its most advanced technology, people naturally turned to tried-and-tested technologies to protect them. It was not long before rumours of the supernatural effectiveness of Clan Gallagher blades began to spread.

It was said that they were more than just swords, that they were imbued with special powers that could burn the very corruption in foes. The terrifying Malignants were vulnerable to the blades. It was later said by Craig Gallagher – then master swordsmith of Clan Gallagher – that a mysterious man came to him in his dreams and taught him secret magic to give his blades their supernatural keenness. Who this mysterious man was remains a mystery, though later scholars speculated that it might have been Nathaniel Durand.

They were very, very wrong. The Murdochs – full of fury over their recent humiliation at the hands of Clan Bartholomew – had been tipped off by loyalists within the ISC, and were well prepared. They allowed the Kingsfields to fully commit before closing the trap. The forces of the Murdochs and their allies swooped in. They shorted the stock of Kingsfield companies, ambushed Kingsfield shock troops, massacred the Black Hearts, eliminated its command and control centre in a precision missile strike, and had the Kingsfield Members of Parliament hauled before tribunals before the clan knew what had happened to it. This period became known as the Sad Struggle, and was a wakeup call for the rest of Imperial. Thus began the Great Resentment.

That Murdoch – which had been outmanoeuvred by Clan Bartholomew – was still capable of so total a victory over Kingsfield was a huge shock.

What was left of the Kingsfield clan at the cessation of hostilities was but a pale shadow of its former glory. Its name was tarnished almost beyond recovery, its members marked not only as traitors but as incompetent. Few wish to be associated with the stain of failure. The special forces unit of the Kingsfields, The Black Hearts, which had been weakened by the Murdoch ambush was officially disbanded. Most Kingsfield businesses were divided out by Murdoch amongst its allies, leaving just a scant few under Kingsfield ownership.

The intervening centuries have done little to lessen this reputation, and there are few who will admit to being part of the family. Many renounced not only their family name, but also their Imperial

citizenship, leaving the corporation entirely such was the intensity of their shame. They took what they had and set up new, independent corporations and businesses under new names, or worked as freelancers. The victors were content to let them go.

Those that stayed were social pariahs, burdened with the unenviable task of living with the mistakes of their ancestors branded on their identities. The bitterness of such an extreme fall from power was very nearly overwhelming, and many a Kingsfield scion was found dead of drink or drug abuse. Over time, this bitterness turned to thoughts of revenge.

THE PATCHWORK MAN



The events of the Sad Struggle are still very fresh and painful, not only for the Kingsfields but much of Imperial, as the knock-on effects of their emasculation at the hands of Clan Murdoch sent shivers down the spines of all Imperial citizens not directly involved in the conflict.

The fury and rage that burned in the hearts of the remaining and former Kingsfields was an irresistible call to the Dark Symmetry. This deadly plague of necrotechnology spread through many of the survivors as they were possessed by Malignants. Even worse, this was not always without knowledge of the other Kingsfields. More than once they intentionally hid the corruption of their own in order to maximise the damage caused to their rivals.

In particular, Clan Murdoch was victim of a series of horrific slayings by a killer known as the Patchwork Man. Revelling in killing targets in supposed secure locations, his victims were found skinned. Despite the terrible damage they had sustained, somehow the Patchwork Man had been able to keep them alive just long enough to be found before they expired.

Though never officially caught, or indeed linked to Clan Kingsfield, the fact that all the victims had been instrumental in the destruction of the Kingsfields meant that they were presumed to have been behind the attacks. A massive man hunt was launched for the Patchwork Man, but he was never caught, and after his thirteenth kill he abruptly vanished.

Towards the end of the First Dark Legion War, the Kingsfields finally understood the magnitude of the danger posed by Dark Symmetry, and ruthlessly hunted down the Heretics within their midst. The stain of heresy stuck, but over time it became merely one more mark against the clan.

The flames of revenge burn bright in the young Kingsfields, but they have been politically neutered by their rivals. The Kingsfields claimed – not without an element of truth – that they were being unfairly persecuted for the failings of their ancestors. Their sense of vengeance burns particularly bright towards the Bartholomews, who they feel stole their rightful position, the MacGuires for turning against them, and the Fieldhausens for selling them out so that they could become a full clan. Kingsfields will do anything they can to punish members of these clans.

Lacking in material power, the Kingsfields have had to become patient and clever. They will work with others in the short term if it will further their long term plans, and every Kingsfield has it drummed into them from birth that they cannot trust anyone outside the clan.

There are rumours that the diaspora of Kingsfields now under other names, working for other corporations and seemingly unrelated, are all actually still part of the Kingsfield clan, and are slowly rebuilding their powerbase so that one day they may correct the mistakes of the past. Whether this is true or not is unknown, but what is certainly the case is that the Kingsfields and their sense of vengeance have formed the basis of many dramas and tragedies in popular culture.

KINGSFIELD CHARACTERS

Kingsfield family members have only a small selection of businesses within the family available to work in should they chose a corporate route. Most choose to join the Imperial Security Command or strike out on their own as freelancers.

LOUGHTON

HOME: Witchmouth Asteroid, Asteroid Belt.

The Loughtons are filthy rich. They took the lead in exploring and exploiting the Asteroid Belt early in Imperial's history and their mines sprang up on hundreds of asteroids as they laid claim to the enormous mineral wealth present. Clan Loughton used the funds to diversify, acquiring a swathe of established businesses as well as founding its own companies, creating a vertically-integrated heavy industry giant that controlled everything from mining raw resources to delivering the finished materials to customers. As Imperial coalesced it used its economic might to carve out a well-defined niche within the corporation. It had no interest in being seen as the leader of Imperial, and was content to leave that to the Bartholomews, Murdochs, and the like. It instead concentrated on the money.

These days most Imperial citizens know the Loughtons for their vehicles. They manufacture almost every Imperial car, save a few luxury vehicles, and their **Witchmouth Shipyards** on Luna produce over sixty five percent of all aircraft and spacecraft used by Imperial.

The events of the First Dark Legion War were a wakeup call to the Loughtons – revealing that the incredible wealth the family's members had accumulated made them vulnerable to corruption by the Dark Symmetry. Desperate not to end up like the reviled Clan Kingsfield, the Loughtons took the momentous decision to donate fifty percent of all their profits to the newly established Brotherhood.

This act of financial support was also an act of validation and faith in the message the Brotherhood was spreading, and helped it enormously in those early years. The Brotherhood returns the favour by purchasing many of its vehicles from Loughton and expanding its reach. The connection is more than just economic, as many Loughtons have joined the Brotherhood and have risen to incredible heights, such as Count Thomas Loughton – brother of Duke Sir Wilburn Loughton – who is the Primus of the Brotherhood's Fourth Directorate.

LOUGHTON CHARACTERS

Considering political careers to be tolerated at best, most Loughtons either work for Loughton's massive manufacturing empire or choose to join the Brotherhood, where they will find many of their extended family already well entrenched.

MACGUIRE

HOMES: MacGuire Crater, Venus.

Clan MacGuire is extremely proud of its position in Imperial society, and rightly so. Rivalling Clan Bartholomew, the family has members in positions of influence and power throughout the Imperial administration, including the top jobs in the Ministry of Industry and the Ministry of Conquest.

The MacGuires are tutored from an early age to understand the mechanisms of power; they learn to understand the damage caused by the Sad Struggle, often using Clan Kingsfield as an object lesson in arrogance and failure. One thing is made clear to all MacGuires: effective use of power should take place invisibly, with open warfare being equivalent to failure.

This does not mean that Clan MacGuire is uninterested in its rivalries with clans such as Bartholomew, but rather that it views the whole situation more strategically, and favours the approaches studied by the greatest chess masters. It understands that what makes Imperial great is the internal rivalry. Without the internal friction of competition, Imperial would be just another, smaller, corporation. The rivalries make Imperial strong, they make Imperial better. In a strange way Clan MacGuire needs its rivalry with Clan Bartholomew.

So these days, the rivalry it has with Clan Bartholomew is rarely ever seen in public. Instead the two vie behind closed doors for key leasing contracts, command positions in military expeditions, or ministerial positions in government.

The jockeying for position can be politically vicious but rarely escalates to assassination. Instead, both clans work the complex network of connections, favours, blackmail, and public relations to achieve their victories. Battles are fought in the reading rooms of private clubs, on the polo fields of polite society, and in the whispers in the corridors of power.

Duke Sir Rowan MacGuire rules with his son, Earl Malcolm, and daughter, Lady Michelle, as his seconds in command. Malcom is the Imperial Foreign Minister, Lady Michelle is Deputy Minister in the Ministry of Conquest, and Sir Rowan's third child, Lady Madeline, is the supreme commander of the Wolfbanes, a position known as the 'Ælgænor'.

The MacGuires were allied with Clan Murdoch during the Sad Struggle and gained greatly with the fall of Clan Kingsfield, receiving many of the shamed clan's businesses. Since then they have grown ever more powerful through the adroit application of political power, but to most Imperial citizens they are known for the Wolfbane Commandos. Though this super-elite unit is officially independent of any clan, the MacGuires have traditionally provided its leadership cadre. The MacGuires have been careful to maintain this precarious balance and they are the first to volunteer the Wolfbanes for the most dangerous missions on behalf of Imperial, ensuring that the when needed by other clans they have never been found wanting. The Wolfbanes have not shirked from riding to the aid of Clan Bartholomew on several occasions, something that causes great discomfort to the Bartholomews and great amusement amongst the upper echelons of the MacGuires.

Duke Rowan is a living legend within Imperial. A tall, broad-shouldered man in his seventies, he served with great distinction in the Wolfbanes, and still trains regularly with them, proving time and again to be more than capable of defeating commandos half his age in the sparring arena. He only stepped down from active service following the death of his beloved wife – and fellow warrior – Millie in an assault on a Dark Citadel.

As one of the few to have ever seen the inside of a Dark Citadel, he understands only too well the full horror of the Dark Legion and has worked hard to bring peace to the clans. Given the intense and deeply-ingrained rivalry between the Clans, Duke Rowan invested heavily in the media and funded a long-term and subtle campaign to create a feeling of camaraderie and peace between them. He truly believes that unless united, the forces of Imperial cannot hope to stand against the forces of the Dark Legion.

MACGUIRE CHARACTERS

Most MacGuires either choose political careers or serve within the Imperial Defence Forces in the hope that one day they will be experienced and capable enough to serve with the Wolfbanes.

MORGAN

HOME: Morgan, Asteroid Belt.

There is a saying in Imperial circles for when things are deeply suspicious: *"This stinks more than a Morgan"*. Though not pariahs like Clan Kingsfield, Clan Morgan is considered the black sheep of the clans. Born from a coalition of small families engaged in the outright illegal to morally dubious at best, Clan Morgan has never managed to shake off the reputation of illegitimacy. Arthur Morgan was the most notable of the founders, and the clan took his name. He made his money in gambling and casinos, and along the way built up a great deal of expertise in surveillance.

When he sought to change the perceived image of his clan, he turned to his surveillance expertise and diversified into electronics tailored for use by the Imperial Security Command. The approach worked and the ISC rapidly became Morgan Electronics' largest customer. But Arthur was determined not to stop there. He was unwilling to be held hostage to a single customer, no matter how lucrative the deal was, so he further branched out into consumer electronics. His keen understanding of satisfying the needs of patrons at his casinos so they could continue to gamble aided him greatly here, and the consumer electronics business boomed.

Things were going well, but then the First Dark Legion War happened. Morgan's electronics were particularly susceptible to the malevolent corruption of the Dark Symmetry, and as people rushed to rid themselves of such items the Morgan stock began to plummet. The head of the clan at the time, Edmund Morgan, realised that it had to find a way to protect its electronics – at least partially – from the Dark Symmetry. He pulled together a crack team of his best researchers and even brought in outsider advisors, rumoured to include the genius philanthropist Nathaniel Durand. They toiled for months before achieving a level of success. It was not perfect, but it was better than nothing and the sales stabilised.

Rumours quickly began to spread that the Morgans had made some kind of pact with the Dark Legion, but these were vehemently denied. Despite throwing its full backing behind the creation of the Brotherhood, the rumours continued unabated; *"If they have nothing to hide then why do they act like they have something to prove?"* became the refrain. The Morgans could not win, it seemed.

So they threw open their doors to the Inquisition, and also established the Black Berets – a clan special forces unit exclusively dedicated to hunting down and exterminating Dark Legion heresy. Even their harshest critics and economic rivals have had to admit they have done a sterling job and have greatly enhanced humanity's survival prospects.

These days, the rumours are still there, but they are considered to be the domain of the fringe conspiracy nut. If the rumours of a Dark Pact were true, then it would have to be confined to a hidden cadre unknown to the other clan members.

MORGAN CHARACTERS

Members of Clan Morgan have a surprisingly wide range of options. They can join the family businesses in electronics or gambling, or work as researchers in the cutting edge Morganite Labs, searching for ever better ways to neutralise the Dark Symmetry. For those wanting a more adventurous life, service in the Black Berets is considered a truly honourable career, though working for the ISC comes a close second.

MURDOCH

HOME: Lawrence, Mars (with major holdings in New Talbot on Titan).

Before the dark days of the Sad Struggle, Clan Murdoch was the preeminent clan and undisputed leader of Imperial. Its businesses dominated the corporation, it held a virtual lock on both Houses of Parliament, and had held the position of Serenity since the founding of the corporation. Its position was unassailable and most assumed it was only a matter of time before it reorganised the Imperial corporation along lines similar to that of Capitol, despite the denials of the Murdochs.

But it was never going to last. The other clans – even the closest allies of the Murdochs – were unwilling to be slowly absorbed for the greater good. When the Bartholomews emerged the victors of the Sad Struggle, the deals and alliances they had made with many of the other clans in return for support meant that they were never able to attain the same heights previously held by the Murdochs.

The modern Murdochs regard the time before the Sad Struggle as Imperial's 'golden age', and have mythologised it as a time of peace and prosperity for all. This view is challenged by pretty much all of the rest of Imperial, who point out that if things were as rosy as the Murdochs claim then the Sad Struggle would never have happened, and in fact it was endemic corruption, self-aggrandisement, and weak leadership that made the events inevitable. The truth is somewhere between these two polarised views, but the flame that lit the fires of rebellion was the raw unbridled ambition of Duke Sir Carlton Kingsfield. If he had not sought to dethrone the Murdochs then the rest of the clans would have probably remained content with their situation.

However, the point is now moot as whatever the cause, the Imperial corporation changed immeasurably, and the divisions between the rival clans were torn open for all to see. Unwilling to accept its fate, Clan Murdoch launched a covert rebellion against the rule of Clan Bartholomew almost as soon as the events of the Sad Struggle were concluded, which quickly became known as the *Great Resentment*.

THE LION OF THE MURDOCHS



The fires of rage burned within Clan Murdoch when the First Dark Legion War broke out. The titanic events of the Sad Struggle – still referred to as the Bloody Mess – had only just occurred and Clan Murdoch had been thrown into chaos as its grip on power had been forcibly removed. In particular, the loss of the position of Serenity to the ‘upstarts’ in Clan Paladine was like an open wound.

Duke Sir Jason Murdoch has been thrust into the spotlight as the new head of the clan following the alleged suicide of his father. He knew that his main job was to rebuild and reorganise the Murdochs, but he was constantly thwarted by the actions of his younger sister Lady Jessica Murdoch – commander of the Golden Lions – who took it upon herself to enact bloody vengeance on all those who slighted her clan.

The tension between the two built, stoking fears of a renewal of open conflict within the Imperial corporation, or even a civil war within Clan Murdoch, until the abrupt disappearance of her personal yacht ‘Lion of the Murdochs’ on a routine journey from Mars to Luna. Despite an extensive search, the ship was never found, prompting hotly denied rumours that Duke Sir Jason was responsible. The matter was never resolved, but the disappearance did enable Duke Sir Jason to begin the painful rebuilding process for Murdoch and prevent any further losses to its rivals.

In the intervening years several spaceship captains have reported seeing the Lion of the Murdochs – or its electronic signature – in deep space, but the sightings have never been confirmed.



The Bartholomews countered and have tried to pry the fingers of the Murdochs from the chambers of power, but with limited success. Despite everything that happened, Clan Murdoch still commands great power and resources and its members are not afraid to use them. Members of Clan Murdoch hold high office in the Imperial administration, defence forces, heavy industry, and business management sectors.

Over the years it has been Clan Murdoch that has fed the fires of the Great Resentment. Its pride burns fiercely every time it is forced to bend the knee to any other clan, and it has sworn that one day it will recover the Imperial crown, a position its members claim is rightfully theirs as Imperial founders. This fierce pride has stymied any attempts by other clans to find peaceful solutions and even its own closest allies consider it more than a little pig-headed.

The Murdochs are ever keen to distinguish themselves from the other clans, and all clan members wear their hair long, growing it their entire lives and treating it as a symbol of their strength and virility. Just like the Bartholomews – though no Murdoch would ever acknowledge this – they follow a strict code of morality and conservatism in their dress. Business executives wear high-collared shirts with luxurious blazers. Day to day they wear tight trousers, usually with boots, though for ceremonial events the men will wear kilts, while the women will wear long, demure dresses.

Clan Murdoch’s powerbase is on Mars and Titan, from where it controls the majority of Imperial’s petrochemical industries. Unlike the other clans, the Murdochs have refused to invest in Fukido, as 100 years feels far too temporary from their viewpoint.

The Murdoch-controlled Serenity’s Military College is on Mars and it is considered on a par with Paxton and the Bartholomew’s own private military school. The Highland Clan Warriors are trained here alongside the Murdoch’s own Golden Lions.

KEY MEMBERS OF THE FAMILY

Duchess Dame Fiona Murdoch leads the clan, and despite her impressive 92 years of age, she is still considered to be a sharp negotiator and shrewd leader. She broke the traditional patriarchal mode of rule when she assumed clan leadership in the aftermath of her husband’s death. She lost her husband over forty years ago to an assassin’s blade, an act she has always believed the Bartholomews carried out, but has never been able to prove. Since then, each of her three children has been killed by Cybertronic agents for reasons unknown, and this has fuelled her hatred of the upstart corporation. Fiona has been instrumental in shaping Imperial’s anti-Cybertronic policies.

Fiona Murdoch has done much to dismantle the last vestiges of sexual discrimination within Clan Murdoch and, in addition to her wider achievements, she has been remarkably successful in this: so

much so that when she announced that she was to be succeeded by her granddaughter, Lady Moira Murdoch, there was no dissent within the corporation. Of course, Moira's position as Ælgænor of the Highland Clan Warriors probably helped.

MURDOCH CHARACTERS

Murdochs have a wide variety of options within the Imperial corporation, but one facet unites them all: they must be positions of importance and prestige. Many lead the expanse of Murdoch businesses, whilst others join the Golden Lions, Highland Clan Warriors, or seek service in the officer cadre of the Imperial Navy. For many Murdochs, the lure of politics is too strong, and they gravitate towards the halls of power in Imperial or the Cartel.

MURRAY "OUR LUCK NEVER RUNS OUT!"

HOME: Murray Keep, Asteroid Belt.

Clan Murray has made its fortune providing a staple of humanity throughout its history: ale. Murray dark and pale ales are the tipples of choice for most Imperial citizens, and are stocked by pubs and bars throughout the solar system far beyond Imperial territory. Murray also produces a potent range of craft ales for the more discerning palate, and these ales are considered refined enough to be served at exclusive restaurants and banquets.

Over the last few years, Murray has diversified into a surprising new business: swordsmithing. Following the terrible events of the massacre at Keep Gladius and the death of most of Clan Gallagher, Clan Murray took in many refugees from its fallen sister-clan and was quick to offer its support to the remaining Gallghers and Rourkes. It realised that the loss of the Gallgher swordsmiths was a terrible blow to Imperial, and has used much of its wealth to build new forges, steel works, and smithies, as well as funding researchers attempting to replicate the lost arts of the Gallagher swordsmiths. Aware that this could be misinterpreted as a hostile act, the leadership of Clan Murray sought – and received – the blessing of Sean Gallagher, an act that many of the surviving Rourkes were shocked by. The Murrays, not wishing to further antagonise their allies, agreed to focus on the mass-market swords, leaving the finest crafted weaponry to the remaining Rourke smiths, whilst providing the sales and marketing for both clans. It was a solution that made both sides happy and has worked out well.



The move into sword-making was not without precedent for Clan Murray, after all its Lyon & Atkinson Arms division has been making small arms for centuries. The Lyons and the Atkinsons are small but wealthy allied families within Clan Murray, with the Atkinsons specialising in research and development, while the Lyons concentrate on the manufacture and sales end. Clan Murray handles the marketing and promotion. When they established the new sword-making facilities, both the Lyons and the Atkinsons were heavily involved, and this enabled the Murrays to get the operations up and running quickly.

MURRAY CHARACTERS

Most Murrays go to work in its breweries, though a lucrative career is available to those interested in small arms and sword-making industries. Those looking for a combat-oriented career usually sign up with the Shamrocks, the clan special forces.

O'LOUGHTON

HOME: Lawrence, Mars.

The O'Loughtons were once part of Clan Loughton, but during the dark days of the Sad Struggle the clan fractured along political lines. While the majority of Loughtons were content to remain uninvolved in the conflict, there was a very vocal minority that was strongly loyal to the leadership of Imperial, and therefore Clan Murdoch.

The leader of this faction, Barnaby Loughton – Commander Chieftain of the Rams, brought his forces into the fight on the side of Clan Murdoch, and pledged his loyalty in open disregard of the orders of his clan leaders. In recognition of this, Clan Murdoch made Barnaby the head of his own clan. Barnaby was known as "the Son o' Loughton" in the press at the time, and once the fighting died down he named his clan the O'Loughtons to differentiate it from the clan that had sired it. He consulted with the leadership of his new clan on what to call its division of the Rams, and they chose to call them the Golden Panthers.

Because they were formed in battle, the O'Laughtons have never had any business besides war and have stuck to this in the intervening years, focussing exclusively on being a military clan.

O'LOUGHTON CHARACTERS

There is only one career suitable for the proud warriors of the O'Loughtons: military service. Many serve in the Golden Panthers, but O'Loughtons are found in every division of the Imperial military.

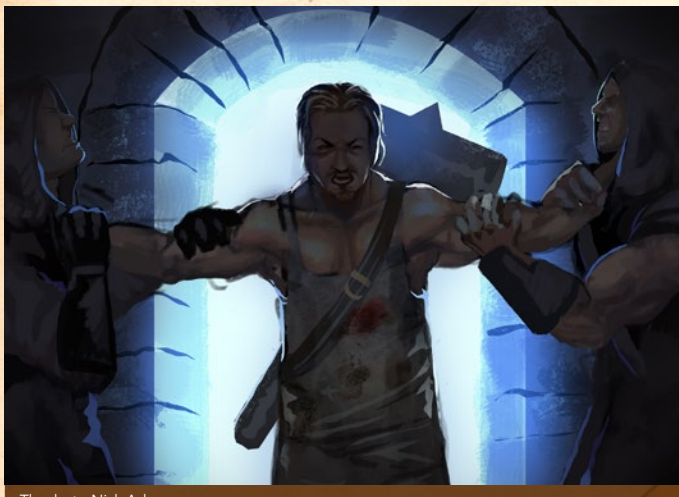
The life of Eidon Drase, one of the finest Brewmasters of Clan Murray, had never gone to plan. He had always had aspirations to be a Doomtrooper or maybe a Wolfbane – something heroic – but things had worked out differently. As a younger man he had been ‘a bit fond of the drink’, to put it mildly, and after a particularly epic drinking session he woke up married to a woman – Morag – he had never met before. She was as surprised and unhappy as he, but their request to have the marriage annulled fell on deaf ears and the clan made it perfectly clear that divorce was not a valid option. He had made his bed, as it were, and now he had to lie in it.

He swore off the drink that very day, and not a drop has passed his lips in the years since, other than for tasting purposes. At first he spent much of his time trying to get away from his wife, but over time they became fond of each other, and while they were never going to be the greatest match, they reached a compromise as rival Brewmasters. Now there were only two things that brought them together: their shared hatred of heresy and their love of the breweries.

Which is why Eidon now found himself in his wife’s office holding two struggling Heretics off the ground by their throats before bringing their heads together with a sickening crack. He turned to his wife who gave him ‘a look’.

“Aw Morag, din ye look at me like that! Get y’hammer – there’re more Heretics like these in the brewery and we’ve got some skulls to crush!”

He looked down at the two comatose heretics and whispered, “Now see what you’ve done y’heartless bastards, you’ve only gone and made me have t’talk to me wife!” Still, he had to admit, he was looking forward to fighting side by side with Morag. She was a bloody brilliant fighter.



Thanks to Nick Adams.

OAKENFIST

HOME: Oakenfist Keep, Jovian Trojan Asteroids.

The Oakenfists can trace their heritage back to the Murdochs, back before there were clans and back before there was even an Imperial Corporation. They were the proud explorers of the family, always striving to see new vistas, to tame the wilds of the solar system. They were the first to explore and exploit the asteroid field between Mars and Jupiter, claiming many of the rocks for themselves. When the clans began to coalesce, these pioneers and miners formed their own clan, Clan Oakenfist.

Like the Murdochs, the Oakenfists grow their hair long, though they wear their braided. Most Oakenfist men are bearded and these they also wear braided. Oakenfists are stocky, muscled, shorter folk, rarely reaching 1.9m in height. Why they are so short and stocky is a matter of some controversy, especially given that many spend most of their lives in strength-sapping micro gravity environments. It is rumoured that they received some genetic manipulation to counteract the negative effects of micro gravity environments, something that is hotly denied by the Oakenfists.

Perhaps unrelated – or perhaps not – is the fact that the Oakenfists seem to be cursed with a predilection for insanity. Maybe it is their lives on the edge, looking into the big black abyss of space, or maybe it is a legacy of genetic tinkering, but the madness strikes older Oakenfists hardest. These days the Oakenfists rulers are required to step down at the first signs of the madness, but if they do not there is no hesitation in forcibly removing them from office.

Unlike almost every other clan, the Oakenfists have no special forces of their own, choosing instead to serve in the Wolfbanes or the Highland Clan Warriors.

OAKENFIST CHARACTERS

Oakenfists are determined miners, fierce pioneers, and determined explorers willing to venture into the deep dark for the hope of wealth. Many work in the family mines, some notable Oakenfists have led careers as Conquistadors, whilst others choose to serve in the Imperial Defence Forces where they are well-suited to tunnel and trench warfare.

PALADINE "KNOWLEDGE IS POWER"

HOME: Victoria, Asteroid Belt.

Clan Paladine is well renowned both within Imperial and beyond. Never a large clan, it is justifiably proud of its honourable history, and is revered and respected by the other clans. No Paladine has ever broken their word or shirked from their duty. When other clans have been in trouble, the Paladines have always been there to provide support. In business a 'Paladines deal' is a common turn of phrase for a fair deal.

So it was unsurprising that when Clan Bartholomew nominated Clan Paladine for the position of Serenity, in a political move to stabilise Imperial following the Sad Struggle, the move quickly attracted support from all clans, even the Murdochs. Theirs was the only nomination that found universal support.

Since the death of the last Murdoch Serenity, a Bartholomew – Thaddeus Bartholomew, had held the post as regent. While he had done a good job in the role, all parties realised that with the Murdoch's traditional claim on the position of Serenity resentment would continue to build as long as a Bartholomew held the role. Bloodshed would be inevitable. The only other powerful nomination would have been the MacGuires, but they were rejected for largely the same reasons. Acting on behalf of Clan Bartholomew, Clan Smythe nominated the Paladines. It was a move of political genius that caught everyone off guard.

Paladine was arguably a minor clan and, good reputation notwithstanding, had shown no interest in the role. It was certainly capable, but even it was surprised by the nomination. Apparently the Bartholomews had informed no one of their intentions beyond their allies in Clan Smythe.

There followed a lively round of debates in both Houses of Parliament, and also in the pubs and bars of Imperial districts, as everyone argued out the pros and cons of the situation. Ultimately it was realised that there was no other candidate that would not face a veto by one of the power blocs. Once the realisation had settled in, the first Paladine Serenity – Cornelius Paladine – was crowned.

Immediately the clan set to work. It may not have been prepared for the nomination, but it knew what to do. The first order of business was to bring to an end the Sad Struggle. It brought all the warring

parties together and negotiated settlements. The new Serenity shaped his role into one of arbitration and political neutrality. There would be no special treatment here, not even for the Bartholomews, who were instrumental in Paladine's rise to power. Within weeks the fighting was over, and within a few years the worst of the animosity had died down, though it was never able to quite stamp out the Great Resentment.

Since then, the Paladines have held the role unchallenged on the unspoken agreement that they will remain neutral in all internal matters.

The Serenity rules from Reading Palace on Luna, but the main holdings of Clan Paladine are on the asteroid of Victoria, which has become the main port into and out of the asteroid belt. It has used the considerable wealth it acquired in the publishing industry to buy up more land and then donated it to the Imperial bureaucracy in the belief that a strong administration will enable a strong Imperial Corporation.

It has also used its publishing influence to gently shape Imperial media, carefully selecting what does and does not see print in order to build on the moral core of Imperial. It is only too aware that it is the glue for the corporation, and possibly all that stands between a unified future and another civil war.

When the Brotherhood was created shortly after Paladine had assumed the role of Serenity, the clan sensed a tremendous opportunity and quickly established deep ties with the Brotherhood. Just about every Imperial recruit to the Brotherhood undergoes indoctrination at the facilities in the Sacred Chapel on Victoria. The Paladines and Serenity have always supported the Brotherhood and seek its advice on all matters. In return the Cardinals have given the Serenity their unreserved blessing – something that carries a lot of weight within Imperial.

The **Blue Berets** are the Paladines' own special forces. Though they do see occasional duty, their primary duty is the security of Reading Palace and Victoria. Beyond that, the Blue Berets are only ever used in peacekeeping roles or in combat against external threats, and never against other Imperial clans.

PALADINE CHARACTERS

Paladines follow one of four main careers: they enter politics, usually in a negotiation role, join the Brotherhood, serve in the Blue Berets, or work in the Imperial administration. Wherever they serve, they are always acutely aware of their reputation. Paladines are held to a higher standard than others and failure is not an option.



SMYTHE

HOME: Fukido, Mercury.

The Smythes make up the other half of Smythe, Smythe and Axelthorpe. Despite the name the two clans split the company equally. SS&A is the premier Imperial banking corporation and is trusted by all the other clans to administer their wealth, a role it has provided since the founding of the Imperial Corporation. The Smythes were forcibly merged with the Axelthorpe banks at the conclusion of the Sad Struggle, as the new Paladine Serenity moved to end the conflict. The move rankled, but ultimately the Smythes understood the practicalities of it and rapidly found that they enjoyed working with the Axelthorpes, with genuine friendships rapidly springing up between the two families. That friendship transformed into a sense of a greater duty. After all, had not the Serenity brought them together to help save the Imperial Corporation? Flush with this new sense of corporate pride at being the financial heart of Imperial, the Smythes and the Axelthorpes have worked hard to keep each other honest.

SMYTHE CHARACTERS

Like Axelthorpe family members, the vast majority of Smythes work in finance. Those with a natural talent for the physical are drafted into the Sterlings to provide security for Imperial's banks.

MINOR CLANS AND NOTABLE FAMILIES

AMIS (MINOR CLAN)

HOME: Amis Tower, Luna.

It is a matter of much regret within the Amis family that they never managed to attain the status of a major clan. It was an Amis, John Paul Amis, an Anglo-Canadian, who founded the Imperial Gendarmerie, the uniformed police organisation that was later made a division of the Imperial Security Command. The Amis family has always been involved in security as far back as Old Earth and was instrumental in establishing the Imperial security apparatus. The problem for the clan is that it has never been that interested in politics, instead focussing exclusively on the judiciary and law enforcement. It only just attained clan status shortly before the events of the Sad Struggle because of the fame that surrounded it briefly following the rescue of kidnapped Shana Murdoch.

Now, as always, most Amis serve in the Imperial Security Command, mostly in the Gendarmerie, though several family members have joined the legal profession – including the firm of Amis & Khan, and a few have been made judges, including current clan head Judge Sir Martin Amis.

BRUCE (MINOR CLAN)

HOME: Diemansland, Asteroid Belt.

Bruce is a minor clan based on Diemansland in the Asteroid Belt. Formed by hard-working civilian wardens and managers who oversaw the work of the prisoner-miners, it was given full clan status by Clan Murdoch towards the end of the Sad Struggle. Second only to Clan Morgan in control over the casinos and resorts of Diemansland, the Bruces are convinced that the McRoberts are behind the attacks of the DLA (see **Chapter 6: Void & Settlements**) with whom they have a historical tension as they see them as jumped-up ex-convicts.

DABROWSKI (NOTABLE FAMILY)

HOME: New Manchester, Victoria.

When the Fieldhausens left Bauhaus for the friendlier shores of Imperial, it was not only they who left. The Dabrowskis – a Lesser Noble house that specialised in industrial enterprises, particularly the rail, mining, steel, and defence sectors – were forced to leave as well. Due to political manoeuvring they were unfairly partially blamed for the loss of the Fieldhausens, and were stripped of most of their wealth and banished. Seeing no alternative they accepted an offer by Clan Kingsfield to join Imperial in return for financing. During the Sad Struggle, and still smarting from their false reputation as disloyal, they did their best to stay loyal to Clans Kingsfield even though they strongly disagreed with the clan's ambitions and were struggling under usurious debt repayments. As part of the peace settlements that saw the virtual dismantling of Clan Kingsfield, they were given their independence and full-ownership of their businesses.

Grabbing this opportunity with both hands they sought financing from Smythe, Smythe, and Axelthorpe and invested heavily in new industrial facilities on the New Manchester asteroid tethered to Victoria, as well as on Fukido where the lack of environmental zoning laws allowed them to pursue pure growth. Today the Dabrowskis are rich and influential, but harbour a seething resentment of Clan Fieldhausen and Clan Kingsfield.

EMPAYA (MINOR CLAN)

HOME: Fukido, Mercury.

The Empayas earned their clan status by providing the personal bodyguard for the Serenity for many generations. Proud of their heritage, which they claim all the way back to the fierce Gurkhas, warriors from Old Earth Nepal, they saved Parliament by preventing a bombing in an event known as *'The Boniface Affair'*. Though the details of the event were lost during the First Dark Legion War, the end result that the Serenity of the time granted them clan status remains.

HIDALGO (MINOR CLAN)

HOME: Hidalgo Tower, Victoria.

If anyone had ever asked whether a media star would be able to leverage their fame to create a clan, the answer would have to be Clan Hidalgo. Kathleen Hidalgo was the premier entertainer within the Imperial Corporation in its earliest history. Rising from an impoverished background, she invested her earnings wisely and built for herself a substantial and influential media empire. Then when the time was right, during the events of the Sad Struggle, she marshalled all of her impressive wealth, contacts, and rumoured blackmail material and forced Clan Murdoch to make her head of her own clan: Clan Hidalgo. She then further cemented her position with a political marriage with Clan Bartholomew.

Today the Hidalgos – ruled by Dame Gwendolyn Hidalgo – still specialise in entertainment and media, and Hidalgo Press is one of the largest publishing houses in Imperial territory as well as publisher of the Imperial Review, a fine literary supplement. Always pro-Imperial, but with a slight slant towards Clan Bartholomew, the Hidalgos have carved out an impressive *niche* for themselves. Despite that, though, there is a lingering resentment from Clan Murdoch, which still smarts from having its hand forced by Kathleen Hidalgo all those years ago.

JERNIGAN-DAVIES (NOTABLE FAMILY)

HOME: New Talbot, Titan.

Jernigan-Davies never quite managed to make the jump to full clan status, but has had to content itself with being the most powerful independent family in the Imperial Corporation. Formed by the permanent alliance of two families: the Jernigans (whose name allegedly means 'Iron Famous' in Old Earth Welsh) and the Davies. Both families have historical Welsh connections and both families made their money in petrochemical heavy industry, and exploitation of the outer solar system. Careful to remain neutral in the struggles between the great clans, it was Jernigan-Davies settlers who created New Talbot on Titan, with Clan Murdoch money funding them. They remain second only to Clan Murdoch in terms of power there. The family also established additional refineries on Ganymede with the financial backing of Clan Bartholomew.

MCRBERT (MINOR CLAN)

HOME: Diemansland, Asteroid Belt.

Clan McRobert came into being purely because of the drive and willpower of one man, inveterate conman-criminal-turned-rebel leader, Gordon McRobert. It was Gordon who was largely responsible for organising the rabble prisoner miners of Diemansland to support

Clan Murdoch during the Sad Struggle in return for a full pardon and recognition of his right to create a new clan. He got his wishes and Clan McRobert was formed. Despite the clean slate, it did not take long for the McRoberts to get into trouble again, and now they are the official face of the crime syndicates on Diemansland. Never comfortable with their one-time wardens-turned-clan, the Bruces, the McRoberts are convinced that the Bruces are behind the recent spate of DLA attacks in an attempt to bring the full weight of the ISC down on their criminal activities.

RAMANUJAN (NOTABLE FAMILY)

HOME: Victoria, Asteroid Belt.

The Ramanujans are a famous family of scientists, most closely allied with Clan Brannaghan – though they work with all Imperial clans. They have never sought full clan status, instead preferring to focus on pure science, mathematics, and research. The Ramanujans are extremely active in the Imperial universities, including the University of Reading where Sachin Ramanujan holds the prestigious Chair of Theoretical Astrophysics, while his cousin, Amita Ramanujan, holds the Chair of Pure Mathematics.

Things were not always so rosy for the family. Back in the early days of the First Dark Legion War the Ramanujans suffered terribly at the hands of the Dark Symmetry. Their work in cutting edge research and theory made them very vulnerable to corruption. Unbeknownst to his colleagues, Chandra Ramanujan, a brilliant if somewhat unstable biologist, was corrupted by the Dark Apostle Ilian. Before anyone knew what was happening, he was possessed by a Malignant. Before he could be stopped by ISC Agents, he released a weaponised virus that killed over 3,000 people at the University of Victoria.

The attack could not have come at a worse time for the Ramanujans. They had been in the process of seeking recognition as a clan, something almost impossible to do following the end of the sad Struggle previously. This attack destroyed not only Chandra, but also his family's chances. It took many years before the family came to terms with the reality that it was never going to become a clan. Since then it has sought consolation in academic achievement, which is where most family members work.



ROGUES

Imperial Rogues are those who – for whatever reason – renounce or are stripped of their clan status. No longer officially members of a clan, but still remaining Imperial citizens – though some renounce that as well – they are free to pursue their own ambitions free from the restrictions or support network of a clan. Rogues are generally looked down on in society, though several fictional accounts of heroic rogues fighting to restore their honour have given them a somewhat romantic image in the eyes of the public.

Anyone can become a rogue, from the head of a clan to its lowest member. Once a rogue, they are stripped of the reputation of their clan – unless they are a Kingsfield – and must earn their own.

IMPERIAL SCHOOLS

There are twelve major colleges within the Imperial Corporation providing education from high school to university level: Stratford, Galway, Wexford, Langfrey, Serenity's, Hampshire, Cardinal's, Mercy, Paxton, New Bristol, Babbage, and the Imperial Institute of Technology (IIT).

Though all colleges offer all the main subject areas, the colleges each have their own specialties: Stratford is the leading college of liberal arts while Galway is only slight behind; Wexford and Langfrey dominate business education; Serenity's is the premier college of law, though Hampshire is also excellent; aspiring medics go to Cardinal's or Mercy, whilst military cadets favour Paxton or New Bristol, and for science the choice is usually between Babbage and IIT.

Robin 'Sharp Eye' Svensson of the Highland Clan Warriors circled the Praetorian Stalker. Both he and the creature were utterly focussed on their individual combat, ignoring the greater fray around them. The whole area had been churned into a slick mud by the torrential rain. Robin bled from multiple wounds, but luckily so far they had all been minor. Sweat poured down his face. The Praetorian Stalker was so far undamaged. Robin and his unit had been ambushed by a Dark Legion force led by two of these terrifying bio-mechanical creatures. In the initial clash, Robin had managed to slay one of the foul beasts. He had been lucky, but even a single Praetorian Stalker was still a terrible foe. They circled each other, waiting for the perfect moment to strike.

The pressure was on both combatants. Robin was tiring by the moment and the Stalker knew that, but if it waited too long, the battle might be over – and so far it looked like the Highland Clan Warriors had gained the upper hand.

Suddenly it pounced, smashing the butt of its weapon into the side of Robin's head, causing him to lose the sight in his left eye. But as it did so, Robin thrust his sword with all his remaining strength. The blade punched through armour, what passed for skin on the Stalker, and deep into the mix of bio-circuitry and flesh that formed its body. The tip severed the creature's spine and it collapsed bonelessly on top of Robin.



Thanks to Robin Svensson.

It was dead, but Robin was pinned underneath. The wound to his head was bad, and he could feel himself sliding into unconsciousness. He knew he would die if he did. He desperately struggled to find something to hold on to. There! In the distance he could hear one of his unit playing the bagpipes! It was Kenny, the crazy fool! He insisted on bringing those damn things into battle no matter how many times Robin had ordered him not to. And now those blasts of what he called 'music' was a lifeline.

Robin started laughing. He was still laughing when his comrades found him later.

FAMOUS CITIZENS

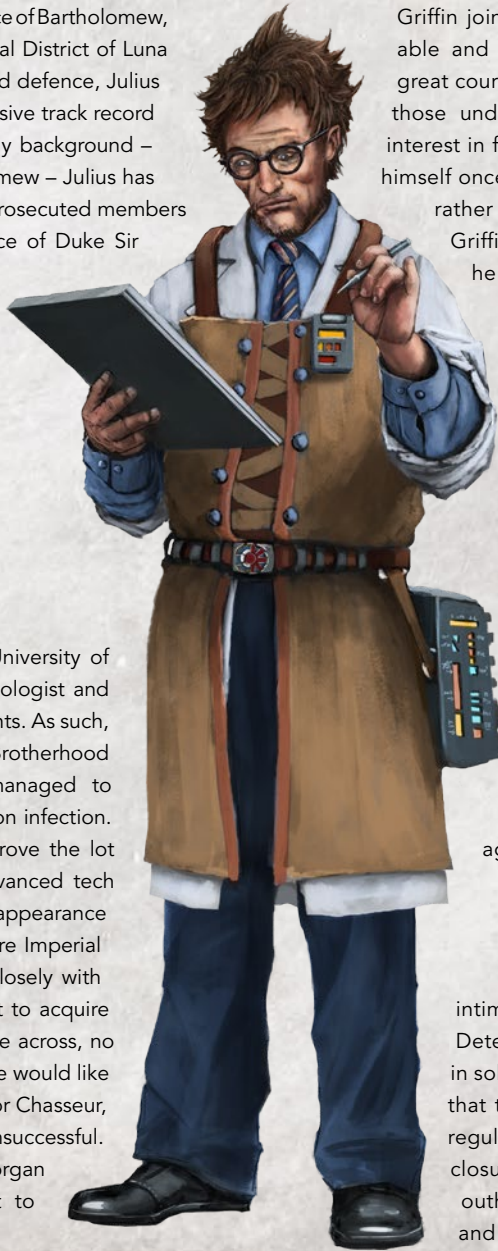
There is something about the Imperial corporation that seems to generate intriguing personalities, both in business and on the battlefield. Presented here is a small selection of some of the notables, selected from a wide sweep of Imperial society.

JULIUS BARTHOLOMEW — BARRISTER, CLAN BARTHOLOMEW

Julius is the leading barrister for the practice of Bartholomew, Grendel, and Lynch based in the Imperial District of Luna City. Taking cases both as prosecutor and defence, Julius has, over many years, built up an impressive track record of success. Despite his prestigious family background — he is cousin to Duke Sir James Bartholomew — Julius has forged his own path and has, at times, prosecuted members of his own clan, much to the annoyance of Duke Sir James. Never one to back down from a fight, Julius has a keen intellect and has, on occasion, even made his noble cousin flinch. A physically fit and capable man in his mid 50s, Julius is also a renowned fencer and has a passion for Old Earth antiquities.

DR SAMUEL MORGAN — CHIEF TECHNOLOGIST, MORGAN ELECTRONICS, CLAN MORGAN

Dr Morgan earned his PhD from the University of Victoria and is a leading Imperial technologist and Director of ISC-19 Technical Developments. As such, he faces particular scrutiny from the Brotherhood Inquisitors, but so far has always managed to satisfy them that he is free of Dark Legion infection. Dr Morgan is vocal in his drive to improve the lot of Imperial citizens and bring back advanced tech that was rendered unusable after the appearance of the Dark Symmetry, so that once more Imperial may reign free in the stars. He works closely with the Murders & Acquisitions Department to acquire any Cybertronic materials it should come across, no matter the condition. It is thought that he would like to recover a fully operational Attila unit or Chasseur, but so far his attempts have been unsuccessful. A tall man in his early 40s, Samuel Morgan rarely leaves his research labs except to attend the most important events.



COLONEL RICHARD 'GRIFFIN' O'LOUGHTON — COMMANDER GOLDEN PANTHERS, CLAN O'LOUGHTON

Colonel Richard O'Loughton, known to most by his military call sign of 'Griffin', is the Clan Chieftain of the Golden Panthers — the special forces unit of Clan O'Loughton — which makes him second in rank only to Count Sir Roger O'Loughton. Griffin joined the Golden Panthers as soon as he was able and rapidly rose through the ranks, displaying great courage under fire and a personality that inspires those under his command. He has taken particular interest in fighting the Dark Legion and Sean Gallagher himself once was quoted as saying, "There is no one I'd rather have by my side, facing a Nephrite than Griffin". Now in his late 50s, a nasty war wound he received from an enraged Razide has forced him to retire from frontline service, and he spends his time as chief military advisor to Her Serenity. Big of build, as well of character, Griffin has always lived life with gusto, whether in battle or in breaking wind after a particularly fine feast.

DETECTIVE SERGEANT PETE 'THE SHANK' AMIS — YARD DETECTIVE (BRUTE)

Peter 'The Shank' Amis was teased so mercilessly at school for his small size he acquired a stutter. But the bullied Amis became the bully when he hit adolescence, had a growth spurt, and transformed into a brute of a man. Determined never to be made fun of again, Peter Amis joined the Yard as a patrol officer. His bulk combined with brutal methods earned him a reputation as a nasty piece of work and the nickname 'The Shank' for his violent tactics. Through intimidation he got himself promoted to full Detective and has not looked back. Uninterested in solving crimes, Amis uses his position to ensure that the 'street scum' get what they deserve. He regularly pins crimes on the innocent to keep his closure rate high. Built like the proverbial brick outhouse, shaven headed, and covered in scars and tattoos, he is a force of terror.

IMPERIAL PROFESSIONS

BARRISTER (LAWYER)

The profession of Barrister has a long and noble tradition, stretching all the way back to Old Earth Great Britain. Though other corporations may simply have Lawyers acting as advocates representing both parties in trials, the Imperial corporation has never done it that way. It prefers to instead separate the roles of legal representation for the prosecution and defence from more mundane legal and administrative matters. The lesser duties are left to solicitors, leaving Barristers free to focus on their trial technique and understanding – and interpretation – of the law. Barristers are strong on logic and debating skills and are well versed in cross examination. One of the defining differences between a *good* barrister and a *great* barrister is that the great ones are not afraid to get their hands dirty in the pursuit of a case, and are willing to hit the streets, work their contacts, and dig deeper. A barrister is always immaculately dressed in the finest suits, tailored to conceal the sidearm worn in a shoulder holster for those times when a court case goes disastrously wrong.

BUREAUCRAT

An effective corporations – especially one as diverse and quixotic as the Imperial corporation – requires an effective bureaucracy. The role of a Bureaucrat is part diplomat, part administrator, part manager, and part political assassin. They must be well-versed in the finer arts of *realpolitik*, able to manipulate the system to ensure that their department, project, or plan succeeds, or they will quickly find their funding cut, their contacts not returning their calls, and their career prospects severely curtailed. It is in those moments that a bureaucrat will take a drink of the finest Drougan whiskey, reach into their desks, pull out their Lyon & Atkinson Mk.

XIV Aggressor pistol, and take care of their political adversaries personally. Sometimes the pistol is mightier than the pen.

BLOOD BERETS

Arguably one of the most recognisable units battling the Dark Legion, the Blood Berets are a frequent feature of recruitment campaigns by the Imperial Defence Forces. Recruited primarily from units of the Defence Forces serving on Venus, there are a large percentage of Blood Berets from the non-Anglo clans, giving the whole unit a truly multi-cultural feel. All Blood Berets receive additional training from the Brotherhood to prepare them for fighting the Dark Legion.

Always wearing their iconic berets, when in the field the Blood Beret's Mk. III armour is painted in the green and brown Venusian Jungle Camouflage, and they are never without their trusty Mk. XLIII Plasma Carbine and Lyon & Atkinson Mk. XIV Aggressor sidearm.

CLAN NOBLE

With sixty two clans forming the Imperial corporation there is, unsurprisingly, a large degree of variation of appearance and demeanour of nobles. However, there are a few common traits they all share. The clan nobles typically follow one of four paths: corporate, military, security, or Brotherhood. Whatever his path, a noble's clothing is expected to be expensively tailored with exquisite manners, and to present himself as calm, collected, and unflappable. At least in theory.

Most will try and feature their family colours in their clothing, though, so as not to appear gauche, this is usually confined to a well-tailored waistcoat for the gentlemen or a fashionable handbag for the ladies. All nobles will have an expensive signet ring with their



family crest on their left ring finger. Though they often have ISC or clan bodyguards, an Imperial noble is expected to be armed at all times, usually with a sword or pistol.

CONQUISTADORS

Heroic explorers, spies, traders, and warriors; the Imperial Conquistadors are a class to themselves. Issued with a Letter of Marque by the Serenity herself, they are free to use whatever means they require to advance Imperial's ambitions as long as they can justify their actions to the Houses of Parliament. Many are recruited from the infamous Murders & Acquisitions Department

The typical Conquistador is confident, brash, and larger-than-life. Their equipment and vehicles are all of the highest quality and well maintained, partly to live up to their reputations as the best-of-the-best, but also due to the more pragmatic knowledge that they often operate far from help and need reliability. When 'in civilisation' they favour exquisite suits, but when they are in deep space they are just as comfortable in armoured spacesuits.



Conquistadors are ready for anything.

DEFENCE FORCES SOLDIER

The regular 'tommy' is the backbone of the Imperial Defence Forces. Though they lack the heroic status of the Imperial Special Forces units, the Defence Forces soldiers fulfil a vital role for the Imperial corporation.

Whether it is serving as a Trencher on Venus, a soldier in Fukido, a fighter pilot on Mars for Her Serenity's Air Force, or as a crewman on an Imperial Corvette for the Navy, their primary role is to take and hold territory and protect the Imperial corporation and its citizens from external threats.

All Defence Forces soldiers are expected to be proficient with personal weaponry, in addition to any required skills for their branch of the services. All are physically fit. Arms and equipment vary widely depending on assignment and are covered in detail in the

Chapter 8: Ministry of War.

DIPLOMAT

Imperial Diplomats are the envy of every other corporation. Trained in the forges of negotiation between the ever fractious clans, dealing with outsiders seems so easy in comparison. Many diplomats begin their careers as barristers or bureaucrats but transfer over when they realise that they like solving crises more than simply winning crises. An Imperial Diplomat is a bastion of softly spoken negotiation backed by the long stick of military intervention. More than one diplomat has admitted behind closed doors that their role is akin to that of hostage negotiators, though in their case both sides – criminals and police – are holding hostages. Though they are well-groomed, immaculately dressed, possessing fierce intellects, and tempered by patience, most diplomats are happy to step in if a bit of personal intervention will solve a crisis.

A diplomat will wear an exquisite suit, sometimes with a bullet-proof vest over the top if they are going into a violent situation, and will almost always be unarmed – choosing to rely on the strength of their negotiations to keep them safe.

DOCTOR

The role of doctors in society has never been more important, and they are more challenged than ever by the terrible new infections and wounds inflicted by the Dark Legion and their servants, or the battlefield injuries caused in the never-ending corporate wars. Even regular medicine in the cities is becoming ever more complicated with the appearance of Cybertronic and a growing number of mutations appearing in society. Always a well-respected profession, Doctors are lionised in the Imperial media, portrayed as crusaders who will never stop fighting to save the sick or injured. The reality is that many doctors break under the constant strain, but, skilled as

they are in medicine and medical investigation, even former doctors are very much in demand.

A typical doctor wears scrubs and a lab coat when on duty, and when off duty tends to be well dressed, though often somewhat dishevelled. With the increasing number of heretics that doctors come across, the Imperial Medical Board has issued guidelines that they are to carry a sidearm at all times. Most opt for a small pistol, such as a MP-105.

DOLE SCUM

Despite what the propaganda tells you, life for most Imperial citizens is hard. The political infighting, project cuts, workplace injuries, or simple lack of opportunities land many out of work. There is, however, an Imperial welfare net in place to catch the unemployed. Provided by a mixture of Imperial businesses, the clans, and the Brotherhood, the 'Dole', as it is known, provides for the basics as long as you have a clean criminal record. The Dole provides low-rent housing, out in the Perimeters if on Luna, a small stipend for food, booze, and other essentials, basic medical cover, and schooling for children under fourteen years old. What it cannot provide is a sense of self-worth, and most Dole Scum – as they are known – fall into a cycle of cheap booze, bad diet, poor health, and gang violence.

Those Dole Scum who choose not to simply waste away are driven by an intense sense of injustice and passion to change their place in the world. They are willing to fight their way to the top, whatever it takes. Usually armed with a cheap, second-hand weapon to defend themselves from the local heavies, the Dole Scum have a hard-won encyclopaedic knowledge of their part of the city.

ENTREPRENEUR

Entrepreneurs are lauded as wealth creators in Imperial, able to turn concepts and vision into jobs and growth. Full of passion and drive, they are masters at enthusing those they work with and convincing others to invest in their "great idea". Their key traits are confidence, interpersonal communication, and imagination. Those who are unable to cut it as entrepreneurs often end up as dole scum, and even those that do are never adverse to a bit of work on the side.

The typical entrepreneur will dress according to whomever they are meeting – suits for investors, barristers or politicians, combat fatigues for military personnel, or street wear for dealing with gangsters and small time businesses. However they are dressed, they always go for big shoulder pads and bigger hair. When deals turn bad they tend to turn violent, so many entrepreneurs will also carry the biggest weapon that can be concealed in a briefcase, such as a Mk. X1b 'Invader' battle rifle without a stock. Entrepreneurs must be seen to be on the cutting edge, and most will have bulky portable phones and any other status symbols they can get hold of.



Those on the dole must be 'creative' to earn a living

FREE TRADER

The difference between an entrepreneur and a Free Trader is backing. Free Traders are adventurer-merchants authorised to operate throughout Imperial territory and beyond. Officially licensed by the Imperial corporation, and almost always clan-affiliated, they will trade anything with anyone, for a price. Often referred to as 'privateers' by other corporations, something that is strongly denied by Imperial, the truth is a little blurry as more than one Free Trader has used force to 'liberate' a cargo or 'expedite' departure from a spaceport. They have a broad skill base, and though their negotiation abilities are second only to a diplomat's, they balance that with solid combat abilities.

Free Traders are often a training ground for potential Conquistadors, and the two groups work closely together. Though not quite as well funded as the Conquistadors, the Free Traders have access to all Imperial products and are usually well armed and equipped. Free Traders also have their own – older and well-used – spacecraft.

ISC SPECIAL AGENTS

An ISC Special Agent, regardless of Department, is trained to be a meticulous defender of the Imperial way of life. Steadfast and well-educated, they are all aware that as the smallest of the corporations – excepting Cybertronic – Imperial's position is tenuous, and only continuous vigilance will secure its future.

Imperial Security Corps Special Agents, usually referred to simply as **Special Agents**, wear dark, sombre suits with ties – or Mk. I Light Armour – carry briefcases, and are armed at all times. While on assignment, their manner is polite but insistent, and they place great pride in lateral thinking and equipment use; a necessary requirement given the sometimes overstretched ISC budgets.



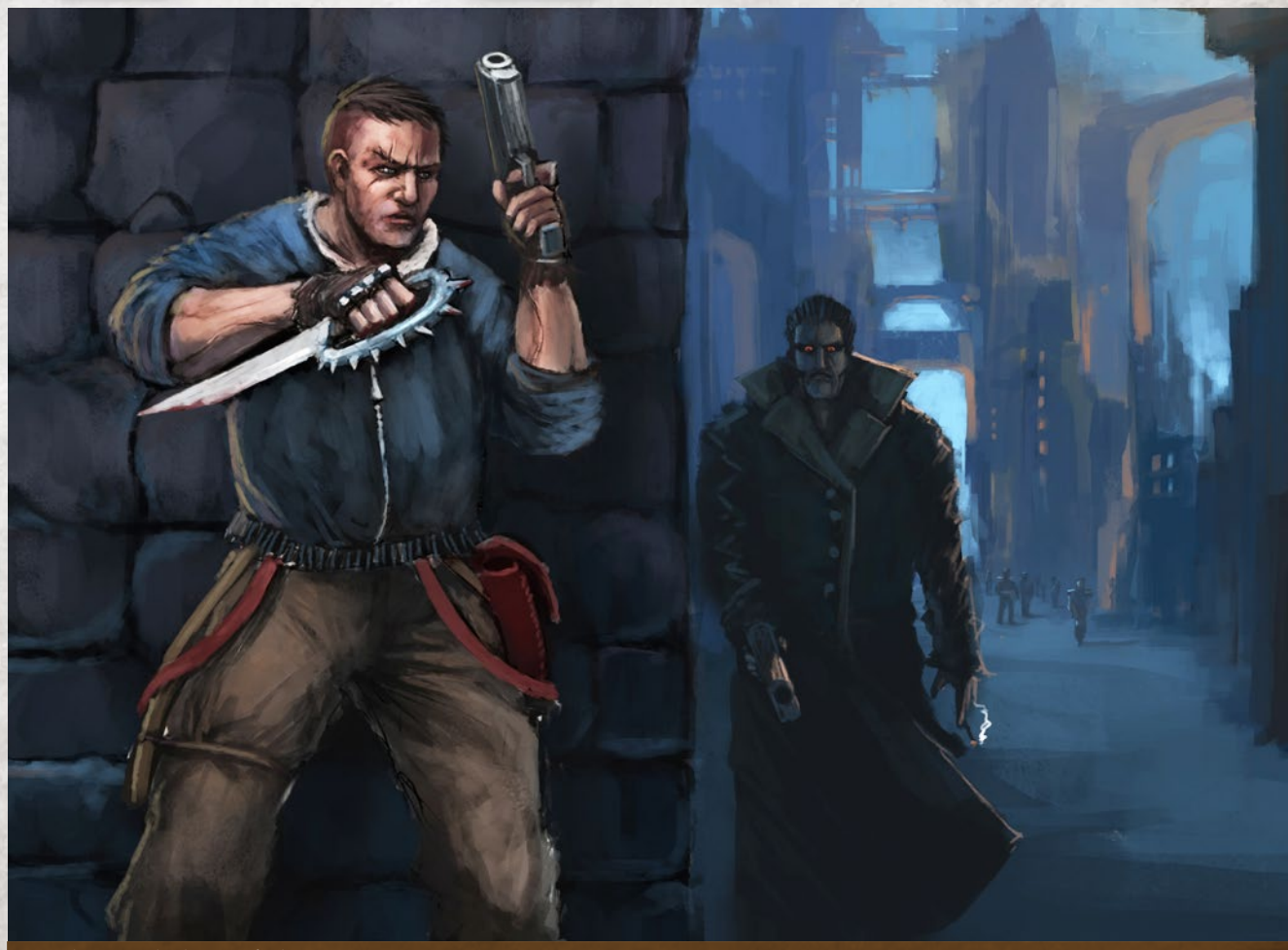
JOURNALIST (REPORTER)

For an intrepid journalist the story comes first, and they will doggedly follow a trail to get the truth to the people. Of course the truth then runs headlong into their editors, politicians, and the ISC, but usually some mangled and beaten element of it makes it into the daily newspapers. Most have degrees from Stratford or Galway, and it is during their education that many are recruited as informal spies for the ISC.

Most journalists will carry a pistol or SMG, wear an armoured trenchcoat, and carry a tape recorder and thick notebook for interviews.

JUNIPER AGENTS (DARK LEGION PERIOD) OR BLACKTHORNE AGENT (DARK SYMMETRY PERIOD)

Despite the difference in time periods, both Blackthorne and Juniper agents follow largely identical moulds. As corporate-sponsored terrorists, it is unsurprising that they wear whatever they need to



Imperial streets can be dangerous for the unwary.

blend in, usually choosing edgy youth street-fashions. At first glance they look like anyone else, but their hard eyes give a hint to their terrible purpose. Neither Blackthorne nor Juniper agents will carry any identification, and know that if caught they are on their own and are unlikely to be treated mercifully. That makes them ruthless and suspicious, able only to trust the few members of their cell and their cell contacts. It also requires them to justify any terror attacks as necessary for the greater good, and have no hesitation in killing civilians or witnesses.

Concealed weapons are a must, and no Juniper/Blackthorne agent would be without at least two or three untraceable weapons concealed on their bodies. Knives are a favoured choice for both intimidation and silent takedowns, but they will almost always have at least one incendiary grenade for use on suspected enemy agents.

MATHEMATICIAN

The role of mathematician is distinct from the more general scientist, as mathematicians are primarily interested in pure theory rather than in direct application. They leave that to others. Many are employed as master code-breakers for the ISC as they can see the patterns in

all things. Their understanding of the esoteric makes them quickly able to comprehend the full implications of simple changes in society, or in the patterns of Dark Legion outbreaks, but this same knowledge makes them vulnerable to the malign influence of the Dark Symmetry.

A typical mathematician is unkempt with wild hair and wilder dress sense. Their hands are stained from the chalk they carry stuffed into their pockets. They carry notebooks full of equations and will often mumble to themselves. As a rule, mathematicians are never armed or armoured – to perceive the risk to themselves they would have to pay attention to such things.

MURDERS & ACQUISITIONS DEPARTMENT (MAD) AGENTS

ISC-5 Murders & Acquisitions Department (MAD) Agents are a perfectly terrifying blend of ruthless killers and cold-hearted accountants. For a MAD agent, the world and everything in it falls neatly into profit and loss tables, and his job is to secure the profits and eliminate the losses. The primary role of Murders & Acquisitions Agents is to find potential new assets for Imperial and acquire them in any way possible. That often requires some dirty work, and MAD

VALERIO GAGGI MAD AGENT



Valerio 'Gaggio' Gaggi is meticulous in everything he does. In many ways an archetypal Imperial spy, Gaggio is urbane, cultured, charming, and utterly lethal when called on. He is one of the foremost ISC-5 Murders & Acquisitions agents. A mix of business executive and hard-nosed killer, he is just as comfortable auditing as he is executing. Hailing from Bauhauser ancestry, his family defected along with the Fieldhausens to the Imperial corporation, and since then has brought a terrifying mix of clinical Bauhauser precision to the élan of the Imperial Security Corps. Gaggio was recruited from university straight into the Murders & Acquisitions Division of the ISC, and has risen to become one of its foremost Executors – agents who specialise in closing the deals.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		7		7		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		8		11		8	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	-	2	1	2	1	1	1	2	-

WOUNDS:

- ◀▶ Head 3
- ◀▶ Arms 4
- ◀▶ Serious Wounds 6
- ◀▶ Mental Wounds 11
- ◀▶ Torso 7
- ◀▶ Legs 5
- ◀▶ Critical Wounds 3

SOAK: Ballistic Nylon Greatcoat: (Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◀▶ **Slicer (melee):** 1+ \uparrow 4, 1H, Armour Piercing 1, Hidden 2
- ◀▶ **Pair of 'Regulator' Pistols (ranged):** Range C, 1+ \uparrow 3, Burst, Unbalanced, Close Quarters

SPECIAL ABILITIES

- ◀▶ **Clinical Detachment:** Gaggi is extremely precise and meticulous, and leaves nothing to chance. He may re-roll one 1d20 when making an Observation or Insight test, and may spend one Momentum from an Observation or Insight test to recognise the reason the test was made. If this occurred immediately before combat, he may add +1d20 to any skill test made during his first turn.
- ◀▶ **Blood and Boardrooms:** Gaggi's skills are valuable in peace and war alike, and they are often required to turn one into the other. He gains one bonus Momentum on all Persuade and Lifestyle tests made during negotiations. He may also re-roll \uparrow 1 on all melee and ranged damage rolls.

agents are chosen for their "moral flexibility". They are well aware of their fearsome reputation and are not averse to using that when it will give them an edge. They leave it to other divisions of the ISC to clean up after them.

A typical MAD agent wears a spotless dark blue pinstripe suit and bowler hat, and carries a sword cane or umbrella and a briefcase. The contents of the briefcase always includes their badge, a large calibre pistol (usually a Lyon & Atkinson Mk. XIV Aggressor pistol), an adding machine, lunch, and their infamous black notebooks, where the fate of entire corporations are decided.

NAVY (LABOURER)

The world of the Navy is a hard one. Used in skilled construction and heavy engineering projects, you will most likely find a Navy deep in the mine shafts of an asteroid or high up in the air building a new skyscraper for Imperial. The hours are long, the work can be back breaking, and fatal industrial accidents are common. Despite all that, the Navvys are a proud group with skills passed between generations. The pay is far higher than that of unskilled workers as a Navy is expected to be as proficient

with a spacesuit as a welding torch. A Navy is an itinerant worker. When one job is finished they pack up and move on to the next one, usually with the same work crew. A Navy always has his or her own spacesuit, welding torch, nailgun, toolbox, and other essentials for their job. Fearsome close combat fighters – due to the harshness of their jobs and their love of drunken bar brawls – the various Clan Special Forces often seeks new recruits from their members.

PRODIGAL

The Prodigal is a young clan noble with too much money and time on his hands. Old enough to get into trouble, but too young and inexperienced yet for true leadership roles, the Prodigals are the rakes, cads, and dashing young nobles of Imperial. A transient 'profession', most Prodigals move into real careers before they turn thirty.

Looking for excitement, adventure, and – more often than not – trouble, the Prodigals seek to make a name for themselves through brave adventures, cunning deals, or simply by leaving a trail of broken hearts in the ladies or men of society.

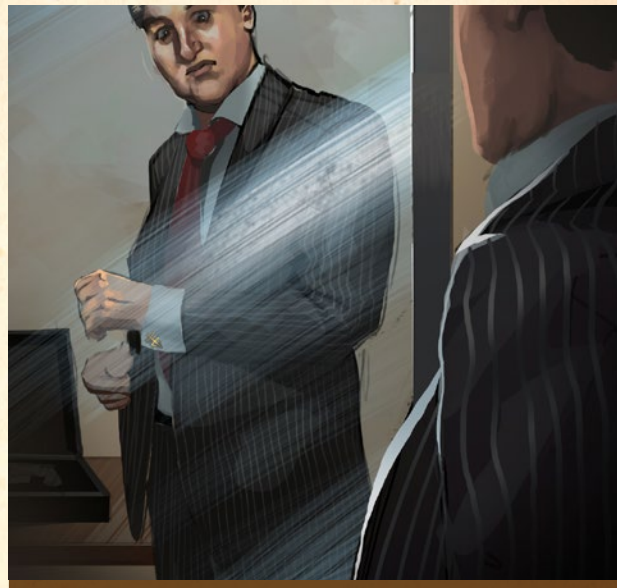
The reflection of Valerio 'Gaggio' Gaddi – A Senior Agent in ISC-5 Murders & Acquisitions – stared back at him as he adjusted his tie in the mirror, ensuring it was perfectly straight, then tugged on the double cuffs of his shirt to reveal the two gold Imperial cufflinks. He pulled on a long, dark blue greatcoat and a pair of black leather gloves. The final touch was a matching fedora.

He turned to the table behind him. The briefcase was open, displaying a pair of matched Imperial-Fieldhausen Mark 109 'Regulator' pistols. He pulled them out one at a time, checked the magazines and pushed them back into place with a solid mechanical click, before replacing the pistols in their shaped foam recesses. He withdrew a throwing knife from the case, sliding it into a calf sheath.

He then pulled out a contract and a small radio transmitter.

Gaggio had prepared his offer – on one hand a welcome embrace into the fold of the Imperial Corporation, in the other utter destruction. He was meticulous. When he made an offer, it could not be refused.

The agent allowed himself a smile. The executives thought they were facing an aggressive takeover by unknown speculators, not realising that those speculators were the



Thanks to Valerio Gaddi.

Murders & Acquisitions agents of Her Serenity's Imperial Security Corps of the Imperial Corporation.

They were about to find out what the term 'Hostile Takeover' really meant.

Two things are certain: no Prodigal would be seen without a sword, and almost always a finely-crafted pistol, and only the best – and most fashionable – tailoring would possibly do for a Prodigal.

SCIENTIST

Science and research are still incredibly important for the Imperial corporation. The advanced technologies of old may be largely off-limits due to their susceptibility to the Dark Symmetry, but there is still plenty of need for gifted theorists, researchers, and academics. Many work in the weapon research facilities of Fieldhausen Autowerks or the labs of Bartholomew & Grendel or Lyon & Atkinson, while others work on the Witchmouth Docks of Clan Loughton. But if practical, hands-on research is not of interest, then there is always a career in academia at one of the many Imperial universities or schools.

A Scientist is defined by his lab coat, slide-rule, and notebook full of observations and theories, as well as well-thumbed copies of relevant journal articles. Unless they are weapon researchers, it is highly unusual for a Scientist to be armed.

SPECIAL FORCES SOLDIER

Either plucked from the regular troops of the Imperial Defence Forces or groomed for the role within the Clan Special Forces, a Special Forces Soldier is expected to be highly trained, loyal, motivated, and extremely good at their job. There is no room for failure within the Special Forces, and for those that do fall short? Well, there is usually a new career as a Freelancer beckoning. The Special Forces Soldiers are the heroes of Imperial, with many a young schoolboy or schoolgirl gazing in awe at the posters of a Blood Beret, Wolfbane, or other unit on their bedroom wall.

The range of arms and armour available varies hugely between the different Special Forces units and are covered in **Chapter 08: Ministry of War**.

STUDENT

Less a career and more an intermediate step, an Imperial Student can normally be found hurrying to a class at University or College, or buried nose deep in books while completing an assignment in a musty library. The reality is that for those not rich enough to be Prodigals, there is little room for partying or otherwise relaxing. The grades they achieve at University will shape the rest of their lives, and the punishment for failure is a quick trip to becoming Dole Scum.

Students are usually dressed in suits – Imperial University students are expected to wear a suit at all times – and are carrying a briefcase full of their assignments and usually at least two books that they are

reading for class. Most also carry a concealed weapon, as the fights between competing students can be very serious and deadly.

WOLFBANES

Tied with the Blood Berets as the most recognisable Imperial Special Force unit, the Wolfbanes are the pride of Clans Murdoch and MacGuire and their allies. Almost no recruits ever join from the Bartholomews or their allies.

A Wolfbane is encouraged to grow his hair long, to adorn his armour with the spoils of wars, and wear war paint in the colours of his clan into battle. A Wolfbane must show no fear. For a Wolfbane, a heroic death is the highest aspiration.

Wolfbanes always wear decorated Mk. III armour and are armed with a personalised combination of ranged weapons. Every Wolfbane's most treasured possession is his rune-encrusted Clansman Claymore, which is presented to him once he has completed the additional training from the Brotherhood.

YARD DETECTIVES: SUITS & BRUTES

Yard detectives fall into one of two categories: the so-called '*Suits*' and '*Brutes*'.

SUITS

Most Suits wear a cheap suit under a trenchcoat, a scarf, and their tie worn loosely, and have a steaming cup of tea in hand. They are often unarmed, preferring to actually investigate crimes and resolve situations with talking, but when required tend to carry a light pistol such as a Lockley Armaments .45 'Serenity' pistol. If they are going into a known violent situation they will pop a Mk. I Light Personal Protection Suit over their jacket and grab a Bartholomew & Grendel 'Diemansland' shotgun.

BRUTES

The Brutes are shaven-headed, muscled thugs who resolve most crimes by '*liking*' someone for it and then making the evidence fit. They almost always wear Mk. II medium armoured jackets over their even-cheaper suits, and love a B&G 'Diemansland' shotgun or, even better, a B&G Mk. XIV 'Mandible' assault shotgun. They typically carry an unregistered small calibre pistol they can '*find*' on the criminal, and some heavy weight brass knuckles for beating the truth out of suspects.



THE VOID & SETTLEMENTS

THE VOID

Imperial settlements can be found throughout the entire solar system, from sun-scorched Mercury to the eternal night of Pluto. Imperial is both the most scattered corporation and also the most mobile, with Imperial ships flitting across the solar system like fireflies as they take executives, military personnel, clan nobles, and spies from one world to another. Citizens of the Imperial corporation are the least sedentary, and it is not uncommon for an executive to have meetings on Fukido on Mercury one day, then on Victoria in the Asteroid Belt as soon as two weeks later.

IMPERIAL MINISTRY OF SPACE

All this travel requires an immense amount of organisation and logistics. This is handled by the Imperial Ministry of Space, which is based on Victoria but has offices in every Imperial settlement. The monumental task of ensuring that the right people are in the right place at the right time falls to the Ministry and, since the devastating effects of the First Dark Legion War, it has to do so without advanced computers.

That means that there are compromises. Sometimes a less important transport does not get scheduled, a minor noble is late for an appointment, or even worse a supply transport ends up at the wrong settlement. But surprisingly most ships get where they are supposed to, when they are supposed to.

INTERPLANETARY COMMUNICATIONS

The Ministry of Space coordinates travel with a network of interplanetary radio relay stations that send radio telegrams from settlement to settlement, but they are not secure transmissions, with anyone able to listen in. Even with encoded messages or encryption methods this is not a suitable system for sending highly sensitive information, and combined with the lag time from not having any faster than light communications, the situation can become quite acute.

To address these issues, personal couriers are used to carry written messages from sender to recipient. Some are employed by the Ministry of Space, Ministry of War, or other Ministries, but most are commercial employees of an Imperial company. The couriers can be found everywhere, from cycling madly through rush-hour traffic on Luna, to 'full-burning' in small courier ships between the worlds.

For shorter distances, for example between Victoria and other Imperial settlements in the Asteroid Belt, or between Luna and

nearby orbital stations, direct point-to-point laser communications are used. These can be highly scrambled and can only be intercepted if the laser beam itself is intercepted. Settlements capable of receiving these transmissions are supplied with large encryption and decryption machines, capable of mechanically translating the communications. But no scrambling is perfect, and for the most important and secure messages, personal face-to-face communication is the only way to go.

SPACE TRAVEL

Travel between the various worlds, moons, and asteroids is no simple matter. As the orbital bodies travel in their paths around the sun and each other, the distances can vary enormously. Sometimes, when they are in alignment, it can be incredibly quick to travel from Mercury and Venus, but just as often Venus is on the opposite side of the sun and the journey takes significantly longer.

Of course, there are the Rifts, which were originally discovered via the disappearance of the Imperial vessel the *H.S.S. Stipend*. The Rifts offer near-instantaneous travel between connected locations, but the combination of the expensive, very delicate drive systems required, the limited number and instability of Rifts, and the increased risk of corruption by the Dark Symmetry every time a vessel travels through them limits Rift usage to only the most vital and important ships. The instability and risk of Dark symmetry corruption increases the nearer the rift is to Nero, so almost all Rifts are confined to the Inner System.

For everyone else, the only option is the slow real-space travel.

Private pilots are welcome to travel wherever they want as far out as Neptune, as long as they register and file their flight logs with the **Cartel Voidfaring Administration** (CVA) and the Imperial Ministry of Space when entering Imperial territory.

Most journeys are via scheduled transits and require changing vessel at intermediate ports as the passengers transfer from one scheduled cycler to another. For example a journey from Venus to Victoria via scheduled transit would involve changing ships at Luna and Mars and would take 27 to 38 days.

Military transports or chartered flights tend to be direct transits, which cuts twenty five percent off the journey time. For urgent journeys vessels can make '*full burns*' and cut an additional twenty five percent off the time, though the cost in fuel is 300 percent and

SPACE TRAVEL TIME TABLE

INNER SYSTEM	SCHEDULED TRANSIT	CHARTERED / MILITARY TRANSIT	FULL-BURN
MERCURY – VENUS	2-6 days	1-4 days	0.5-3 days
VENUS – LUNA	3-5 days	2-4 days	1-2 days
LUNA – EARTH	Unavailable	1 day	Same day
LUNA – MARS	6-12 days	5-9 days	3-6 days
MARS – VICTORIA	15-21 days	11-15 days	8-11 days
VICTORIA – DIEMANSLAND	2 days	1 day	Same day
VICTORIA – OTHER ASTEROIDS	1-18 days. Varies by destination, average 4 days.		
OUTER SYSTEM			
VICTORIA – JUPITER	13-23 days	10-17 days	7-12 days
JUPITER – GANYMEDE	2-4 days	1.5-3 days	1-2 days
JUPITER – THE TROJANS	8-12 days	6-8 days	4-6 days
JUPITER – SATURN	24-38 days	18-29 days	12-19 days
SATURN – TITAN	4-6 days	3-5 days	2-3 days
RESTRICTED DESTINATION			
SATURN – URANUS	Unavailable	54-90 days	41-68 days
URANUS – NEPTUNE	Unavailable	70-130 days	53-98 days
NEPTUNE – PLUTO	Unavailable	140-250 days	105-188 days
PLUTO – NERO / KUIPER BELT	Unavailable	8-12 days	6-8 days

the price for such journeys can be ten times as much. For example the *H.S.S. Colossus*, an Imperial military vessel full-burning from Venus to Victoria, can make the journey in as little as 13.5 days, arriving as much as fifteen days ahead of a scheduled traveller.

The Imperial Military is currently testing prototype ‘**Orion Pulse Drives**’ that they hope will be able to cut this time by as much as a third, and bridge the gap between real-space travel and Rift travel. However, the tests have so far been plagued by mechanical malfunction, and several ships have been lost to drive core detonations. Still, if successful, being able to travel from Venus to Victoria in as little as eight days would be a significant tactical advantage.

TRAVEL IN THE INNER SYSTEM

Imperial runs hundreds of scheduled transits between the worlds of the Inner System, with some transport routes, such as Luna to Mars, or Mars to Victoria, departing daily. In addition to the scheduled transits there are many chartered and military vessels on the same routes.

TRAVEL IN THE OUTER SYSTEM

Travel to the outer system has some regular scheduled transits, but the vast majority of ships travelling these routes are chartered by one of the clans, an Imperial business, or the military. All scheduled transports have military escorts to protect them from Dark Legion and other corporate attacks.

RESTRICTED DESTINATIONS

Only specially chartered flights and military transports will make the journeys to the outer system. The distances are too far, and the dangers of space and the Dark Legion are too great to justify the enormous cost in fuel for regular transits. Journeys to Pluto and Nero are restricted to military transports only.

PIRATES AND THE DARK LEGION

There are occasional problems with pirate raids on ships travelling in deep space, but these are surprisingly rare. The dangers of the void and the risk of eventually running into a Dark Legion Vessel are

THE BIG SCREAM



Of course, things were not always so difficult. Before the events of the First Dark Legion War, the Imperial corporation made use of advanced computers and had even began to experiment with faster-than-light tachyon communication arrays. They had established an impressive network – known as **ImpCom** – that covered much of the solar system and could enable a transmission from Pluto to Earth to arrive only a little slower than the speed of light – taking a mere seven hours.

The system used advanced encryption provided by Morgan Electronics and was considered totally secure. While it may have been secure from interception, ImpCom was incredibly vulnerable to the infection of the Dark Symmetry.

Three days after the breaking of the first seal on Pluto, a transmission was sent from that dark planetoid, which later became known as the **Big Scream**. Though the exact details of what the message pulse contained are only theorised, the effects were anything but theoretical. As the Big Scream

travelled from station to station it burned the minds of the operators, incinerated the ImpCom stations, and caused many power systems to overload and detonate. The damage was incredible: in this one event over 14,000 people died, and three settlements were completely wiped out as the explosions tore apart their environmental protection and exposed the citizens to the vacuum.

What compounded the deaths was that the only reliable method of communicating between the stations had been destroyed in a single moment, and it was not until the spacecraft of Imperial and other corporations arrived at some of the settlements days and weeks later that the true damage was known. With the gathering awareness of the Dark Legion, it was decided to retrofit a more basic system with cut outs, so that it would not fall prey to the same attack.

It has since been theorised that the Big Scream was not an attack at all, but was simply the Dark Symmetry attempting to gain control of the network and being unable to be contained within it. This thought still keeps communications up late at night.

enough to persuade all but the most insane to find other lines of work. The CVA and Ministry of Space coordinate to identify pirate ships and Dark Legion troop transports in space, and the flight paths of any detected are immediately dispatched to all nearby military vessels and any settlements at the Dark Legion's destination. Unfortunately, more often than not the Dark Legion ships are long gone by the time military ships arrive on scene; the distances are just too vast to make any interception likely.

If a civilian transport runs into a Dark Legion ship then the chance of survival is effectively zero. This happens more than the public is lead to believe, and most weeks at least one vessel never reaches its destination. Publically most such events are described as accidents, but privately the losses have both the CVA and Ministry of Space very worried.

SETTLEMENTS

FUKIDO, MERCURY

Fukido may originally have been established by Mishima, but it has been Imperial that has made it great. The offer of a hundred-year lease was a purely political move to quell angry stockholders following a disastrous set of quarterly financial data, and was meant to be available only to Mishima businesses. But a small error in the leasing proposal – rumoured to have been instigated by Murders

& Acquisition Agents from the ISC – enabled any corporation to bid for the lease, and Imperial swooped in and won. Mishima was forced to honour the deal or risk losing face, and it assumed that the hundred-year lease was too short a period for Imperial to use it for any substantial development.

It was very wrong.

The clans of Imperial have always been jealous of the other, bigger, corporations. Capitol, Mishima, and Bauhaus all have their own worlds in the Inner System, forcing Imperial to inhabit a multitude of smaller settlements and asteroids, and dangerous mining facilities in the Outer System, simply because it had been created after the other corporations. Its bigger rivals were well aware of this, and were used to fending off Imperial ambition, but they did not reckon with the sheer persistence of Imperial and its hunger for land.

Over several hundred years they enacted a careful plan of acquiring land other corporations felt was worthless and of little apparent strategic value. Using front companies, they bought up property and began investing, developing, and improving it until one day all those 'worthless' plots were prime real estate. Even more cunning, where the ownership of the land was not guaranteed, Imperial ensured that those parcels of land were dependent on secure Imperial territory for water, power, and other infrastructure. This meant that if they were separated, the land would be virtually

useless to rivals. At least, that was the plan, and by and large it was successful. In many locations, however, their rivals realised what was happening and turned the tables on Imperial, making Imperial land dependent on resources it did not control. Still, overall it worked out in Imperial's benefit.

Fukido is the most visible result of the policy, and since the start it has always had a problematic relationship with Mishima. Imperial coveted the territory on Mercury not for its riches, but for the distance from the Dark Legion forces. With so much of its land in the Outer System, Imperial has always felt intensely vulnerable to Dark Legion attack, and this was a way to provide some security.

Apart from Luna, Fukido is home to more Imperial citizens than any other Imperial settlement. The city is a melting pot of clans and has a vibrant and cosmopolitan feel. With the ever present threat of being booted out once the lease is up, Imperial has never sought to strongly regulate business on Fukido, preferring instead a form of benign neglect. Free from almost all commercial restraint, the city became a magnet to financial institutions, investment bankers, con artists, fraudsters, gangsters, casinos, and brothels. Money and influence are the currencies of Fukido, and there is nowhere else quite like it. Anything is possible here, and any dream can be realised... for a price.

Though there is a division of the Gendarmerie based on Fukido, it is small and under-funded and justice is primarily bought and paid for. If someone has been wronged they will hire bounty hunters, mercenaries, or even assassins to settle the score. Needless to say, Fukido has also become a magnet for freelancers.

Nearly everyone in the city is armed and, unlike Luna, those arms often include armoured vehicles, combat armour, and heavy

FUKIDO DURING THE DARK SYMMETRY ERA



The tiny settlement of Fukido during the period of the First Dark Legion War would be unrecognisable to later inhabitants of the city. Still a Mishiman settlement at this point, it is the site of a low-grade mining operation extracting valuable metals and precious stones formed in the crust as a result of the tremendous pressures exerted on the planet by the sun. Barely terraformed, the environment is harsh with high levels of airborne particulate pollution and fearsome storms. The mine itself is in trouble. Never very profitable to begin with, it has almost been mined out and Mishima executives are talking about mothballing the entire facility.

FUKIDO HIGHLIGHTS

KINGSFIELD RED MALL: Owned by the infamous Clan Kingsfield, it might be expected that the Red Mall would be shunned, but far from it. Clan Kingsfield has embraced its reputation and made the mall unique: where else could you find stalls for criminal cartels, casinos, bare knuckle boxing rings, weapons dealers, drug dens, and brothels all operating openly? In return for a cut of the profits and a guarantee of neutrality and non-violence (except in sanctioned areas such as the fighting pits) Kingsfield provides heavy security, protection from the Gendarmerie and ISC, and is otherwise hands-off. In a move further designed to shock, Kingsfield has declared the entire Red Mall its home estate and has banned the ISC from operating openly there. One thing is for certain though: the income Kingsfield is generating from the Red Mall must be incredible.

SS&A TOWER: Though Fukido has almost no financial regulation, and thus is at the polar opposite of Smythe, Smythe & Axelthorpe, the financial giants of Imperial realised that they needed a strong presence here or they risked losing significant influence. So the silver SS&A Tower was built. Providing legitimate financial services for Imperial citizens as well as regulated trading floors, the Tower ensures that Fukido remains within the Imperial economy, even if only at the fringes.

FUKIDO CATHEDRAL: The last cathedral to be built, you would never know it. Fukido Cathedral was built with extremely generous Imperial donations and is arguably one of the finest cathedrals in the solar system. Elegant, and built in a way that fuses the best of Brotherhood, Imperial, and Mishima styles, the Cathedral is the premier tourist attraction on Fukido, as well as being the hub of all Brotherhood activities and social services.

weapons! This in turn has caused Fukido to have the highest murder rate and the lowest conviction rate in the solar system. The vast majority of crime involves the less fortunate in society, with the privileged elite – clansmen, bankers, crime overlords – living in alabaster towers, rarely – if ever – coming down to street level. The skyscrapers are connected high above ground level by suspended roads, walkways, even entire shopping malls.

It was this divide between rich and poor in this land of opportunity and crime that attracted the attention of the Brotherhood. It is the only organisation in the densely-packed city that can move with ease

between the different areas. Most are very happy the Brotherhood is here, and even those who dislike it give it room, as no one wants to be hauled away by the Inquisition for suspected heresy. In many ways the Inquisition is the biggest gang in town.

As biggest gang, it has also built the biggest headquarters: the Fukido Cathedral. The last cathedral to be built, it was constructed at the specific request and invitation of Imperial, to bring stability to the city and also to ease tensions with Mishima, which, despite its own religious views, saw no reason to antagonise the Brotherhood. In return, the Cardinal has negotiated long and hard on behalf of Imperial to encourage Mishima to honour the terms of its agreement with the implied threat that if it reneged on the lease, the Brotherhood would see to it that all future Mishima contracts were viewed with suspicion.

Seeing the wisdom in this, the then Overlord agreed. Ultimately it was felt that the city would eventually revert back to Mishima control and it would be able to profit from Imperial's labour.

The lease only has ten years to go, and many of the more nervous residents have already begun making plans to move to other worlds as no one expects Imperial to give up the territory without

a fight. The most common location for the non-Imperial residents of Fukido to move to is Mishima's city of Longshore, which has given that corporation taste of what is to come when – if – they inherit Fukido.

It is perhaps unsurprising that Fukido has become the new home for the pariah Clan Kingsfield, or for the fiscally-minded Smythes.

VENUS

Venus is home to many of the clans, including the MacGuires, Brannaghans, and the Fieldhausens – all of whom share the Imperial desire for growth and expansion. The strategic importance of Venus to the Imperial corporation cannot be over emphasised. Imperial has settlements scattered all over the surface of Venus. Some were founded by Imperial, but many were wrested from the grasp of Bauhaus over the centuries. Imperial is far more willing to start conflicts with Bauhaus on Venus than the mighty Capitol on Mars, especially given that the Bauhausians have often been more focused on defeating the Dark Legion than protecting a few isolated settlements from Imperial incursions. Losing a settlement to Imperial stings, but it is still infinitely preferable to losing them to the Dark Legion.



The Dark Legion extends influence.

The problem was that Imperial transformed those isolated settlements into strategic forward operating bases, perfect for acting as launch pads to seize additional Bauhaus territory. Bauhaus considers itself too civilised to engage in tit-for-tat raids and prefers diplomatic solutions over open conflict where possible, so it brought its grievances before the Cartel.

The Cartel, riven by politics and held in near-permanent stasis, was unable to act unless all the corporations agreed, which they almost never do. Bauhaus was on its own, and was forced to sufficiently beef up its defences so that Imperial would decide to turn to easier pickings elsewhere.

The situation remained static until the Dark Legion turned its attention towards Imperial as well as Bauhaus. The threat of renewed attacks forced the two corporations to work together at least a small amount if both were to not fall. The relationship improved dramatically when Imperial deployed the Blood Berets against the Dark Legion, especially as in several instances they heroically defended Bauhaus settlements and saved many Bauhausian lives, often at the cost of their own. Though the two corporations will never be friends, they do now coordinate their defences on a global scale.

The situation on Venus remained stable until the arrival of Cybertronic. Smaller than Imperial, considered by most within the company to be an anathema, and potentially in league with the Dark Legion, Imperial has not been shy about its attacks against Cybertronic. Any settlement openly owned by Cybertronic is considered 'fair game', especially in light of the Brotherhood's attitude of suspicion towards the corporation.

FIELDHAUSEN AUTOWERKS

Though off-limits to tourists, no account of Venus would be complete without a mention of the impressive research and development facility, factories, testing ranges, and its own spaceport that form the 20,000 square kilometres of Fieldhausen Autowerks. It is estimated that 30,000 to 40,000 Imperial citizens work there. Many live on site with the rest catching the daily maglev from the nearby Imperial city of Neustadt. Though named after Clan Fieldhausen, there are also facilities from Morganite Labs, and Lyon & Atkinson on the grounds. Given the strategic importance of the site, security is provided by an entire battalion of the 32nd Trenchers of the IDF, not to mention the Blood Berets, Highland Clan Warriors, and Wolfbanes who are rotated in. The Imperial Security Command has a large base on site as well with substantial amounts of Foxhounds, Internal Revisors, and more all stationed there.

With the history of war with Bauhaus, and the ongoing struggles against Cybertronic and the Dark Legion, Venus is considered by most to be a war world.

THE ASTEROID BELT

The Asteroid Belt between the orbits of Mars and Jupiter is the heartland of Imperial, though is also has substantial holdings in the Trojan Asteroid fields that lead and trail Jupiter, and the moons of the Outer System.

In many ways the Asteroids are the perfect metaphor for the Imperial clans. Occupying a common orbit and often referred to collectively, in reality the belt comprises many bodies, all varying hugely in size, shape and composition, with eccentricity being the only true unifying trait. Every clan has a home in the Asteroid Belt. For many it is not their primary residence, but it is a point of honour that they all are represented.

Most asteroids are small, with many less than a kilometre at their widest, and they contain incredible mineral wealth. **Victoria** (formerly known as *Pallas*) is the largest asteroid under Imperial control, measuring 540 km in diameter. Including Victoria, the ten largest Imperial-controlled asteroids – and their original names – are: **Victoria** (*Pallas*), **Witchmouth** (*Vesta*), **Diemansland** (*Juno*), **Morgan** (*Interamnia*), **Astraea**, **Keep Gladius** (*Hebe*), **Murray Keep** (*Iris*), **Castle Drougan** (*Flora*), **Metis**, and **Hygiea**. The smallest of these is Astraea with a diameter of 115 km. But even the smallest asteroid can be home to someone, or in this time of darkness, *something*.

DIEMANSLAND

The settlement of Diemansland was built on the asteroid of Juno. Juno has a rough diameter of 230km, though it is uneven in shape and often unflatteringly referred to as '*the brick*'.

Far away from Victoria, the shining centre of the Imperial universe, Diemansland started life as a prison mining colony in Imperial's earliest days, but it has risen above its unpromising origin and become a major port and settlement in its own right. It is unique in that almost all of its residents are clan-less rogues, with their ancestors exiled to the lonely rock.

Over the intervening centuries, Diemansland has transformed from a harsh prison colony built to mine the resources of Juno, into a stunning resort area. Situated on the sun-ward side of the Asteroid Belt, Diemansland has a stunning view of the Inner System, and also due to its slow rotation – and solar collectors – receives a large amount of sunshine. The residents of Diemansland were able to pull off this transformation as during the events, of the Sad Struggle, the rogues chose to side with Clan Murdoch. In the last days of the struggle the Murdochs were grateful for any allies

they could get, so a blanket pardon was issued to all the prisoners and a couple of minor clans – Clan Bruce and Clan McRobert – were recognised. Following the conclusion of the events everyone waited to see what Clan Bartholomew would do. Ever the pragmatists, they issued a full amnesty to all the Diemanslanders and their future was secured.

Even when it had been a prison, Diemansland had never had substantial security in place – the isolation of the colony and careful control of ships arriving and leaving was sufficient and the prisoner-miners were left to organise themselves. As long as the quotas were met, the prisoners could do as they liked. Once the prison was officially dismantled, it did not take long for the planetoid to become a haven for the system's dregs. Gambling, criminal consortiums, smugglers, and pirates all moved in.

The legitimate gambling businesses were handled by Clan Morgan, and it did a good job crafting Diemansland into a pleasure world. Slowly over time, it reined in the excesses of others and brought a form of controlled chaos to the planetoid. Once Fukido opened up, the most excessive elements quickly moved there.

Diemansland now bridges the gap between the staunchly controlled worlds of Victoria and the free-for-all of Fukido, and promotes itself as the finest resort in the solar system. Safe and fun, Diemansland provides the feeling of the illicit and exciting without becoming immoral, at least as long as the visitors do not venture too far off the beaten path. Excellent casinos, the finest resorts, fine dining, and some of the system's best clubs are all present on Diemansland. Tourism is vital to its economy, and it is unsurprising that there is a very well-equipped and funded Gendarmerie on the world that takes crimes against visitors extremely seriously.

THE SERENE CASINO

The largest and most prestigious casino and resort on Diemansland, the Serene Casino sits at the heart of the Strip, the central boulevard in the city. Owned and operated by Clan Morgan, *'the Serene'* – as it is known to most – is a resort in its own right and many visitors never go anywhere else during their visit to Diemansland. The Serene features a hotel with capacity for 12,000, three casinos, thirty restaurants, four nightclubs, eight bars, a theme park, and Infinity Beach – an entire beach and seaside resort with breath-taking views of the Inner System. The three theatres stage the latest and greatest theatrical productions, stage shows and concerts. It is said that the Paladine family has its own set of suites in the hotel reserved for its personal use.

THE DIEMANSLAND LIBERATION ARMY

Things seemed settled on Diemansland, but a recent spate of terrorist attacks by the **'Diemansland Liberation Army (DLA)'**, a terrorist organisation that claims that others have stolen the world from the original prisoner settlers and have profited from their suffering, have shaken things up. The DLA demands self-rule for the planetoid and complete independence from the Imperial corporation. Its demands have been absolutely rejected by the Imperial Parliament. To allow one colony to just 'go it alone' could catastrophically undermine the precarious unity of the corporation and clans. The other departments of the ISC have been beefed up on Diemansland, especially ISC-3 Organised Crime and ISC-25 The Yard.

So far the DLA's attacks have been against the facilities of the hated Imperial administration, and have avoided the tourist industry as it does not wish to harm the one source of income the planetoid has. So the shadow battle continues.

VICTORIA

Victoria is the largest asteroid under Imperial control. Formerly known as *2 Pallas*, it is actually a small planetoid 540 km in diameter. Had it not been for the gravitational influence of Jupiter, it would have formed the core of a full-sized planet in the orbit between Mars and Jupiter.

Victoria is the jewel in the crown of the Imperial corporation. Explored and settled by Clan Paladine – long before it gained control of the position of Serenity – during the period known as the Exodus from Old Earth, it was rich in mineral deposits, including rare earths, platinum, and water. It became the source of great wealth for the Paladines and the Imperial corporation, and the clan used that wealth to transform it into a bustling metropolis and transit hub. The Paladines invested heavily to create an impressive level of infrastructure and invited other clans to move in and establish facilities, though always with an eye on creating a beautiful city, so heavy industry was constructed on tethered smaller asteroids in orbit. Clan Paladine donated land to the Imperial Defence Forces for **Fort Londinium** and also funded the construction of the tethered orbiting **New Bristol** docks of the Imperial Navy.

The proximity of Mars and its vital role as transit hub for all Imperial operations and settlements in the Outer Systems have brought Victoria great wealth, and increasing amounts of the Imperial corporation's administration became based there.

Things only improved for Victoria when Clan Paladine was catapulted into the upper levels of power by becoming the controllers of the hereditary position of the Serenity following the end of the Sad Struggle. Victoria became the capital of the Imperial corporation and the most important piece of Imperial territory – there is nowhere that can equal it in economic, strategic, or sentimental terms.

Victoria is dominated by large city – also known as **Victoria** – that is home to over 10 million residents and covers almost 100,000 square kilometres. Extensive terraforming has left a world that is renowned for its clean, fresh air, dry breezes, and mild temperatures. The influence of Clan Paladine is strongest here and the locals are renowned for their politeness, manners, and relaxed friendliness. Though most of the initial mines have been depleted, the strength of the Victorian economy is in the service industry, and ‘*Victorian service*’ is synonymous with good service across the entire solar system.

PALADINE PALACE: The ancestral seat of Clan Paladine, over the centuries Paladine Palace has been developed and redeveloped until it has become one of the finest architectural sites in the solar system. Today it is inhabited by the nobility of Clan Paladine, though the Imperial Serenity and her family spend most of their time in Reading Palace on Luna. Most of the palace that visitors see today was constructed after Clan Paladine’s ascension to the position of Serenity. Built around a central vast courtyard in many vertically layered tiers overlooking Victoria City, Paladine Palace offers wonderful rooftop promenades, where the ornamental gardens, various architectural styles, and artworks can be viewed at their best. The palace is primarily reserved for the Paladines only; there are escorted tours available to the public, though the waiting list is months long.

As all the windows face inwards – a legacy from the original defensive nature of the palace – the exterior of the palace is instead decorated with the heraldic shields of every Imperial clan and noble family, with key names and events inscribed beneath. At the four corners of the palace are great towers, each bristling with orbital defence weaponry and tremendous spotlights that illuminate some of the tethered asteroids, such as New Bristol, that float in the skies above Victoria.

THE INNER CITY: One of the most distinctive features of the Inner City is the massive tethers that link Victoria to its twelve asteroids, known collectively as ‘**the Seraphim**’. These tethers are more than mere anchors, as they are also orbital elevators – known as ‘**Gondolas**’ – that ferry people, materials, and equipment up and down near constantly. The tether for the Imperial Navy’s **New Bristol** docks is attached within the grounds of **Fort Londinium**, the Imperial Defence Force base. New Bristol docks are home to more than 250 major space craft, as well as the command and control centre for the impressive array of space-based defences that surround Victoria. Notable other Seraphim include **Victoria Docks**, the spaceport for the city, and **New Manchester**, the seat of heavy industry above Victoria.

Victoria City is dominated by the eight wide, elegant boulevards – symbolic of the Imperial Flag – that cross the city, each terminating at the Serenity Square. The boulevard that runs from the **Arc of Triumph** at the edge of the city, through Serenity Square, and straight to Paladine Palace, is called the **Triumphal Way**. It is the traditional route for the triumphal celebrations that mark the major new Imperial achievements such as victories in battle, settlements of new lands, or acquisitions of new corporations. The **Wall of Remembrance**, a mostly symbolic defensive wall, surrounds the city, with the names of fallen heroes inscribed on its surface. Every day new names are inscribed alongside the millions already present.

At the edge of the city, built on top of a former mine, is the one of the Brotherhood’s largest Sacred Chapels. Known as the ‘**Chapel of Victoria**’, it is mainly underground, filling and expanding upon the ancient mining tunnels to create subterranean chapels, libraries, gyms, training halls, and dormitories for the Brothers. Above ground the Chapel is a tremendous building resembling an ancient band shell, with the ‘curtain’ – a beautiful marble wall inscribed with a copy of the Cardinal’s Chronicles – facing the city. The Cardinal Emeritus in charge is Victor Rubicus, a former Arch-Inquisitor. Now he runs one of the largest training facilities for the Inquisition here in the Chapel of Victoria, which goes a long way to explaining the lack of Dark Legion heretics on Victoria. Almost all inquisitors of Imperial birth are trained here.

Across the other side of the city from the Chapel of Victoria, is the **Embassy District**, where each of the other corporations has an embassy. As the last major settlement before the outer system, each of the corporations feels the need to make its presence here a strong one, even Cybertronic, which while not liked is at least tolerated. The embassies surround the building known as the **Cartellensium**, the largest official offices of the Cartel outside of Luna, and home to the Cartel Voidfaring Administration.

Nearby is the **Chaplain’s Court**, which houses the local offices of the ISC including a particularly large branch of the Yard. For wealthy residents and rich tourists there are the pleasures of **Wilkins & Co.**, the most exclusive mall in Imperial territory. They flock here from across the solar system to shop for the latest tailored fashions and other *must-have* essentials of the elite. The **Old Opera** provides classical musical and operatic entertainment, while **Victoria Stadium** hosts enormous concerts and sporting events in its 135,000-capacity stands.

THE OUTSKIRTS: Beyond the manicured trees of the fine boulevards, beyond the palaces and beautiful malls of Victoria lie the Outskirts, where the majority of the population lives and work. Many work in the few remaining mines, whilst others commute up to the Seraphim to work in the most polluting factories orbiting the world. The housing here is basic, with vast dormitory-like tenement blocks thrown up in organic, haphazard patterns, with additional

shanty towns crammed in around the edges. Most tenements are two or three story red-brick affairs jammed in alongside the winding narrow lanes with only the occasional pub, Laundromat, or grocery store.



THE OUTER SYSTEM

The Imperial corporation has by far the greatest number of settlements in the cold dark of the Outer System. With their lust for exploration the Imperials have always been most enthusiastic to throw themselves into the void in the hope of new discoveries and new glory. It is these settlements that have fared most harshly in the wars against the Dark Legion. An isolated colony weeks from help can often prove just too tempting a target for Dark Legion attack, no matter how well fortified and defended. It is not surprising that Imperial has consolidated many of its settlements, choosing to abandon the less economically viable ones, focus its forces on the valuable properties, and hope that the remainder are inconspicuous enough to escape the notice of the Dark Legion.

THE TROJANS

The Trojans is the name given to the clusters of asteroids that occupy stable positions ahead of, or behind, the orbit of Jupiter. Left-over wreckage from planets torn apart by the mighty gas giant, as well as from moons that were unable to attain stable orbits, they are resource rich, but terribly isolated. It is out here that only the bravest and most daring of clans – some might say crazed – choose to operate, such as Clan Oakenfist. For those willing to brave the extreme isolation – for they are never in the path of any travelling vessels – the rewards can be great.

GANYMEDE

Ganymede is the seventh moon of Jupiter and largest moon in the solar system – so big a moon that it is actually seven percent larger than the planet of Mercury. Like all Outer System worlds, Ganymede remains un-terraformed.

Though not as built up as New Talbot on Titan, **Jamestown** – the largest settlement on Ganymede, with a population of more 1.5 million – has established itself as a major port in the Outer System. Jamestown is a hub for Outer System transport, providing much needed dry-dock facilities for the transports and military vessels travelling to and from Titan and the Trojans, as well as Conquistador or military vessels travelling beyond.

With the proximity of Dark Legion forces, Jamestown is a under military jurisdiction and is ruled by Colonel Montgomery Axelthorpe. It has the largest IDF Imperial Navy military base this side of Victoria. Largely built underground, Jamestown's only surface facilities are

the impressive defence network protecting against orbital attack, the defence wall that protects it from ground-based attack, and the massive doors of the subterranean landing pads and dry-docks. Beneath ground the city is a warren of caverns and urban sprawl, and lakes filled with water recovered from the Jovian moon of Europa. Though the military jurisdiction does give the city an air of discipline, there are plenty of civilian businesses and people in Jamestown

There is a large, covert listening post operated by the ISC on the other side of Ganymede from Jamestown, codenamed **'Station Zebra'**. Recently it has become aware that Cybertronic has established a research facility of some sort on Ganymede. Though it appears unintentional, the Cybertronic facility is situated extremely close to Station Zebra and has meant the strategically vital monitoring station has had to curtail its activities so as to not reveal its presence to Cybertronic.

TITAN

Titan, sixth and largest moon of Saturn, is the most important Imperial settlement beyond the Asteroid Belt. A major source of petrochemicals for the ever-fuel-hungry denizens of the inner system, Titan has never been terraformed. A cold and arctic world, its mountains are ice as hard as granite, its lakes are ethane, and thick heavy drops of liquid methane fall from the skies like slow-motion rain. The petrochemical mines of Titan are a tough place to work, but the pay is excellent and most employees only have to complete a two-year contract before they can return to the warmer worlds of the inner system.

Clan Murdoch is the dominant clan here, though even it requires a coalition of other corporations and families – notably including the Jernigan-Davies – to be able to effectively operate the colony. The grim and industrial city of **New Talbot** – population two million – is the home to the majority of roughnecks who work on Titan. A mixture of industrial warrens and ice-encrusted habitation domes, it offers few attractions to the visitor and those it does offer are rough and ready and usually involve booze, gambling, or the services of working girls or boys. Despite this, or perhaps because of this, New Talbot is a frequent rest stop for the Conquistadors as they continue to explore the deep black.

THE IMPERIAL CONQUISTADORS

No discussion of the Imperial settlements would be complete without referencing the Imperial Conquistadors. Brave and ruthless explorers, it is on the blood, sweat, and tears of the Conquistadors that the Outer System has been settled. Even during the heights of both Dark Legion Wars, the Conquistadors continue to find new locations for potential settlement or exploitation by the Imperial corporation. Conquistadors never work alone; they are well-funded and equipped and in many ways they are the leaders of small expeditionary forces, part military, part scientific, and part colonist.

IMPERIAL SECURITY CORPS

DEPARTMENTS OF THE ISC

- ◀▶ **The Gendarmerie**
- ◀▶ **ISC-1:** Headquarters
- ◀▶ **ISC-2:** Personnel Protection
- ◀▶ **ISC-3:** Organised Crime
- ◀▶ **ISC-4:** Counter-espionage
- ◀▶ **ISC-5:** Murders & Acquisitions (MAD)
- ◀▶ **ISC-6:** Internal Revision
- ◀▶ **ISC-7:** CLASSIFIED
- ◀▶ **ISC-9:** The Serenity's Guard
- ◀▶ **ISC-10:** Special Installation Security
- ◀▶ **ISC-19:** Technical Developments
- ◀▶ **ISC-20:** Juniper [CLASSIFIED]
- ◀▶ **ISC-22:** Foxhounds
- ◀▶ **ISC-25:** The Yard



Tasked with the internal and external security of the Imperial corporation, the Imperial Security Command is commanded by the Director General of the ISC, **Count Sir Mark Bartholomew**, from its headquarters in Reading Palace on Luna.

Sir Mark answers to the Ministry of Security and his brother, **Earl Byron Bartholomew MP**, who is chair of the powerful Intelligence and Security Select Committee in the House of Parliament that provides oversight to the ISC as a whole. Divided up into twelve Departments – unofficially thirteen – including the Gendarmerie, each Department is commanded by a Director. Ensuring that Clan Bartholomew retains the greatest influence on the ISC, Sir Mark's other brother, **Count Michael Bartholomew**, is the Director of ISC-6, the feared Internal Revision Department.

ISC GENDARMERIE

COMMISSIONER (DIRECTOR): Sir Rupert Amis-Dunsirn.

Founded in the early days of the corporation by the Anglo-Canadian Clan Amis, a minor clan, and officially known as the "Imperial Security Command Citizen Patrol", it is known to one and all the '**Gendarmerie**'. Though its official motto is "*Defending Imperial Law*", it has been popularised in recent years by the Imperial Broadcasting Corporation radio show '**Officer Gordon of the Gendarmerie**', which notably features the incorrect motto "*A Gendarme Always Gets His Man!*"

The Gendarmes are uniformed law enforcement patrol officers enforcing Imperial law within Imperial territory, and providing the majority of day-to-day low-level security for the Imperial corporation. High security facilities are guarded by units from the Imperial Defence Forces, or one of the Special Forces.

Historically considered by many to be little more than glorified security guards, the *Officer Gordon* show has done much to raise the profile of the organisation. The Gendarmes are the public face of security in all civilian Imperial districts and facilities.

The uniform of the Gendarmes is a dark blue with brass buttons, trousers with a red stripe running up the outside, reminiscent of an Old Earth Royal Canadian Mounted Police constable, with a navy blue policeman's style flat cap and brass Imperial logo. The Gendarmerie badge is displayed on large blue armoured shoulder-pads. Formal uniform is the same, but in scarlet rather than blue, with silver buttons, and a blue stripe on the trousers. The Gendarmes are lightly armed with semi-automatic handguns, are unarmoured, and patrol in pairs. Despite what the *Officer Gordon* show implies, the Gendarmes are not authorised to carry out actual investigations. Despite that they are well liked, and are a visible face of Imperial.

HEADQUARTERS (ISC-1)

DIRECTOR: Matthias Morgan-Grey.

Headquarters Department of the ISC is the official designation of the Imperial Security Command Headquarters, also abbreviated as '**ISCHQ**'. An organisation shrouded in

mystery, and officially denied though tacitly acknowledge,d the main ISCHQ facility in an undisclosed location on Luna – commonly believed to be Reading Palace. ISCHQ is also believed to have major facilities in Fukido, Victoria, and – if rumours are to be believed – San Dorado, Mars. The primary purpose of the department is the command and coordination of all ISC units, but it is also responsible for providing all SIGINT for the ISC. 'SIGINT' is an abbreviation for 'Signals Intelligence' and encompasses intercepting and unscrambling communications signals from rival corporations, and providing that intelligence in actionable form for the other departments. In real-world language, that means they monitor all transmissions, from secure transmission to the television and radio stations of their rival corporations, and use that to gather information that can be used to Imperial's advantage.

ISCHQ operates a number of listening stations throughout the solar system. In urban locations these are disguised as innocuous Imperial facilities, but most are secreted away on asteroids or are small stations in deep space. ISCHQ has no official uniform as the majority of its personnel are analysts and radio technicians.

PERSONNEL PROTECTION (ISC-2)

DIRECTOR: Major Sir Paul Murdoch.

Personnel Protection Department, known as '**PPD**', is responsible for providing the bodyguards to VIPs and valuable Imperial personnel who have had credible threats to their safety. ISC-2 agents are dour, serious looking men and women in ultra conservative dark suits with mirrored shades and earpieces. They are always aware that their duty is to throw down their lives in the defence of the charges that they shadow.

RANKS OF THE ISC

JUNIOR AGENT: The most junior rank of agent, introduced as simply Special Agent or Agent and never Junior Agent.

AGENT: A fully-trained and experienced agent with at least two years of active service. Most agents fall in this rank. Generally partnered with one or two other agents, with the agent with longest service time given seniority.

SENIOR AGENT: A decorated agent with at least ten years of service, eligible for command of more senior missions, and usually in command of a team of five to ten other agents. Introduced as Special Agent or Agent and never Senior Agent. Few agents reach this rank, and most never progress beyond it.

STATION COMMANDER: A senior agent given command of a local station office, such as one of the Districts of Luna.

SECTOR COMMANDER: A senior agent placed in charge of a regional office or very prestigious local station such as Fukido on Mercury, or the Imperial District in the Ancient Quarters in Luna City.

DIVISION COMMANDER: A senior agent or administrator placed in command of a major part of a Department, such as the Analysis & Prosecution Division of the ISC-3 Organised Crime Department.

DIRECTOR: The senior agent, or more usually politically appointed administrator, in overall command of a whole Department of the ISC. These appointments are almost always clan controlled.

DIRECTOR GENERAL: The overall commander of the ISC, usually a politically-appointed role. In the case of the current DG, Count Sir Mark Bartholomew, he served as an ISC agent for fifteen years before being given the role.



ISC guards against all manner of threats.

LEADERSHIP OF THE ISC IN THE DARK SYMMETRY ERA



The Director General during this time is **Count Sir Rupert Loughton**. Sir Rupert is a surprisingly *naïve* appointment as Director General, chosen purely for political reasons. Clan Bartholomew placed him in the role in an attempt to defuse the tension between the clans following the conclusion of the Sad Struggle. Forced to appoint Sir Rupert, she steps in herself, after she removes him from the position, to clean up the mess he made of the ISC. Under her guidance, order returns to the organisation.

The Intelligence and Security Select Committee of the time was led by **Colonel Lady Elisabeth Bartholomew MP**, a powerful woman of fierce intellect who was a former Colonel in the Imperial Defence Forces and commander of the 32nd Trencher Battalion. She is a formidable head of the committee. She was also noted for her close friendship with Nathaniel Durand and some rumours even claimed they were lovers. Forced to appoint Sir Rupert, when she eventually removes him from the position, she steps in herself to clean up the mess he made of the ISC and once more returns order to the organisation.

ORGANISED CRIME (ISC-3)

DIRECTOR: Alasdair Smythe

The Organised Crime Department is split roughly into two halves. The first half is the Analysis and Prosecution Division (APD), while the other half is the Undercover Investigations Division (UID). Long ago it was realised that the most effective way to bring down organised crime rackets was from within, by infiltrating their ranks, gathering evidence, and turning other members against their crime lords. That is the role of the undercover agents, and the evidence they gather is passed along to the analysis and prosecution agents who are responsible for making the case in an Imperial court of law.

When it works, it works brilliantly. Unfortunately though, the mobsters got wise to this tactic and began attempting to infiltrate the Organised Crime Department with their own undercover mobsters. Their goal is to disrupt and destroy the prosecutions before they start and where possible, identify undercover agents within the mobs so they can meet with 'accidents'.

Now there is a shadow war raging within both organisations, and any undercover agent who wants to survive quickly learns to trust only his handler. Needless to say, the Internal Revision Department

takes a long hard look at all OCD agents, considering them suspect until proven otherwise.

COUNTER-ESPIONAGE (ISC-4)

DIRECTOR: Colonel Sir William Diomedes MacGuire.

If analysts think that the Organised Crime Department has it tough working out who to trust, it is nothing compared to the shadow war constantly being fought by the Counter-Espionage Department. Its job is to root out infiltrators from other corporations, and – increasingly – the heretics of the Dark Legion. Working closely with the boffins in ISCHQ and the Internal Revision Department, it acts on the leads it discovers itself and on clues found by ISCHQ in intercepted materials. It then undertakes surveillance on suspected traitors or infiltrators until it has gathered enough evidence to turn the case over to Internal Revision.

If an Imperial citizen hears mysterious clicks on his telephone lines, thinks he is being followed on the Underground, and has an overwhelming sense of being watched at all times, then his is either paranoid, or really is being targeted by the Counter-Espionage Department.

MURDERS & ACQUISITIONS DEPARTMENT (ISC-5)

DIRECTOR: Sir Charles Henry Loughton.

Once, long ago, this Department was known as 'Mergers & Acquisitions'. Very early on in Imperial history, people began to refer to it as the '**Murders & Acquisitions Department**' or simply 'MAD'. Shortly after the events of the Sad Struggle, the truth of this name was embraced and the Department was officially renamed.

Where the Counter-Espionage Department is tasked with dealing with internal threats, MAD is tasked with external operations, sabotage, and espionage against other corporations and any groups Imperial considers a threat. However, the Imperial corporation is, at its heart, a business rather than a pure nation state and that means ultimately it is driven by the desire for growth and wealth. The role of MAD is to find promising subdivisions of rival corporations, freelance corporations, or territory ripe for development and exploitation by Imperial, and acquire them through means both fair and foul.

A typical MAD agent is a worrisome combination of accountant and assassin: cold, ruthless, and meticulous in both violence and paperwork.



INTERNAL REVISION (ISC-6)

DIRECTOR: Count Michael Bartholomew.

The fear of the knock of Internal Revision keeps many Imperial citizens awake at night. Known as Internal Affairs during the First Dark Legion War, they were renamed on the formation of the Brotherhood to mirror the Revisors of that organisation. Internal Revision is infamous for the brutal tactics of its Detention Teams and the interrogations of their Questioners. Given the close relationships between Imperial and the Brotherhood, it is not surprising that for any case where heresy is suspected the Internal Revision Detention Team is accompanied by one or more Brotherhood Inquisitors.

Questioners dress almost identically to Personnel Protection agents in ultra conservative dark suits with mirrored shades and earpieces. The one difference is that they always wear forensic gloves, both to

further intimidate suspects and ensure that they do not contaminate any evidence. The Detention Teams are a different matter and are equipped in black Mk. III Heavy Combat Armour and Mk. 43 Intruder Assault Rifles. Their helmets are faceless and black to further inspire fear, and it is common for the Detention Teams to use tear gas and stun grenades to incapacitate their targets.

THE SERENITY'S GUARD (ISC-9)

DIRECTOR: Count Sir Gregory Paladine.

The Serenity's Guard is an unusual department. It is the official ceremonial guard of the Serenity, and is also a unit of the Imperial Special Forces, though one answerable to the ISC rather than the Ministry of War. However, it is far more than a force of mere security guards, and since its creation by Clan Murdoch, it has had a second, vital, role: internal surveillance. It is responsible for keeping an eye

THE DELETED DIVISION: ISC-7 BLACKTHORNE



In the First Dark Legion War the divisions of the ISC were primarily focused on the other corporations (Capitol, Bauhaus, Mishima). However, as the power of the Brothers increased it was felt that they represented a potential threat to the sovereignty of the Imperial corporation.

This feeling was transformed into active suspicion when the terrible effects of the Dark Symmetry began to make themselves felt. For reasons never clearly explained, many in the Imperial corporation held the Brothers responsible for the event known as the **'Big Scream'** (see page 77 in the **Chapter 06: Void & Settlements**). It was determined by the then Director General, Count Sir Rupert Loughton, that *"something has to be done about those damn cranks"*.

Acting without approval from the Intelligence & Security Select Committee in the House of Parliament, or the Ministry of Security, Sir Rupert established a new division of the Imperial security Corps: **ISC-7 Blackthorne**, a covert dirty tricks unit tasked with investigating, undermining, and discrediting the activities of the Brothers.

Though well meaning, Sir Rupert was surprisingly *naïve* as Director General. A political appointee with no previous experience as an agent, he had been placed in the position by Clan Bartholomew in an attempt to defuse the situation following the Sad Struggle. Because of this lack of experience, ISC-7 Blackthorne was not created with the necessary checks-and-balances and, as quickly

became apparent, was shockingly vulnerable to the influence of Dark Symmetry. Blackthorne was rapidly riddled with heretics who used the department's operations to further increase the tension between Imperial and the Brothers. Indeed, one of the first targets for the Department was its own founder: Sir Rupert. Blackthorne agents quickly gathered enough blackmail materials to effectively neuter their Director General, and began to operate free of any constraints.

However, towards the end of the first Dark Legion War, when it became clear that the Brothers were on the side of humanity, the existence of Blackthorne was discovered by Colonel Lady Elisabeth Bartholomew MP, the head of the Intelligence & Security Select Committee in the House of Parliament. She immediately removed Sir Rupert from his position, stepped in herself, and began a brutal period of house cleaning. Not only did she disown Blackthorne, but she purged its influence from every Department. Indeed, to prevent the entire situation turning into an even bigger political catastrophe, she brought in The Serenity's Guard and the Brothers to help. With their guidance, the Internal Affairs Department became the Internal Revision Department and the permanent alliance with the Brothers, and then Brotherhood, was established. Once the house cleaning was complete, all related files were either classified at the highest level or destroyed.

History frequently repeats itself, and for Imperial this is certainly the case. The appearance of ISC-20 in the Second Dark Legion War contains shocking parallels to Blackthorne. Whether this new unit will go the way of its predecessor remains to be seen, but the omens are not promising.

SIR WILLIAM 'BILL' HERON, HER SERENITY'S AGENT



Sir William Heron, known to his friends as Bill, is a well-respected figure within the Imperial administration and a confidant of the Serenity herself, though almost no one would be able to tell you what he actually does. Rumours abound, with some placing him in the ISC or military intelligence, while others would swear that he is an Imperial diplomat or corporate negotiator. There are even rumours that mark him as some kind of criminal fixer. The truth is that he is all of these things. Bill Heron grew up in the rookeries of Victoria and learned to survive by being a social chameleon and negotiator. He came to the attention of the young Serenity before she ascended the throne, when he saved her life in a nasty situation involving a pub, several angry gangsters, and a drunk princess. She was so impressed that she took him under her wing and introduced him at court. Once she took the throne, he quickly became her foremost agent and negotiator, able to resolve situations quickly, quietly, and without fuss. William Heron is the Serenity's Agent.

WOUNDS:

- ◀▶ **Head 2**
- ◀▶ **Arms 2**
- ◀▶ **Serious Wounds 4**
- ◀▶ **Mental Wounds 8**
- ◀▶ **Torso 6**
- ◀▶ **Legs 4**
- ◀▶ **Critical Wounds 3**

on the clan nobility, people that are beyond the reach of the Internal Revision and Counter-Espionage Departments.

Recruited from both these divisions, from the Imperial Defence Forces, and the Imperial Special Forces units that answer directly to the Ministry of War rather than the clans, The Serenity's Guard members are masters of observation and investigation.

Their formal ceremonial dress uniform is black riding boots, scarlet trousers, black jackets, ceremonial shoulder-pads, and high helmets decorated with the plumage of ostriches. When not on ceremonial duty, they are usually dressed as typical ISC Agents. In combat situations The Serenity's Guard don the Mk. IV Felis Pattern' Combat Proximity Armour of the Golden Lions – a legacy of its establishment by Clan Murdoch.

Though its dual role is not concealed, it is usually completely ignored by clan nobles and considered part of the scenery, giving it the opportunity to listen in on supposedly private conversations. When

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
6	7	7	12
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	10	8	11

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	-	1	-	2	2	4	3	2	1

SOAK: Bowler Hat and Ballistic Nylon Overcoat: (Head 2, Torso 1, Arms 1, Legs 1)

ATTACKS:

- ▶▶ **'Serenity' Pistol (ranged):** Range C, 1+^T6, Burst, 1H, Close Quarters, Hidden 1

SPECIAL ABILITIES

- ▶▶ **Suave and Sophisticated:** Heron is a master of persuasion and diplomacy, able to wield oratory and rhetoric as warriors wield blades and guns. He gains three bonus Momentum on all Persuade or Command tests.
- ▶▶ **Well-Educated:** Heron has studied at the finest schools, and he is perpetually well-informed about current events. On any Education test that deals with events within the last twenty years, he reduces the difficulty by two steps, which may eliminate the need for a test. Further, he may identify another character's political and corporate affiliations with an Average D1 Education as a Restricted Action.

out of uniform, the Guards are masters of stealth and surveillance, able to take on a variety of guises to continue their surveillance of key clans nobles. Many nobles are surprised when the "ceremonial" guards turn up in full combat armour to arrest them for treason.

SPECIAL INSTALLATION SECURITY (ISC-10)

DIRECTOR: Bernard O'Loughton.

Special Installation Security is not really a department of the ISC at all. Instead it is a designation given to any units of the Imperial Defence Forces or Imperial Special Forces assigned to the protection of high-security facilities such as military bases, testing ranges, research labs, and prominent government or corporate buildings.

The designation is necessary to ensure that they operate within the correct chain of command, and also because Imperial's 'Posse Comitatus' act officially bans the deployment of military personnel to civilian investigations. It is an annoying law, which was only

passed to placate Bauhaus after an operation that went disastrously wrong during the First Dark Legion War. Imperial had to pass the law, but never had any intention of following it and the Special Installation Security Department was born as an answer. The main actual difference is that all units replace their usual insignia with SIS insignia, and are given access to ISC communications equipment. Otherwise they retain all their normal arms and armour.

TECHNICAL DEVELOPMENTS (ISC-19)

DIRECTOR: Dr Samuel Morgan.

Technical Developments Department, or **'The Boffins'** as they are normally known, are responsible for researching, developing, and deploying new equipment for use by the ISC, as well as maintaining the existing facilities, armouries, and fleets of vehicles in ISC service. Boffins are recruited from the leading universities and set to work engineering ever more ingenious devices.

The Boffins run several top secret test facilities where new experimental equipment is trialled. They have a particular love of creating spy gadgets for use by ISC personnel in the field, such as rapier canes, secret cameras, guns disguised as innocuous items, and more. The Boffins have a very close working relationship with Morgan Electronics of Clan Morgan, and both have a particular fascination with the new equipment being produced by Cybertronic. The typical Boffin is never out of his or her lab coat and will have pockets stuffed with experimental – and often unreliable – gadgets.

JUNIPER (ISC-20)

DIRECTOR: Unknown

For those *'in the know'* **Juniper** is an ostensibly off the books murder squad tasked with disrupting the operations of one corporation in particular: Cybertronic. Ever since Cybertronic appeared on the scene, Imperial has made it its mission to attack, threaten, and accuse Cybertronic personnel of heresy. The scuttlebutt in Parliament is that Imperial dislikes having its status as underdog challenged, and also fears the technological edge that Cybertronic has, which could drastically undermine sales of Imperial's high end artisan equipment. Juniper agents all have reason to hate Cybertronic, are technologically savvy, and enjoy the freedom of being corporate sponsored terrorists. Officially denied and unofficially used to threaten, the Juniper division has more than its fair share of heresy.

THE FOXHOUNDS (ISC-22)

DIRECTOR: Mark Kimberly-Dunsirn.

ISC-22 is the special strike force of the ISC known as the **Foxhounds**, combining highly trained agents as animal handlers with robotic **Iron Mastiffs** developed by the Kimberly Corporation, one of the businesses of Clan Dunsirn. Able to replicate the abilities of keen hunting dogs but with additional strength and durability and less

JUNIPER: THE CONSPIRACY WITHIN A CONSPIRACY.

There is a deeper layer of mystery about Juniper that has only recently come to light. When he took office as Director General of the ISC, Count Sir Mark Bartholomew sought to get a full account and audit of the ISC. During that account, something unexpected emerged: **there really is no Department 20 of the ISC!** Shocking as it seemed, Sir Mark had uncovered that the Department was not just officially denied, it was also not funded or authorised by the ISC. He had always assumed that the official denial was just to stone wall enemies of Imperial, but that was not the case. It seemed that everyone officially denied – yet unofficially accepted – the existence of this Department of the ISC but as far as he could tell it was an independent organisation operating in plain-sight within the ISC. This has made him extremely worried, and as yet he has not made anyone else aware of the situation while he formulates a plan. He needs to know who is funding the organisation, who it really serves, and how to shut it down without seriously damaging Imperial.

sentimental value, the Iron Mastiffs make excellent guard and attack dogs. Beyond periodic recharging, they require no sleep and are not easy to distract. However, given their technological sophistication, they require well trained handlers whose roles includes working alongside and maintaining the robotic dogs, but also ensuring that they are free from Dark Symmetry corruption.

Iron Mastiffs can be found in both the ISC and the Imperial military in a wide range of deployments, but within the ISC they often work closely with ISC-2 Personal Protection and ISC-10 Special Installation Security. The Foxhounds are primarily an intimidation unit, and are frequently called out to potential riots, as the sight of a pack of Iron Mastiffs and their fearsome jaws often calms the quickest tempers.

THE YARD (ISC-25)

DIRECTOR: Peter Oakenfist.

The men and women of **The Yard** are the plain-clothed detectives of the Gendarmerie tasked with investigating crimes or following up on an incident involving the Gendarmes. Since the return of the Dark Legion, they have taken on an additional role: that of rooting out Dark Legion assets throughout the corporation. Yard detectives are famed for their world-weary attitude, a predilection for tea, and a dogged investigative technique that relies less on technology and more on kicking in doors, leaning on informants, and the occasional bout of making the evidence fit the crime.

MINISTRY OF WAR

The Ministry of War (MoW) is responsible for coordinating the preparation, supply, logistics, and deployment of the Imperial Defence Forces and Imperial Special Forces. Its job is to ensure the military security of Imperial, ensure the cooperation of the clans, and ensure that its territorial claims are robustly enforced and any attacks are answered with overwhelming force.

At least that is the theory. In reality the Ministry has a great deal of power over the Imperial Defence Forces but has little or no control over the clans' own special forces. Unfortunately it is written into the heart of the Imperial constitution that the clans shall have the right to defend themselves and to operate their own independent militaries. Though the special forces will almost always respond to a call to action by the Ministry of War, and will accept battlefield command, outside of those periods the Ministry has no ability to control them.

That means that even when a clan agrees to provide their special forces, those same units are often otherwise engaged or out of effective range. Following a number of embarrassing military failures due to such events, the Ministry of War went ahead and established a number of its own special forces units that are effectively independent of any single clan, and are usually assigned

to very specific duties. The Blood Berets, for example, are primarily used against the Dark Legion on Venus, while the Wolfbanes are used on Mercury and Mars.

THE IMPERIAL DEFENCE FORCES (IDF)

THE IMPERIAL ARMY

The Imperial Army is the backbone of the Imperial Defence Forces. It may be the Special Forces that get the glory, or the Imperial Navy that get the big ticket vehicles, but it is the Imperial Army that takes and holds territory and facilities, and it is the Imperial Army that fights the long term ongoing engagements against the other corporations or the Dark Legion.

Organised at Battalion level, the variety of line units within the Imperial Army is vast and so it is hard to characterise a "typical" soldier. However, perhaps more than any other unit, the **32nd Trench Battalion** – known as "The Trenchers" – is the face of the Imperial Army. Renowned for their stubborn tenacity, and – obviously – their skills at trench warfare, the Trenchers are just at home fighting the forces of Capitol in Hellhole Ridge as they are the forces of the Dark Legion.



Imperial Trenchers battle the Dark Legion on Mars.

THE IMPERIAL NAVY

One way that the Ministry of War is able to exercise control over the entire Imperial military, including the clans' special forces, is through its monopoly on military fleet ships and transports. In order to ensure that civilian merchant vessels are not subject to attack by other corporations, only Navy vessels can be officially used for troop transport. That means when a clan wants to move its units it has to ask the Navy to provide transit.

Some of the wealthier clans – most notably Bartholomew, MacGuire, and Murdoch – have their own small military fleets, but this is the exception rather than the rule. The sheer cost of trying to replicate the Navy is prohibitive and considered pointless by most.

The Navy's other main role is to pursue and engage Dark Legion ships in the void, though such encounters are extremely rare. The Dark Legion's fleet is primarily composed of transports and they are very, very good at avoiding detection. Occasionally they will unleash a horrific battleship, but even then in the sheer vastness of space the chance of an engagement is small.

HER SERENITY'S IMPERIAL AIR FORCE

The Ministry of War also controls Her Serenity's Air Force (HSAF) which handles atmospheric transport and combat. The men and woman of HSAF are crack pilots one and all as only the best are chosen to fly the expensive and precious air vehicles.

THE IMPERIAL RESERVE

The Imperial Reserve is the militia of Imperial. Formed of a mix of former military personnel and part-time soldiers, the Reserve provides an important pool of additional specialists and troops that can be quickly mobilised in urban areas. Often it is the Reserve that is first to respond to an attack by another corporation or the Dark Legion, as it is its members' homes that are being attacked.

THE IMPERIAL SPECIAL FORCES (ISF)

There are more Imperial Special Forces units than there are Imperial clans, but without doubt the following are the most notable:

BLACK BERETS (CLAN MORGAN)

The Special Forces of Clan Morgan, the Black Berets, have a very specific duty: to hunt down and eliminate nests of heretics throughout the solar system, but especially within Imperial-controlled territory. They are masters of urban warfare and fighting in tight conditions as heretics are often found in abandoned mines underneath Luna or in asteroids, sewers, or ruins; all places where close-quarters combat training is essential. Usually outnumbered, the Black Berets rely on stealth and, when that fails them, ferocious attacks that can take even Dark Legion creatures by surprise.

BLOOD BERETS (MINISTRY OF WAR)

The Blood Berets are arguably the most famous special forces unit of all time. Their flamboyant destruction of a Dark Legion infiltration of a Bauhaus base on Venus, screened on (edited) live television, captured the hearts and minds of the people. This holds true even decades after the broadcast. Formed exclusively to fight the Dark Legion, and answerable directly to the Ministry of War rather than an individual clan. They proved their worth during the First Dark Legion War, and have continued to do so through to the present.

IMPERIAL MILITARY RANKS

In order to keep things consistent between the various branches of the Imperial Military, and especially between the Ministry-controlled Imperial Defence Forces and the clan-controlled Imperial Special Forces, a standardised rank system was introduced in the earliest days of the Imperial corporation.

ENLISTED RANKS

- ◀▶ Trooper
- ◀▶ Lance Corporal
- ◀▶ Corporal
- ◀▶ Sergeant
- ◀▶ Colour Sergeant
- ◀▶ Sergeant Major

OFFICER RANKS

- ◀▶ Second Lieutenant
- ◀▶ Lieutenant
- ◀▶ Captain
- ◀▶ Major
- ◀▶ Lieutenant Colonel
- ◀▶ Colonel

GENERAL'S RANKS

- ◀▶ Brigadier General
- ◀▶ Major General
- ◀▶ Lieutenant General
- ◀▶ General
- ◀▶ Field Marshal

BLUE BERETS (CLAN PALADINE)

The household special forces of Clan Paladine, the Blue Berets primarily serve as guards for Reading Palace on Luna and the city of Victoria in the asteroid belt. When they are deployed it is most often as impartial peacekeepers helping calm down flare ups between Imperial clans, though they do occasionally see action against external threats to Imperial. One rule is unwavering: they will not be used in combat operations against other Imperial clans. All Blue Berets are highly trained leaders and negotiators and often provide leadership for mixed Imperial units in the field.

BLUE LIONS (CLAN BRANNAGHAN)

The Special Forces of Clan Brannaghan, the Blue Lions are primarily a force of combat medics. Trained to fight their way to the injured and medevac them off the battlefield, Blue Lion units are usually attached to larger detachments from other clans or, occasionally, regular Imperial Defence Force units.

GOLDEN LIONS (CLAN MURDOCH)

The household elite Special Forces of Clan Murdoch, the Golden Lions are media savvy fighters as almost all of their operations take place with substantial media coverage. Proud fighters, honourable victors, and fierce foes, the Golden Lions are resplendent in their battle armour, and many an Imperial schoolchild has posters pinned

THE IMPERIAL SPECIAL FORCES

MINISTRY OF WAR SPECIAL FORCES

- ◀▶ **Blood Berets**
- ◀▶ **Her Serenity's Life Dragonos**
- ◀▶ **Highland Clan Warriors**
- ◀▶ **Wolfbanes**

NOTABLE CLAN SPECIAL FORCES

- ◀▶ **Black Berets:** Clan Morgan
- ◀▶ **Blue Berets (a.k.a. "The Royal Guard"):** Clan Paladine
- ◀▶ **Blue Lions (a.k.a. "Azure Lions"):** Clan Brannaghan
- ◀▶ **Golden Lions:** Clan Murdoch
- ◀▶ **Golden Panthers:** Clan O'Loughton
- ◀▶ **Hunters:** Clan Dunsirn
- ◀▶ **Rams:** Clan Loughton
- ◀▶ **Royal Home Guard:** Clan Paladine
- ◀▶ **Shamrocks:** Clan Murray
- ◀▶ **Sterlings:** Clan Axelthorpe and Clan Smythe
- ◀▶ **Wild Roses:** Clan Drougan



Black Berets at their finest.

on their walls and books chronicling their great deeds. What most people do not realise, though, is that almost half of the operations carried out by the Golden Lions are covert – performed without identification, recognition, or mythologising where the world will never see. Despite, or perhaps because of, this lack of celebrity, the Golden Lions are fierce and unrelenting covert warriors.

HER SERENITY'S LIFE DRAGOONS (MINISTRY OF WAR)

Recruited from throughout the Imperial Defence Forces and Imperial Special Forces, once a soldier joins Her Serenity's Life Dragoons he renounces his own clan membership and has no allegiance but to the family of the Serenity. Fielded in their distinctive black uniforms, Her Serenity's Life Dragoons are divided into five regiments: the **1st Old Guard**, the **2nd Young Guard**, the **3rd Armoured Cavalry**, the **4th Serene Dragoons** and the **5th Serene Lancers**. They provide the Serenity with almost 10,000 troops as personal bodyguards, and are deployed alongside the Blue Berets providing security and protection for the Serenity and her household on Luna, Victoria, and elsewhere. They see little traditional military combat, more often being used in policing operations, though the Young Guard is rotated into other combat units in order to ensure they remain at peak ability.

HIGHLAND CLAN WARRIORS (MINISTRY OF WAR)

Traditionally recruited from the allies of Clan Murdoch, the Highland Clan Warriors are both an impressive special forces unit in their own right and also the primary recruiting ground for the ultra-elite Wolfbanes. Though any clan member can seek to join the Highland Clan Warriors, the majority are recruited from a handful of clans:

- ◆ Clan Murdoch and Clan MacGuire supply most of the leaders as well as the majority of the soldiers for the unit.
- ◆ Clan Fergan supplies the majority of scouts.
- ◆ The renegades of Clan Finn are the so-called "Bad Samaritans" battlefield medics.
- ◆ Clan Oakenfist supplies the greatest tunnel fighters for use in the asteroids and subsurface battles.
- ◆ Clan Gallagher provided the finest close-quarters fighters before they were wiped out, though the Rourke family and Clan Murray have done their best to fill the gap.

Michael Mingers was bored. Good looking and well dressed, wearing the latest in Imperial fashions, he lounged in the over-stuffed armchair. The incessant droning of the minor Imperial aristocracy seated like shadows around him in the club library was giving him a headache. He took another deep gulp of the rich, Drougan whiskey in his large glass, completely failing to even notice its taste. No matter how long he lived amongst them, he would never feel at ease around these Imperial stuffed-shirts. He missed the clink of glasses in the beer halls of Bauhaus and the genuine culture of opera. All Imperial could offer him was bad plumbing and the tawdry entertainment of the music hall. Still, they did distil some excellent spirits. Besides, he should show some gratitude. When he became persona non grata at Bauhaus, it was Imperial who gave him a job. Admittedly that job was betraying everything he had stood for, but a job was a job.

Across the room, a familiar glint of Bauhaus steel caught his eye. Acting on reflex he threw himself out of the chair just as the gunshot sounded. The bullet struck the back of the chair – where his chest had been a moment before – and sent duck feather stuffing flying into the air. 'I see someone has finally decided I have become a serious problem', thought Michael to himself as he rolled into cover, drew the concealed pistol he carried in blatant contravention of club rules, and prepared himself for a fight.



Thanks to Michael Mingers.

HUNTERS (CLAN DUNSIRN)

The special forces of Clan Dunsirn, the Hunters are fearsome trackers and rangers who live up to their name as consummate hunters. Every unit has a number of the fearsome Iron Mastiffs to use on the battlefield and it is said that once they are assigned their prey, a unit of Hunters will track it down, no matter how long the hunt takes or how far the pursuit goes.

RAMS (CLAN LOUGHTON)

The Rams are the special forces of Clan Loughton. Though not especially renowned for their combat expertise they are incredibly well funded and equipped and are often seconded to the Brotherhood for use in cleaning out nests of heretics when the Blood Berets or Black Berets are unavailable.

ROYAL HOME GUARD (CLAN PALADINE)

The Royal Home Guard is unique in that it is the only reserve special forces unit. Recruited from older soldiers in the Imperial Defence Forces, the Royal home Guard members are given generous pensions and lifestyles in return for the oath that should they be called on they will fight to the death to protect the Serenity, Her family, and the

Imperial Government. It is from the ranks of the Royal Home Guard that the majority of recruits for suicidal missions are drawn.

SHAMROCKS (CLAN MURRAY)

The Special Forces of Clan Murray, the Shamrocks are one of the lesser-known Special Forces units in battles, but are well-regarded by other units when it comes to celebrations as they bring unlimited Murray ales with them.

STERLINGS (CLAN AXELTHORPE AND CLAN SMYTHE)

The household guard of Clan Axelthorpe and Clan Smythe, the Sterlings are recruited exclusively from the finest warriors in both those clans, though they spend little or no time on the battlefield and are trained primarily in urban and transport operations. The reason their recruitment pool is so limited is that there cannot be any question about their loyalties.

Their primary duty is to safeguard the facilities and personnel of Smythe, Smythe, and Axelthorpe, the largest financial institution in the Imperial corporation, against all threats, both from outsiders and also from other clans within Imperial.

BASTIAN SOIJER IMPERIAL WOLFbane COMMANDO



Bastian Soijer is one of the finest field commanders of the Wolfbane Commandos. He grew up the hard way in the slums of Victoria, but was offered a way out with service in the IDF 32nd Trencher Battalion. It did not take long for his talents to be recognised, and he was transferred to the Wolfbanes despite his lack of noble pedigree. Soijer displayed an almost supernatural understanding of small-unit tactics, and is especially at home in the tight confines of an urban environment, asteroid, or even a citadel.

WOUNDS:

- ◀ Head 4
- ◀ Arms 5
- ◀ Serious Wounds 7
- ◀ Mental Wounds 10
- ◀ Torso 8
- ◀ Legs 6
- ◀ Critical Wounds 4

SOAK: Mk. II Medium Combat Armour: (Head 3, Torso 4, Arms 3, Legs 3)

ATTACKS:

- ◀ **Clansman Claymore (melee):** 2+↑7, 2H, Parry 2, Pious 2
- ◀ **'Aggressor' Pistol (ranged):** Range C, 1+↑4, Burst, Unbalanced, Close Quarters

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		10		8		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		7		10		8	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	3	2	2	-	2	1	1	-

SPECIAL ABILITIES

- ◀ **Hunter:** Soijer is a practiced hunter, able to pass unseen when needed. When attempting to remain unseen, he may add 2d20 to his Stealth test, and he may re-roll one of those d20s. Further, when he attacks an enemy in melee who was unaware of him, he may re-roll all ↑ on the damage roll.
- ◀ **Release the Hounds:** When leading a group of Wolfbanes, Soijer may spend one Momentum from any attack or Stealth test to grant one ally the ability to re-roll 1d20 on their next attack or Stealth test.



The Sterlings are highly visible, guarding the vaults, secure transports, banks, and key bank staff of Smythe, Smythe, and Axelthorpe. As befitting their wealthy backing, the Sterlings are extremely well-armed and equipped. Well aware of the tactics that Imperial uses against its targets, and determined not to fall victim to those same techniques, they are trained to bring overwhelming force to bear against perceived – or actual – threats. Additional Fast Response Teams of Sterlings are kept on permanent alert, ready and willing to respond to any callout. The Sterlings view themselves as the gatekeepers of Imperial wealth and take that role extremely seriously.

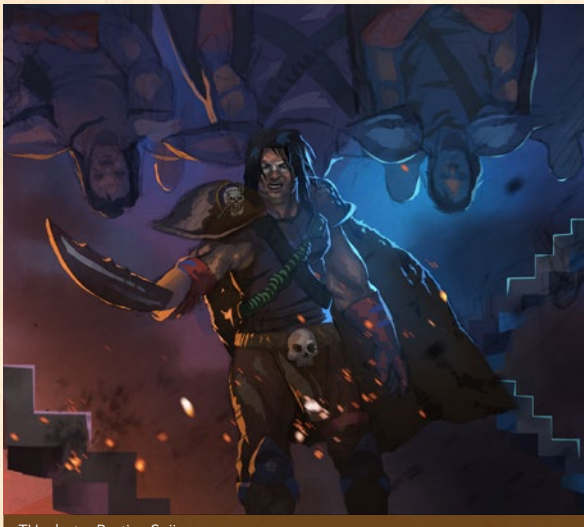
WILD ROSES (CLAN DROUGAN)

The special forces unit of Clan Drougan, the Wild Roses are renowned as boisterous soldiers, always willing to break into song at the slightest notice, and just as likely to start a bar fight. Given their proclivity for the odd drunken punch up, Drougans are excellent fighters, especially in unconventional warfare. Years of experience turning nearby bar objects into weapons trains them in turning the terrain against their foes. The Wild Roses have a habit of carrying their clan's wares with them into battle in wineskins or whiskey flasks

and tend to have a 'nip' just before or after any combat. More than one Imperial officer has been shocked to discover a supply drop of "essential equipment" for the Wild Roses containing one or more barrels of whiskey.

THE WOLFBANES (MINISTRY OF WAR)

The Wolfbanes are the only special forces unit that can challenge the fame of the Blood Berets. Only the finest soldiers recruited from the Highland Clan Warriors and other special forces, and even clanless rogues, may join. They are trained to a level beyond any normal mortal, something that is only possible due to the powers of their mythical rune swords and mysterious Brotherhood training. Any clan may call upon the Wolfbanes to fight for them but aside from Clan MacGuire, which provides most of the funding, they must pay for the service. The Wolfbanes are sent on the toughest missions imaginable, and are required to carry out heroic acts on a daily basis. It is only that the nature of their battles – such as storming the heart of a Dark Citadel – is so secret that keeps them from being more famous than the Blood Berets. Without doubt, though, Sean Gallagher – scion of the fallen Clan Gallagher – is the archetypal Wolfbane: strong, proud, ferocious, and dramatic.



Thanks to Bastian Soijer.

The asteroid was an Escher-like maze; some crazy fool had placed gravity plating everywhere – floors, ceilings, walls. It made it an ideal place for Heretics serving that foul abomination Muawijhe, and a hellish place to fight. Bastian Soijer led his squad of Wolfbanes into the labyrinth. The contrast between the rock walls, steel plates, and the savage appearance of the Wolfbanes was almost shocking. They moved silently, like hunters stalking their prey – which in many ways was exactly what they were doing.

The signs of a terrible massacre were everywhere. What had High Command thought, sending in regular troops from the IDF? He shook his head, the pointless slaughter merely reinforcing his own determination to root out the traitors to their own species. This was just like home for Bastian – he had grown up in the depths of Keep Gladius and had no trouble adjusting to the variable gravity. As they prepared to enter the next chamber, Bastian turned and whispered to his men, "Brothers, leave no Heretic alive. We will avenge the fallen and reclaim this place as our own." The grim look of determination on their war-painted faces mirrored his own.

Sensing movement above him, Bastian raised a fist and his squad took up defensive positions. He glanced up. There in the darkness was a one of the Heretics on guard duty, apparently unaware of the Wolfbanes. Bastian launched himself into the air, spinning as he did so. Just over half way to the ceiling, the opposing gravity plating kicked in and the ceiling became his floor. The Heretic, so confident in his mastery of his environment after the recent battle with the IDF, was caught completely by surprise. Bastian ran him through before he could utter a noise.

The Commando looked up at his comrades, and with quick gestures ordered them to spread out. Two leapt sideways onto opposite walls. The Heretics were not the only ones who could fight in three dimensions. No Heretic was going to escape this asteroid alive.

IMPERIAL ARMOUR

COMBAT ARMOUR

BOWLER HAT

The cities of Luna, Victoria, and Fukido are frequently violent places, so it comes as no surprise that the attire of the dapper city gent or lady has evolved to meet the challenge. The bowler hat, once a staple, has seen a resurgence in recent years and has taken on a protective role. Layers of composite ballistic materials and kevlar weave are sandwiched underneath the skin of the hat, providing decent protection from head shots.

BOWLER HAT

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Imperial	2	-	-	-
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
1	3	1	7	



MK. IV 'FELIS PATTERN' COMBAT PROXIMITY ARMOUR

Uniquely available to the Golden Lions and produced exclusively for use by Clan Murdoch, Felis Pattern Combat Proximity Armour is largely identical to Mk. III armour but features slightly enlarged shoulder pads, shin pads, and advanced thermal control systems.

MK. IV ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Imperial	4	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
14	2	5	22	

POWER ASSISTED: A character wearing Mk. IV Combat Proximity Armour benefits from heightened physical strength and mobility as a result of the armour's systems. The character gains one additional Momentum on all strength-based tests, and ignores the armour's encumbrance while the suit remains active. Further, the character increases his melee damage bonus by $\uparrow 2$ while wearing the armour. The awkward weight and bulk of the armour increases the difficulty of all Acrobatics and Stealth tests the character attempts by one.



Powered armour requires a great deal of maintenance.

MK. V AUGMENTED HEAVY ASSAULT ARMOUR

The Mk. V armour is a legacy design built on the Mk. III pattern that was just coming into production during the events of the First Dark Legion War. The armour featured servo-powered assist to enhance the strength and endurance of soldiers, as well as a suit of advanced mimetic camouflage, all of which was controlled by onboard computers. However, the suits were vulnerable to corruption by the Dark Symmetry so never saw wide spread usage. Those that did had many of the advanced elements removed. Modern versions of the armour lack the sophisticated computer-assisted systems, but are still valuable in the right situations.

MK. V ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Imperial	4	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
14	2	5	24	

POWER ASSISTED: A character wearing Mk. V Heavy Assault Armour benefits from heightened physical strength and mobility as a result of the armour's systems. The character gains one additional Momentum on all strength-based tests, and ignores the armour's encumbrance while the suit remains active. Further, the character increases his melee damage bonus by $\uparrow 2$ while wearing the armour. However, the awkward weight and bulk of the armour increases the difficulty of all Acrobatics and Stealth tests the character attempts by one.

STABLE PLATFORM: Mk. V Heavy Assault Armour is sturdy and provides considerable support for soldiers operating powerful weaponry. A character wearing Mk. V armour always counts as Braced when wielding Unwieldy weapons, and may use Two-handed or Unbalanced weapons one-handed without any penalty.

MK. VI IMPERIAL 'DOOMTROOPER PATTERN' ARMOUR

Only issued to Imperial's Doomtroopers, the Mk. VI armour is identical in appearance to Mk. III armour, but is produced from advanced composites that reduce the weight while increasing its stopping power. The shoulder pads appear similar to the Mk. I versions, but are square cut.

MK. VI ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Imperial	4	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
8	4	5	22	

WEAPONS

GALLAGHER CLAYMORE

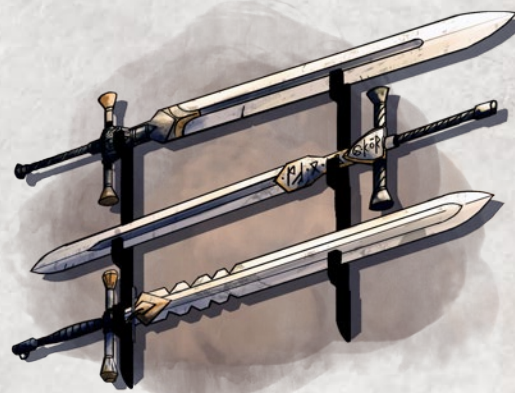
RESTRICTION: 5 **COST: 16**

These legendary claymores are far more than simply a sword. Crafted by the master Gallagher sword smiths, they are some of the finest blades ever made, and combine exquisite craftsmanship with the powers of Rune Magic, making them potent weapons in the battles against the Dark Legion. Each sword is given a unique name and each is a treasured heirloom. To lose a sword is considered an even greater shame than displaying cowardice in battle, and the families of those who have been lost in battle with their swords will go to great lengths to retrieve both.

GALLAGHER CLAYMORE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	$2+\uparrow 6$	-	3	2H	5
QUALITIES	Parry 2, Pious 4				

SPIRITUAL SIGNIFICANCE: Due in part to the belief that they provide protection from the influence of the Dark Symmetry, this weapon hardens the wielder's soul against Darkness. The weapon grants a +1 bonus to the character's Corruption Soak while it is being wielded.



VIOLATOR' SWORD – LYON & ATKINSON / MORGAN ARMS

RESTRICTION: 4 **COST: 12**

Violators swords are electrically charged claymores and bastard swords that are capable of taking down great foes in a single blow. Though not as potent, the Violators are gaining widespread use as an alternative to the sadly unavailable Gallagher Claymores, though many consider them 'cheating' due to their technical nature. Produced under joint license by Lyon & Atkinson and Morgan Arms, each strike unleashes a bolt of lightning into the enemy from the capacitors. However, it does take a couple of seconds to recharge between strikes.

VIOLATOR SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+ [↑] 6	-	4	2H	3
QUALITIES	Parry 2, Vicious 2				

12MM 'NEGOTIATOR' HEAVY PISTOL — BARTHOLOMEW & GRENDL

RESTRICTION: 2 **COST: 4**

Originally developed for use by Murders & Acquisition Department Agents, the Negotiator heavy pistol has found widespread use with both Imperial Special Forces and freelancers, as the heavy bore and chunky design give the pistol serious intimidation power.

B&G NEGOTIATOR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 4	Semi-Automatic	2	1H	2
QUALITIES	Close Quarters				

'CORONA' PHASED PLASMA PISTOL — MORGAN ARMS

RESTRICTION: 2 **COST: 15**

High tech, sleek, and powerful. If it were not for the exorbitant price the Morgan Arms 'Corona' phased plasma pistol would be the sidearm of choice of many units. As it is, only the very richest can afford it. A natural progression from the development of plasma ammunition, the Corona is a true plasma weapon, firing tiny-but-potent bolts of coherent plasma rather than volatile shells.

CORONA

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 6	Semi-Automatic	3	Unbalanced	1
QUALITIES	Close Quarters, Incendiary 3, Vicious 1				

MK. IX 'DIEMANSLAND' SHOTGUN — BARTHOLOMEW & GRENDL

RESTRICTION: 2 **COST: 9**

Developed long ago to arm the guards of the Diemansland prison colony, these weapons are reliable, potent, and hard-wearing. Their sturdy construction allows them to be used as heavy cudgels as well as shotguns.

B&G DIEMANSLAND

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 6	Semi-Automatic	7	2H	4
QUALITIES	Knockdown, Spread 1				

AS CUDGEL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ [↑] 4	-	-	2H	4
QUALITIES	Stun				

MK. 43 'INTRUDER' ASSAULT RIFLE — LYON & ATKINSON

RESTRICTION: 3 **COST: 6**

This is the original version of the weapon that has become most famous for its upgraded plasma-firing version. It is a solid weapon, but Lyon & Atkinson is manufacturing more and more of the plasma versions.

L&A INTRUDER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ [↑] 6	Burst	5	2H	3
QUALITIES	-				

.45 'SERENITY' PISTOL — LOCKLEY ARMAMENTS

RESTRICTION: 2 **COST: 5**

A common sidearm found all through ISC, the Serenity is used by the Gendarmes and the more civilised of the Yard's detectives, as well as by countless other senior agents. One of the most compact handguns manufactured by any Imperial company, the Serenity does not hit as hard as Aggressors and similar heavy pistols, but it also does not leave unsightly bulges when holstered under a suit jacket.

SERENITY PISTOL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 3	Burst	3	1H	3
QUALITIES	Close Quarters, Hidden 1				

MARK 109 'REGULATOR' PISTOL — IMPERIAL-FIELDHAUSEN

RESTRICTION: 2 **COST: 10**

Quite different from many other Imperial weapons, the Regulator shows its Bauhauser origins with lightweight, reliable construction, and a high rate of fire. The weapon is based on the MP-105, and both corporations have long been embroiled in legal disputes over the right to use the design.

FIELDHAUSEN REGULATOR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 4	Burst	3	Unbalanced	3
QUALITIES	Ammo (Spread 1), Close Quarters				

MK. XIXA 'THE MEGA CHARGER' HEAVY MACHINEGUN — BARTHOLOMEW & GRENDL

RESTRICTION: 5 **COST: 11**

This eleven-barrelled version of the ever popular Charger has been warmly accepted into Imperial's armed forces. It is usually vehicle mounted, and is only capable of hand-held use by the strongest of soldiers. The 4800rpm rate of fire and 20mm calibre make it a lethal threat in the hands of anyone who can control it.

B&G MEGA CHARGER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+↑6	Automatic	30	Unwieldy	2
QUALITIES	Spread 2, Vicious 1				

.50 'LUMBERJACK' AUTOCANNON – LYON & ATKINSON

RESTRICTION: 5 **COST: 13**

The vehicle-mounted Lumberjack features distinctive side by side twin barrels that can be used to fire at one or two targets simultaneously.

LUMBERJACK

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+↑7	Automatic	30	Unwieldy	3
QUALITIES	Armour Piercing 1, Split Fire, Spread 2				

SPLIT FIRE: A character using a weapon with Split Fire can use the Secondary Target Momentum spend (a second target within Reach of the primary target is also affected by the attack and suffers half damage) for one Momentum, instead of the normal two.

LION CLAWS

RESTRICTION: 4 **COST: 14**

The signature weapon of the infamous Golden Lions regiment, Lion Claws consist of paired gauntlets fitted with three curved, electro-charged blades, each of which is a half-metre long. A skilled wielder can eviscerate even armoured foes with ease, while the gauntlets' feedback system responds to the shedding of blood with a stimulant rush – a cocktail of synthetic adrenaline, endorphins, and painkillers that drives the wielder to greater heights of fury.

Lion Claws use the wielder's Unarmed Skill, instead of the Close Combat skill. Lion Claws are always sold in pairs.

LION CLAW

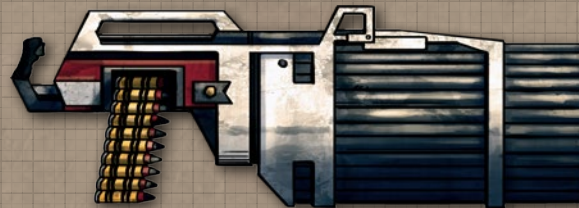
RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+↑5	-	2	1H	3
QUALITIES	Armour Piercing 1, Spread 1, Vicious 2				

ADRENALINE RUSH: When making an attack with Lion Claws, each Momentum spent allows the wielder to regain one light wound.

IMPERIAL WEAPONS



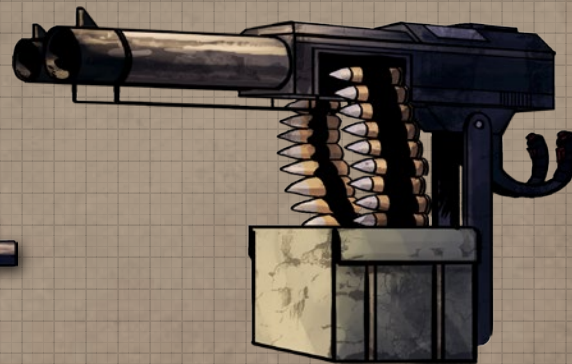
12 MM "NEGOTITOR"
HEAVY PISTOL



"THE MEGA CHARGER"
HEAVY MACHINEGUN



"CORONA" PHASED
PLASMA PISTOL



.50 "LUMBERJACK"
AUTOCANNON



MK 43 "INTRUDER"
ASSAULT RIFLE

MK. XIII 'PLASMA ENRAGER' PERSONAL DEFENCE WEAPON – LYON & ATKINSON

RESTRICTION: 3 **COST: 8**

An extremely compact weapon, the Plasma Enrager is the last-ditch ranged weapon of the Golden Lions. The weapon's small size, combined with a high rate of fire and heavy calibre plasma ammunition, means that its recoil is violent and barely controllable, making it most effective at very close ranges.

PLASMA ENRAGER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ \uparrow 4	Burst	5	Unbalanced	2
QUALITIES	Ammo (Blast (Close), Vicious 1), Spread 1				

EQUIPMENT

IRON MASTIFF

RESTRICTION: 3 **COST: 14**

This mechanical dog is used by ISC Foxhound agents to track down and capture Heretics, but the mastiffs are also widely used by Highland Clan Warriors in battle as reliable (and disposable) hounds. Under their convincing synthetic skin and fur, their bodies are made from stainless steel, with glowing red eyes fitted with infrared optics. Able to do vicious damage with their steel teeth and claws, they are fearsome beasts.

As NPCs under a player character's control, in any instances where they would spend a Dark Symmetry point, one is paid into the Dark Symmetry Pool instead.



IRON MASTIFF ★

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	9	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	2	6	-

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-	2	2	-	-	-	-

WOUNDS: 6

SOAK: Armoured shell: (Soak 3)

ATTACKS:

◀ **Steel Jaws (melee):** 1+ \uparrow 4, Armour Piercing 1

SPECIAL ABILITIES

- ◀ **Braindead**
- ◀ **Grasping**
- ◀ **Night Vision**
- ◀ **Unliving**

JET-CHUTE

RESTRICTION: 2 **COST: 10**

ENCUMBRANCE: 4 **RELIABILITY: 2**

Jet-chutes are the ultimate troop deployment tool. Faster than parachutes, soldiers equipped with these can launch themselves out of the back of Doomlords from low-altitude and be safely down on the ground in moments. Affectionately known as Pile Drivers to most troops, they activate when the wearer is at less than 30m from the ground and fire twin rockets that rapidly decelerate the wearer from terminal velocity to 3m/s. It may be painful, but it gets the job done.

When deploying by Jet-chute, a character suffers only \uparrow 2 damage from falling, regardless of distance. A character can deploy by Jet-chute only from altitudes greater than fifty metres – the ignition system will not function properly at lower altitudes. A Jet-chute contains only sufficient fuel for a single deployment before it must be replenished.

RAINY DAYER

RESTRICTION: 4 **COST: 8**

Developed for use by ISC Special Agents by the boffins in ISC-19, the Rainy Dayer appears to be an umbrella but is actually a sniper rifle. The canopy is made from ballistic kevlar and gives the firer additional protection.

RAINY DAYER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ [↑] 5	Semi-Automatic	4	2H	3
QUALITIES	Hidden 2, Unforgiving 2				

BALLISTIC SHIELD: A character using a Rainy Dayer as a weapon or a shield gains an additional [↑]2 Soak from the ballistic cloth canopy.

VOICE RECORDER

RESTRICTION: 2 **COST: 4**
ENCUMBRANCE: 2 **RELIABILITY: 2**

Bulky and heavy, the voice recorder is briefcase-sized and contains a reel of audio tape for capturing up to three hours of audio and a microphone built into the shell of the case.

GROUND VEHICLES

FIELDHAUSEN TYPE 54 'BAUHAUS BULLY' MAIN BATTLE TANK

RESTRICTION: 4 **COST: 56**
MAINTENANCE: 6 **RELIABILITY: 4**

This was the first Fieldhausen design to be manufactured after the switch to Imperial, and discarded all Bauhaus ideas about streamlining to instead focus on menace and power. Heavily armoured, with the ability to muscle through difficult terrain, it is able to withstand most attacks – though the ride is anything but pleasant.

QUALITIES	Enclosed, Ponderous, Rugged, Tracked			
CRUISING SPEED	50 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander, 1 driver, 2 gunners	CARRYING CAPACITY		50 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	10	15	10	7
MOTIVE SYSTEM	8	12	8	4
WEAPON	6	10	7	4
IMPACT DAMAGE	3+ [↑] 4			
ARMAMENTS	<ul style="list-style-type: none"> • Bartholomew & Grendel 'Avalanche' Cannon (ranged): L, 4+[↑]8, Munition, Slow Loading 1, Unforgiving 4 • 2x 'Mega Charger' HMG (ranged): M, 2+[↑]6, Automatic, Spread 2, Vicious 1 			
NOTES	Avalanche cannon has twelve Reloads. Avalanche cannon uses Gunnery skill and cannot be fired at targets in Close range. If the vehicle moves and fires the Avalanche cannon in one turn, the cannon gains the Backlash 3 quality. Each Mega Charger has nine Reloads.			



HEDGEHOG NECROMOWER

RESTRICTION: 4 **COST: 24**
MAINTENANCE: 3 **RELIABILITY: 4**

The Hedgehog is a all-terrain combat vehicle designed to move Imperial scouts rapidly across the battlefield. This lightly-armoured four wheel drive vehicle has a robust diesel engine and solid rubber wheels. It is designed to be easy to get into and out of and provides a rack for storing the rider's claymore. It is also fitted with a Bartholomew & Grendel Mk. XIXA 'The Mega Charger' heavy machinegun.

QUALITIES	Agile, Exposed, Rugged, Wheeled			
CRUISING SPEED	90 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander	CARRYING CAPACITY		25 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	7	4	2
MOTIVE SYSTEM	3	5	3	2
WEAPON	2	4	2	1
IMPACT DAMAGE	2+ [↑] 2			
ARMAMENTS	<ul style="list-style-type: none"> • B&G Mega Charger HMG (ranged): Medium, 2+[↑]6, Automatic, Spread 2, Vicious 1 			
NOTES	The Mega Charger has nine Reloads. The crew can mount or dismount the vehicle as a Restricted Action.			

FIELDHAUSEN AUTOWERKS M-311 'VERMIN' ARMoured PERSONNEL CARRIER

RESTRICTION: 4 **COST: 38**
MAINTENANCE: 4 **RELIABILITY: 3**

Another Fieldhausen design, the Vermin has been a tremendous success. There are few armoured personnel carriers in operation that can compare with this design. Quick, manoeuvrable, and cheap to make, the Vermin is lightly-armoured and wheeled rather than tracked. It has a Bartholomew & Grendel Mk. XIXA 'The Mega Charger' heavy machinegun as its sole armament.

QUALITIES	Enclosed, Rugged, Wheeled			
CRUISING SPEED	95 kph	COMBAT MANOEUVRABILITY		1
CREW	1 driver, 1 commander, 1 gunner	CARRYING CAPACITY		9 passengers 360 enc
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	6	12	8	6
MOTIVE SYSTEM	5	8	6	4
WEAPON	4	6	4	2
IMPACT DAMAGE	3+ [↑] 4			
ARMAMENTS	<ul style="list-style-type: none"> • B&G Mega Charger HMG (ranged): M, 2+[↑]6, Automatic, Spread 2, Vicious 1 			
NOTES	Mega Charger has twelve Reloads. Disembarking the vehicle is a Restricted Action.			

FIELDHAUSEN AUTOWERKS MARK III 'GREYHOUND' LIGHT ARMoured FIGHTING VEHICLE

RESTRICTION: 4 **COST: 23**

MAINTENANCE: 3 **RELIABILITY: 2**

The Greyhound light armoured fighting vehicle was presented to the Ministry of War on sheets of engineer's drafting paper; scrawled drawings and notes in the harsh, technical language of the Homebuilders. Originally designated the 'LBT-49 Kleingrizzly', this tankette had been snatched from Bauhaus workshops and was immediately put into production.

The Imperial version is heavily stripped down to reduce manufacturing time and cost, but owes its existence to Fieldhausen's defection.

QUALITIES	Exposed, Tracked			
CRUISING SPEED	65 kph	COMBAT MANOEUVRABILITY		1
CREW	1 commander	CARRYING CAPACITY	10 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	6	3	1
MOTIVE SYSTEM	3	4	3	2
WEAPON	2	3	2	1
IMPACT DAMAGE	2↑2			
ARMAMENTS	<p>One of the following:</p> <ul style="list-style-type: none"> • Chimney gas cannon (ranged): Range C, 1+↑6, Munition, Torrent, Toxic 3, Vile • Slinger 160mm mortar (ranged): Range L, 2+↑4, Munition, Blast (Close), Spread 2 			
NOTES	<p>The Greyhound's weapon has eight Reloads. The Slinger mortar does not require line of sight to attack, though an attack against an unseen target increases the difficulty by one step.</p>			

BARTHOLMEW/FIELDHAUSEN REAPER-PATTERN 'HURRICANE' BATTLE WALKER

RESTRICTION: 5 **COST: 44**

MAINTENANCE: 5 **RELIABILITY: 2**

The Hurricane is an icon of the Imperial war machine, and each and every one of them is a beloved symbol of the Imperial way of life and of war. Lacking the sleek lines of Capitolian Orcas and Mishiman Meka, or the precision engineered finish of Bauhauser Vulkans, the Hurricane is a monstrous contraption resembling nothing more than one of the warplanes of Ancient Earth. Nevertheless, its distinctive silhouette makes it a valuable rallying point for Imperial forces, a banner that fights at the front as a bastion of Imperial might.

The Reaper-pattern is one of the most commonplace forms of Hurricane, equipped mainly for anti-personnel operations. It carries a potent gas weapon known as a Heavy Chimney on one

arm, and an Ultra-Charger HMG on the other – though some older models still use the smaller Mega-Charger. The Hammer-pattern is almost entirely identical, though it uses armour piercing ammunition in its HMG and a corrosive gas in the Heavy Chimney. Numerous additional systems can be found in different Hurricanes – minesweepers, radiation projectors, gun nests, or counter-measure systems, though details of these are not included here.

QUALITIES	Enclosed, Rugged, Walker			
CRUISING SPEED	35 kph	COMBAT MANOEUVRABILITY		1
CREW	1 commander	CARRYING CAPACITY	120 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	8	6	4
MOTIVE SYSTEM	6	4	2	1
WEAPON	5	5	3	2
IMPACT DAMAGE	2+↑4			
ARMAMENTS	<ul style="list-style-type: none"> • B&G Mk XIXc Ultra Charger HMG (ranged): M, 2+↑6, Automatic, Spread 3, Vicious 2 • Heavy Chimney Gas Cannon (ranged): C, 2+↑5, Munition, Armour Piercing 1, Torrent, Toxic 5 			
NOTES	<p>Ultra Charger has 15 Reloads. Heavy Chimney has nine Reloads. Hammer-pattern variant adds Armour Piercing 2 to both weapons.</p> <p><i>Beacon of Imperial:</i> Any Imperial citizen within Close range of a Hurricane walker reduces the difficulty of Willpower tests by one step, which may remove the need for the test.</p>			



AIR VEHICLES

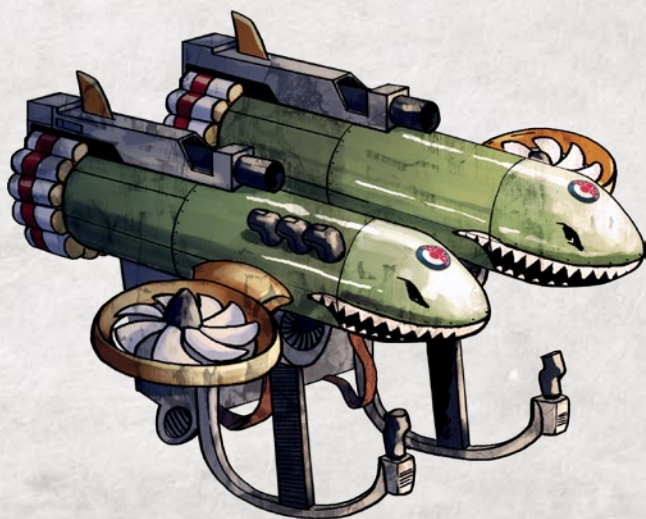
THE BARRACUDA

RESTRICTION: 3 **COST: 16**

MAINTENANCE: 2 **RELIABILITY: 1**

The Twin Barracuda Air Support Vehicle, as is correctly known, is a powerful and unique weapon. You have to be insane to fly one, but luckily Imperial has no shortage of this kind of soldier. Essentially, the Barracuda is a personal helicopter with two lift rotors. The pilot sits in a harness between the two diesel-powered motors and is required to wear heavy duty ear protection as the roar is phenomenal. On top of each engine is a Southpaw Rocket Launcher that can be fired independently or as one. The seating has no armour for the pilot and is only big enough to fit Mk. I armour.

QUALITIES	Agile, Aircraft (VTOL), Exposed			
CRUISING SPEED	65 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	2	3	2	1
MOTIVE SYSTEM	2	2	1	1
WEAPON	1	2	1	1
IMPACT DAMAGE	2+↑2			
ARMAMENTS	<ul style="list-style-type: none"> • Twin Southpaw Rocket Launchers with Anti-Personnel Rockets (ranged): Range L, 2+↑7, Munition, Blast (Close). 			
NOTES	<p>The Southpaw Rocket Launchers have eight Reloads. When firing the Twin Southpaws, you may spend up to two Reloads in order to gain +1d20 on the attack roll and an additional ↑1 of damage for each Reload spent. This is in addition to the Reload that must be spent to fire the weapon.</p>			



BRANNAGHAN NO. 6 'DOOMLORD' GUNSHIP

RESTRICTION: 5 **COST: 60**
MAINTENANCE: 8 **RELIABILITY: 3**

The Doomlord is known to one and all as 'Old Reliable'. The flexibility in the design makes it the perfect war machine, and despite its age it is still in use in front line transport and support missions. The Doomlord's great range and manoeuvrability make it ideal for getting troops to hard to reach areas, such as the jungles of Venus or a citadel on Mars. A Doomlord can carry two Vermin in its hold with room to spare.

QUALITIES	Agile, Aircraft (VTOL), Enclosed			
CRUISING SPEED	140 kph	COMBAT MANOEUVRABILITY	2	
CREW	1 pilot, 1 commander, 5 gunners	CARRYING CAPACITY	25 passengers, 1,000 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	14	7	4
MOTIVE SYSTEM	3	10	8	4
WEAPON	3	6	4	3
IMPACT DAMAGE	3+↑7			
ARMAMENTS	<ul style="list-style-type: none"> • Nose-mounted Turret with Triple B&G Mk XIXc Ultra Charger HMG (ranged): M, 2+↑6, Automatic, Spread 3, Vicious 2 • Six Turrets with Twin Lumberjack Autocannons (ranged): L, 2+↑7, Automatic, Armour Piercing 1, Spread 2, Split Fire • 2× AA Missile Racks (ranged): L, 2+↑6, Munition, Armour Piercing 2, Vicious 1 			
NOTES	<p>Triple Ultra Charger Turret has twenty Reloads, and can spend up to five Reloads per attack. Twin Lumberjack Turrets have twelve Reloads each, and can spend up to four Reloads per attack. Missile Racks have seven Reloads each. The Doomlord can carry two Vermin APCs instead of its normal passenger capacity.</p>			

BRANNAGHAN NO. 20 'NIGHTHAWK' AIR DEFENCE FIGHTER

RESTRICTION: 5 **COST: 70**
MAINTENANCE: 11 **RELIABILITY: 3**

The Brannaghan No. 20 'Nighthawk' Air Defence Fighter is a four-seat heavy tactical fighter designed for air superiority missions, and with limited capability as a bomber.

QUALITIES	Agile, Aircraft (VTOL), Enclosed			
CRUISING SPEED	1600 kph	COMBAT MANOEUVRABILITY	3	
CREW	1 pilot, 1 commander, 2 gunners	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	9	6	3
MOTIVE SYSTEM	2	7	4	2
WEAPON	2	4	2	2
IMPACT DAMAGE	2+↑6			
ARMAMENTS	<ul style="list-style-type: none"> • Nose-mounted Turret with Twin B&G Mk XIXc Ultra Charger HMG (ranged): M, 2+↑6, Automatic, Spread 3, Vicious 2 • Tail-mounted Turret with B&G Mk XIXc Ultra Charger HMG (ranged): M, 2+↑6, Automatic, Spread 3, Vicious 2 			
NOTES	<p>Twin Ultra Charger Turret has ten Reloads, and can spend up to four Reloads per attack. Tail Ultra Charger Turrets have six Reloads.</p>			

SPACECRAFT

THE LOUGHTON LANCELOT MK. IV

RESTRICTION: 3 **COST: 44**
MAINTENANCE: 5 **RELIABILITY: 3**

The Lancelot is a small personnel carrier designed for interplanetary travel of up to one month. It has four cabins – each of which has space for eight passengers – a small galley, and enough facilities to make the trip bearable, though not particularly comfortable. The Lancelot only requires a crew of one, but most have two or three to enable round-the-clock watches. In atmospheres, the Loughton requires at least a 1,000m landing strip. Loughton also make a Mk. IV ‘DL’ version that is more comfortable, with larger cabins and improved avionics and navigation systems. The DL is also twenty percent faster than the regular version and is capable of ‘full-burn speeds’.

The GL version is the elite edition, and features all the DL extras as well as a fuselage that is three metre longer for even greater space. These variants do not impact the spacecraft’s profile.

QUALITIES	Light Craft, Rugged		
INTERPLANETARY RANGE	1 month	COMBAT MANOEUVRABILITY	0
CREW	1 pilot	PASSENGERS	8
DAMAGE	SOAK	DAMAGE	
	1	5	
IMPACT DAMAGE	2+↑3	FUEL LOAD	5
ARMAMENTS	None		
NOTES	None		

SPACECRAFT WEAPON QUALITIES

The following weapon qualities apply specifically to the weapons of spacecraft.

ANTI-SHIP: The weapon is ponderous and heavy, designed to slay massive spacecraft rather than smaller targets. Increase the difficulty of all attacks made by this weapon against Light Craft or other small targets by one step.

SLOW LOADING X: The weapon is difficult to reload quickly, because of a complex firing mechanism, massive ammunition, or some other factor. It takes the weapon’s gunner X standard actions, where X is the rating of this quality, to reload this weapon between uses.

LOUGHTON LYONESSE

RESTRICTION: 4 **COST: 48**
MAINTENANCE: 7 **RELIABILITY: 3**

The Loughton Lyonesse is the military transport edition of the Lancelot, and has been stripped down to the bare essentials in order to provide room for additional cargo and armour. Additionally, the Loughton is armed with four front-facing Lumberjack Autocannons and four Southpaw Rocket Launchers as well as a top turret mounted pair of Bartholomew & Grendel Mk. XIXA ‘The Mega Charger’ Heavy Machineguns.

QUALITIES	Light Craft, Rugged		
INTERPLANETARY RANGE	1 week	COMBAT MANOEUVRABILITY	0
CREW	1 commander 3 gunners	PASSENGERS	32
DAMAGE	SOAK	DAMAGE	
	2	5	
IMPACT DAMAGE	2+↑3	FUEL LOAD	3
ARMAMENTS	<ul style="list-style-type: none"> • Lumberjack Autocannon battery (ranged): Range C, 1+↑4, Automatic, Close Quarters, Point Defence • Southpaw Rocket battery (ranged): Range C, 1+↑4, Burst, Armour Piercing 1, Close Quarters, Spread 1, Point Defence • Mega Charger HMG Turret (ranged): Range C, 1+↑2, Automatic, Close Quarters, Point Defence 		
NOTES	Each weapon has three Reloads		



FIELDHAUSEN KITTIWAKE MK. I ASSAULT TRANSPORT

RESTRICTION: 4 **COST: 59**
MAINTENANCE: 6 **RELIABILITY: 4**

The unveiling of the Fieldhausen Kittiwake Mk. I spaceship – the first space transport built by the clan – caused quite a stir in Imperial circles. Many considered its sleek, avian-inspired lines to be “un-Imperial” and even “Bauhausian” – something the Fieldhausen clan strongly denies. The Kittiwake features graceful wings for increased performance in atmosphere, which are able to fold in should the vessel be used for Rift travel. The main body is sleek and elegant, with only the bare minimum of baroque styling popular with Imperial vessels. The Kittiwake has been

ordered by the Imperial Navy for use as a high performance light transport capable of deploying small units – up to a maximum of fifty soldiers or twenty five soldiers and a Vermin APC – into the heart of a battle. Though lightly armoured in order to maximise performance, it is equipped with three turrets armed with twin Bartholomew & Grendel Mk. XIXA 'The Mega Charger' heavy machineguns.

QUALITIES	Light Craft, Rugged			
INTERPLANETARY RANGE	3 weeks	COMBAT MANOEUVRABILITY		0
CREW	1 commander 3 gunners		PASSENGERS	50
DAMAGE	SOAK		DAMAGE	
	2		5	
IMPACT DAMAGE	2+↑3		FUEL LOAD	3
ARMAMENTS	<ul style="list-style-type: none"> • 3x Twin Mega Charger HMG Turrets (ranged): Range C, 1+↑3, Automatic, Close Quarters, Point Defence 			
NOTES	May carry a Vermin APC, replacing twenty five passengers. Each turret has three Reloads			

LOUGHTON LEVIATHAN HEAVY TRANSPORT CYCLER

RESTRICTION: 4 **COST: 130**
MAINTENANCE: 21 **RELIABILITY: 2**

The Leviathan is the largest space vessel constructed by Imperial. Over two kilometres in length, 200 metres tall and 150 metres wide, it dwarfs almost all other vessels. Designed as a transport of transports, the Leviathan is built to continuously travel between the worlds, cycling from one orbit to another with smaller vessels swarming to and from it as it passes each world. The vast hangers are capable of transporting over 100 smaller vessels, or massive cargo units. In many ways, the Leviathan is the analogue of the largest ancient gigantic cargo ships on Old Earth.

QUALITIES	Agile, Ship				
INTERPLANETARY RANGE	1 year		COMBAT MANOEUVRABILITY		2
CREW	1 pilot, 6 gunners)		PASSENGERS		1,000
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	6	22	18	14
	HULL	5	16	12	8
	WEAPON	3	4	3	2
IMPACT DAMAGE	3+↑4		FUEL LOADS	4	
ARMAMENTS	<ul style="list-style-type: none"> • 6x Autocannon batteries (ranged): Range C, 1+↑4, Automatic, Close Quarters, Point Defence 				
NOTES	Immense cargo hold. Each autocannon battery has nine Reloads.				

LOUGHTON-MURDOCH WARRIOR-CLASS FRIGATE

RESTRICTION: 5 **COST: 85**
MAINTENANCE: 11 **RELIABILITY: 3**

Designed and built for space superiority, the Loughton-Murdoch Warrior-Class Frigate was has the look of a killing machine. Black and sinister, the Warrior is heavily armoured and bristling with weaponry. Over half of the vessel is engines, allowing the ship to accelerate far faster than anything else in its class.

The Warrior is used to defend the heartland of Imperial in the Asteroid Belt and also to patrol the deep space of the Outer System. Three hundred metres long, its armaments include numerous quad-mounted batteries of heavy autocannons for point defence, and massive 'Victory' turbocannon batteries along each flank. Forward facing it sports both a rapid-firing 'Longspear' missile launcher battery and torpedo tubes loaded with 'Bellerophon' heavy torpedoes. The Warrior carries a complement of five Kittiwake Assault Transports and can comfortably transport two companies of soldiers.

QUALITIES	Agile, Ship				
INTERPLANETARY RANGE	30 days		COMBAT MANOEUVRABILITY		2
CREW	1 commander (Crew 3), 1 pilot, 6 gunners, 1 engineer (Crew 3)		PASSENGERS		200
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	7	7	6	4
	HULL	6	5	5	3
	WEAPON	5	4	4	3
IMPACT DAMAGE	3+↑6		FUEL LOADS	5	
ARMAMENTS	<ul style="list-style-type: none"> • 3x Autocannon batteries: Range C, 1+↑4, Automatic, Close Quarters, Point Defence • 2x Victory turbocannon batteries: Range M, 1+↑6, Automatic, Armour Piercing 1, Spread 1, Vicious 1 • Longspear missile launcher: Range M, 2+↑6, Burst, Anti-Ship, Armour Piercing 1, Vicious 1 • Bellerophon heavy torpedoes: Range M, 3+↑6, Munition, Anti-Ship, Spread 1, Unforgiving 3 				
NOTES	Autocannon batteries have twelve Reloads each. Victory turbocannon batteries have twelve Reloads each. Longspear missile launcher has eight Reloads. Bellerophon heavy torpedoes have four Reloads. Carries five Kittiwake Assault Transports				



RUNE MAGIC

In the pre-history of old Earth, the ancestors of modern man practiced many subtle forms of magic. These practices would persist in various forms in human culture for millennia, to varying degrees of success. In time, the arts of magic would be refined and streamlined in much the same way as diesel is purified from crude oils, and today the denizens of the Solar System know this mystical force as the Art.

Billions of citizens within the solar system cleave to the pure and protective power of the Light, and Imperial has capitalised on this as no other. As one strolls through any Imperial city, you can find people hawking their wares. Runes, trinkets, and all manner of items can be purchased from curio-shops and street vendors. Amulets of love or protection are the most common, while potions, rings, and even weapons claiming to repel or slay the followers of the Dark Legion can be found. The vast majority of these items are fakes; baubles sold to the gullible and the ignorant, with no more inherent power than any other ordinary household item. A few of these items, however, contain a sliver of true power in their creation. The Brotherhood keeps a watchful eye out for these particular creations.

There are many manufacturers of these items, but the good ones are scattered. Belief is a powerful tool and one that is easily exploitable. Most companies mass-produce cheap knock-offs with no actual power: clay, stone, or porcelain tablets with universally standardised dimensions known as runes. They are stamped, carved, or scrimshawed with incantations and labels of manufacture. Even good quality items lack any real power, but that does not stop the masses from putting little statues of Cardinal Durand on their dashboards, carrying luck runes on leather thongs around their necks, or keeping prosperity runes with their loose change. Imperial citizens are warned to be cautious of unknown purveyors of talismans, charms, tonics, and the like, as they are an easy way for servants of the Darkness to spread corruption amongst an unwitting populace.

Amongst this ocean of fraudulent products, however, there are a few companies that employ people who can create objects able to channel the Light into them, imparting mystical potential into these items in subtle ways. These items are worth ten to a hundred times more than their mundane counterparts, even if only imbued with a tiny amount of power. The two most prevalent rune companies are officially owned by the Oakenfist Clan and a partnership between Finn and Brannaghan. Their duopoly is tightly regulated; defined quotas are specified by the Brotherhood. Both companies have been shown to have overstepped their quota in recent years, and

have been quickly confronted by the Brotherhood's sanctioned regulators. 'Deals' have been negotiated; hefty monetary or artefact donations made to the regulator and/or to the Brotherhood as a whole. Currently the Brotherhood, via a network of shell companies, holds at least 24.5 percent shareholdings in both Rune companies, so regulation has loosened slightly.

For reasons that cannot be adequately explained, the magic worked by the Imperial corporation seems to bind most effectively to tangible objects, especially items of stone and metal. Weapons in particular make potent repositories for this captured Light, and the most notable examples of rune-craft are almost all melee weapons. Clan Oakenfist has an entire secret division devoted to the forging of the warhammers of the Warhounds, while the legendary Gallagher forged claymores, are said to be able to fell an Ezoghoul with a single swing.

On the other side of things, the Finn-Brannaghan Enterprise creates medicinal potions and trinkets of protection that vary greatly in potency and efficacy. It is regarded as only right and proper that the two most medically-minded of the major clans produce such effective curatives and protective charms.

GALLAGHER RUNEBLADES

At one time, the most renowned and prolific manufacturer of runic swords in the solar system was Clan Gallagher. Its smiths had unlocked secrets of extraordinary potency, and their methods were deemed beyond reproach by the Brotherhood's inspectors. Indeed, it was this degree of craftsmanship that secured Clan Gallagher the contract to design and produce swords for the Brotherhood's elite.

Gallagher blades are all but legend now; each is a priceless heirloom of the near-dead clan, with pale imitations flooding the market instead. When a true Gallagher claymore goes to auction, collectors (and the Cartel) travel the solar system in a bidding frenzy where only the richest will prevail. It has been known for brawls and even bloodshed to occur between fanatical parties, for there is no finer blade than a runeblade. Even the mighty Mushashi swords prized by Mishiman Samurai are made using stolen Gallagher techniques.

Outside of these respectable businesses, there is a strong and vital tradition of rune magic deep within the beliefs and methods of the Wolf Packs, and several of the distinct groups within this savage warrior-cult are empowered to an inhuman degree by rune lore of one form or another.

TYPES OF RUNE MAGIC

Rune Magic, as it is collectively known, is practiced by craftsmen. Rather than being warriors and mystics, a skilled runescribe works in subtle ways, binding power to the crude matter of the worlds. In this way, they honour ancient traditions of Old Earth, which ascribed a mysterious power to the practitioners of certain crafts. Already skilled engineers or scientists in their own right, well-versed in the crafts of the mundane worlds, delving into the mystical is an extension of their existing skills.

Practitioners hold that their craft thrives upon a certain 'rightness' of place. Their workshops are located very carefully, to ensure that their work is done in places where the Light flows most easily. The symbols – runes – they employ evoke patterns of the mystic and material world to draw in power.

Similarly, the notion of the elements is a vital part of binding the spiritual to the mundane. These traditions hold that seven fundamental forces pull upon the spiritual aspects of the worlds, though different elements of the tradition disagree on what, exactly, those seven forces are. Many ancient traditions of spirituality, occultism, and philosophy held that seven was a value of significance, ascribing a variety of meanings to these seven-fold concepts.

Of these meanings, the one that resonates most deeply with Imperials today is that of the seven planets. While science and

exploration have long since shown that there are far more than seven planets within the solar system alone, the seven celestial bodies most clearly visible from the surface of Earth are important. The Sun, Mercury, Venus, Luna, Mars, Jupiter, and Saturn collectively represent common elements in the lives of most humans living in the solar system, as well as describing the furthest reaches of human colonial expansion.

Each world is associated with certain aspects of personality and personal existence, as well as a single philosophical element, a colour, and an aspect. These philosophical elements and aspects are based on ancient Earth cultures, but with concessions made to Brotherhood philosophies and depictions of the Light.

According to this tradition, all things mystical are made from some combination of these elements, or result in the influence of some combination of these associations. This is crucial to rune magic, because rune magic is a symbolic craft, using philosophical and mystical associations to impact the material world. It is noteworthy that the Darkness is given no place within this philosophy. Innate darkness is regarded as an absence of light, just as cold is the absence of heat, while the manifestations of the Dark Soul in the material world are considered foreign and alien to this spiritual philosophy – an outside force seeking to corrupt the natural.

Of course, outside of the workshops and meeting places of practitioners, little of this matters. The majority of Imperials do not necessarily understand the spirituality behind rune magic, but they are willing to seek the solace of spiritual protection in the face of the Darkness. As a result, much of the lore that underpins the craft is overlooked in favour of considerations that are more practical. In practice, there are three forms of rune magic: permanent, transient, and consumable.

TYPES OF RUNE MAGIC

SYMBOL	'PLANET'	PERSONAL ASSOCIATIONS	ELEMENT	COLOUR	ASPECT
	The Sun	Expression of Self, Pride, Authority	Aethyr	Green	Changeling
	Luna	Mood, Memory, Security, Habit	Light	Yellow	Exorcism
	Mercury	Communication, Reasoning	Air	Orange	Manipulation
	Venus	Balance, Beauty, Unity	Stars	Blue	Premonition
	Mars	Confidence, Aggression, Physicality	Fire	Red	Kinetics
	Jupiter	Growth, Prosperity, Good Fortune	Water	Indigo	Elements
	Saturn	Practicality, Duty, Discipline	Earth	Violet	Mentalism



Imperial rune magic is a rare and potent craft.

PERMANENT magic is worked during the manufacture of objects. The object to be empowered is etched with runes and anointed with herbs and oils. The process is completed using potent, secret techniques. It is the most difficult form, but also the most powerful. It is also one of the most iconic – everyone has heard of runeswords and similar items – though that also means that forgeries and knock-offs are commonplace. Permanent magic items are always melee weapons – the energies involved cleave most easily to blades and bludgeons.

TRANSIENT magic is fleeting, and normally bound to talismans and similar trinkets. These items contain tiny amounts of power, which is not easily unleashed. Transient items are relatively simple to create, but it takes knowledge, will, and need to draw upon the power these items hold. While the majority of mystical items sold in Imperial space are worthless trinkets, these items share a common form with the items that hold transient magic.

CONSUMABLE magic is found in potions, elixirs, tonics, and other substances that are imbued with power, but can only be employed once. They are relatively simple to manufacture – in as much as any form of rune magic is simple – and easy to use, but each draught of consumable magic has only a single use. A variety of cure-alls, tonics, remedies, miracle oils, and similar are sold under dubious pretences across Imperial territories and beyond, many of which superficially resemble items of consumable magic.

USING RUNE MAGIC

Using real rune magic is relatively simple – the most difficult work has already been done in creating the item, and in finding an item that has legitimate power.

Using a **Permanent** magic item requires no additional effort. The item is empowered, and it will benefit from that power in perpetuity. Permanent magic items have a listed effect, which is always active, and simply possessing or using the item normally is sufficient to benefit from the power contained within it.

Using a **Transient** magic item is more difficult. The item must be worn or within Reach, and the character must attempt a Challenging D2 Willpower test as a Free Action. If this test fails, then the item is not activated, though the character can try again at another time. If this test succeeds, the item is activated, providing its listed benefits. A transient magic item that has been activated cannot be activated again for twenty four hours – its power is not consistent, and takes time to grow.

Using a **Consumable** magic item is easy. It takes a Restricted Action to open and consume a potion or similar substance, though it may take longer if it is stored somewhere inconvenient (the bottom of your backpack, for example, as opposed to in your coat pocket or hanging from a belt). It takes no test or expenditure, and takes effect at the beginning of your next turn.

CREATING RUNE MAGIC

The difficult part of rune magic is in the creation. This is the part that requires true skill and dedication, and where all the secrets of the craft lay.

A character cannot simply attempt to create an item, he needs the proper training first. Characters whose clan backgrounds or Careers allow them to learn rune magic are eligible for this training, which is represented by a single talent. Characters from Clan Brannaghan, Clan Finn, and Clan Oakenfist are automatically eligible.

Crafting an item requires a workshop, tools, and ingredients. It is not something that can be done lightly or without proper preparations.

A workshop can be an ordinary Mechanics Workshop or Laboratory (as described in the **Mutant Chronicles** core book). However, due to the importance of 'rightness of place', as described earlier, the workshop must be in an appropriate location, requiring that a space be rented that suits these mystical requirements (Restriction 2, Cost 10, Maintenance 3) to house it. A character could go through all the right rituals and use all the correct ingredients to create an item, but if the workshop is ill-placed, it will not produce an actual magic item.

The correct tools for rune magic – beyond the mundane tools for creating ordinary items, which are included in the workshop – are not necessarily rare, but there are certain standards that must be followed. Natural materials, such as wood and stone, are commonplace, as they are useful as symbolic representations of the elements, as are braziers or hearths. Blades and other metal tools must be made by a fellow practitioner – they are not empowered, but they are 'fit for use', with the right composition of alloys and shapes. Runescribes' Tools are a separate purchase, with a Restriction of 3 and a Cost of 4.

Ingredients are the final consideration, and can be very costly. Individual runes (described below) list a Cost and Restriction for the ingredients needed to produce items with that effect. Crafting a permanent item also requires that a base item to be empowered is obtained – this represents buying the parts or materials to create the finished item. An item can only ever be created with the benefits of a single rune.

Once a character has the workshop and tools, and has acquired the ingredients for his desired work, the matter of crafting can begin. Crafting an item takes one or more days, with a Mechanics test (for Permanent or Transient items) or a Sciences test (for Consumable items) at the rune's listed Difficulty at the end of each day's work. A day's work, for these purposes, is twelve hours of constant effort, during which time the character may not stop working more than three times, and for no longer than half an hour at a time. Each successful test at the end of a day's work counts that day as a successful day of work, counting it against the rune's Complexity. A character may carry over Momentum from one day's work to the next, but he must still perform the day's work – no amount of skill can hurry the delicate rituals and processes.

THE RUNES

The end result of rune magic takes the form of one of a vast catalogue of runes, each of which represent a number of related concepts. The skill of a runescribe turns these concepts into practical effects. Each rune is listed in the following format:

CONCEPTS: This lists the spiritual or philosophical notions that the rune embodies.

RUNESCRIBE (TALENT)

PREREQUISITES: Eligible clan or Career, Mechanics Expertise 2 or Science Expertise 2

The character has been taught the ways of rune magic, enabling him to craft items that contain mystical power. The demand for individuals skilled in the craft increases the character's Earnings Rating by one, though it also places him under the scrutiny of the Brotherhood.

This talent is counted as a Mechanics talent or a Science talent (depending on which of the prerequisites was used to obtain it). It costs 600 experience points if purchased during play.

SHOPPING FOR MAGIC

It is entirely possible to purchase magic items in shops. It is, however, extremely unlikely, and very costly.

Fake **Permanent** magic items have the same Restriction and Cost as a normal item of the same type. Some unscrupulous salesmen may try and charge more, but the truth is that a fake Gallagher is still likely to be a decent sword. At an absolute minimum, a genuine item of this sort increases the Restriction Rating by the rune's Difficulty, and multiplies the Cost by the rune's Complexity. They are likely to be even more expensive, either made on specific commission (so you would have to hire the runescribe for his time), or bought at auction.

Fake **Transient** magic items are cheap and plentiful, often sold in open air markets, on street corners, or in little curio shops. A fake charm or trinket has a minimum Restriction of 0 and Cost of 1. A genuine item of this sort will have a Restriction equal to the rune's Difficulty, and a cost of five times the Complexity.

Fake **Consumable** magic items are little more than coloured water, tea, or alcoholic drinks, typically with a few additives, though their 'miraculous powers' typically demand a slightly higher cost (Restriction 1, Cost 6 for a single bottle, which otherwise counts as a single use of Stimulants, Alcohol, or a dose of Painkillers). A genuine item of this sort will have a Restriction equal to the rune's Difficulty, and a cost of five times the Complexity.

DIFFICULTY: This lists the difficulty of the Mechanics or Sciences tests to produce items imbued with this rune. It also impacts the Restriction of such items.

COMPLEXITY: This lists the number of successful day's work it takes to produce an item imbued with this rune. It also impacts the Cost of such items.

PERMANENT: The effects of this rune upon permanent items. If the rune grants weapon qualities, these stack with any existing qualities on the weapon.

TRANSIENT: The effects of this rune upon transient items.

CONSUMABLE: The effects of this rune upon consumable items.

AILM

CONCEPTS: Far Sighted, Clear Vision, Perception, Selflessness.

DIFFICULTY: 2

COMPLEXITY: 2

PERMANENT: The weapon is selfless in battle. When performing a Guard Response Action with the weapon, the character gains two bonus Momentum.

TRANSIENT: The item allows the user to see with great clarity. Once the item has been activated, and for the next ten minutes, he may ignore all penalties for distance and darkness on Awareness tests.

CONSUMABLE: This draught clears the mind and hones the senses. The character gains two bonus Momentum on the next Observation test he attempts after the item takes effect.

BEITH

CONCEPTS: New Ventures, Cleansing, Change, Strength and Protection.

DIFFICULTY: 3

COMPLEXITY: 3

PERMANENT: The blade is fierce in attack and strong in defence. The weapon gains Dreadful and Parry 1.

TRANSIENT: This talisman helps guide those who attempt new things. For the next hour after the item is activated, the character counts as having Expertise 1 and Focus 1 in any skill in which he is untrained.

CONSUMABLE: This potion is a potent curative, cleansing toxins and diseases. When the item takes effect, any poisons currently affecting the character are removed, and any diseases currently affecting the character are cured (if Acute) or sent into remission (if Chronic or Progressive).

COLL

CONCEPTS: Intuition, Divination, Transformation.

DIFFICULTY: 3

COMPLEXITY: 3

PERMANENT: The weapon helps you seek out the weaknesses in a foe's defences, and gains Armour Piercing 3.

TRANSIENT: This talisman hones your intuition and instincts. When the item is activated, the character gains two bonus Momentum on all Insight tests for the next ten minutes.

CONSUMABLE: When the item takes effect, it drives the user into a savage frenzy, accompanied by inhuman strength. The character gains two bonus Momentum on Close Combat and Athletics tests, but increases the difficulty of all tests based on Awareness, Intelligence, and Personality by two steps. This frenzy lasts for ten minutes, after which time the character suffers one Fatigue.

DAIR

CONCEPTS: Strength, Endurance, Courage, Patience, Guidance.

DIFFICULTY: 3

COMPLEXITY: 4

PERMANENT: The blade is strong and brave. The weapon gains Knockback. Further, for each Dark Symmetry Icon rolled, the weapon's wielder recovers one Mental Wound.

TRANSIENT: This trinket fills the character with courage and determination. When the item is activated, the character gains a pool of six automatic successes that can be spent on Willpower tests. Any successes left in this pool after an hour are lost.

CONSUMABLE: This tonic revitalises the drinker, allowing him to endure for longer. When the item takes effect, the character recovers all Fatigue he has accrued.

EADHADH

CONCEPTS: Spiritual Strength, Trust, Inner Voice.

DIFFICULTY: 3

COMPLEXITY: 4

PERMANENT: Your blade inspires trust and cooperation in your allies. You may spend three Momentum on a melee attack to grant a single ally the ability to use Exploit Weakness as a Restricted Action during their turn this round.

TRANSIENT: This charm gives the wearer greater spiritual fortitude, protecting him from the touch of Darkness. After using this item, the character increases his Corruption Soak by one for the next hour.

CONSUMABLE: This draught helps clear the drinker's mind, allowing his inner voice to be clearly heard. When this item takes effect, the character may immediately attempt a Challenging D2 Willpower test. If this test is successful, the character recovers one Dread, plus one additional Dread per Momentum spent.

FERN

CONCEPTS: Spiritual Warrior, Oracular, Protection, Balance, Inner Strength.

DIFFICULTY: 2

COMPLEXITY: 4

PERMANENT: The weapon is anathema to the Darkness. The weapon gains the Pious 2 quality.

TRANSIENT: This talisman gives fleeting insight into the future. After using this item, the player may ask the GM one question about the immediate situation, which the GM must answer truthfully.

CONSUMABLE: This elixir rebalances the mind and fortifies the body with restful slumber. This item is useless unless consumed immediately before sleeping. The character sleeps deeply and soundly for eight hours, gaining the benefits of a full week's rest during those eight hours.

GEADAL

CONCEPTS: Action, Protection, Reflection, Cleansing, Patience.

DIFFICULTY: 3

COMPLEXITY: 5

PERMANENT: The weapon is made for protection, and it gains the Full Defence 2 quality.

TRANSIENT: This trinket encourages patience and reflection, making mistakes unlikely. After using this item, you may ignore the first Repercussion generated on any test for the next hour.

CONSUMABLE: This tonic imbues the drinker with vigour and swiftness. When this item takes effect, the character gains one additional Standard Action that turn.

GORT

CONCEPTS: Journey, The Self, Balance, Freedom.

DIFFICULTY: 3

COMPLEXITY: 5

PERMANENT: The weapon acts as an extension of the warrior's self, allowing the wielder to re-roll one d20 on all Close Combat skill tests made with the weapon.

TRANSIENT: This runestone helps balance the character's nature. When the item is used, nominate one attribute to boost and one to penalise. The boosted attribute gains one bonus Momentum on all tests for the next hour. However, for the same duration, increase the difficulty of tests using the penalised attribute by one.

CONSUMABLE: The draught aids balance and reactions, allowing the drinker to travel unhindered by obstructions. When the item takes effect, the character gains one bonus Momentum on all Acrobatics and Athletics tests for the next half hour.

LUIS

CONCEPTS: Insight, Protection against Enchantment, Control over Your Life.

DIFFICULTY: 2

COMPLEXITY: 6

PERMANENT: These blades thirst for the blood of those who wield the supernatural, and can stifle their powers with a strike. When the weapon rolls for damage against a creature able to use supernatural powers (The Art, Ki powers, or Dark Gifts), and one or more Dark Symmetry Icons are generated, the target must attempt a Daunting D3 Willpower test. If this test is failed, the creature temporarily loses the ability to use those powers for a number of rounds equal to

the number of Dark Symmetry Icons generated. This also ends any sustained abilities.

TRANSIENT: These amulets give the user a keen sense for the supernatural. When this item is used, the character immediately becomes aware of all supernatural powers and effects within Medium range, including any creatures or characters able to use supernatural powers (as noted above). He cannot identify specific types of supernatural power (for example, he cannot distinguish between Ki powers and the Art), or any other details – merely the presence and rough location of these powers and effects.

CONSUMABLE: This draught fortifies the drinker's mind against external influences. When this item takes effect, the character gains three bonus Momentum on all Willpower tests to resist effects and abilities that would read, alter, or control his mind. This effect lasts for ten minutes.

MUIN

CONCEPTS: Prophecy, Instinct, Inspiration.

DIFFICULTY: 3

COMPLEXITY: 5

PERMANENT: The weapon is predatory, with keen instincts for the kill. The weapon gains the Armour Piercing 1 and Vicious 1 qualities.

TRANSIENT: The muse's totem is beloved of artists and engineers, who look to it for moments of creative inspiration. When this item is used, the character may re-roll any d20 that does not generate a success on any Lifestyle, Linguistics, Mechanics, or Sciences test made to devise, design, or create something. This effect lasts one hour.

CONSUMABLE: This pungent elixir permits the drinker to discern threats in the immediate future. When this item takes effect, the character may take Response Actions without paying a Dark Symmetry point. This effect lasts for ten minutes.

ONN

CONCEPTS: Collecting, The Harvest, Gathering.

DIFFICULTY: 3

COMPLEXITY: 5

PERMANENT: The blade is a harvester of lives, a fell and blood-soaked reaper. The weapon gains the Gruesome quality.

TRANSIENT: This talisman encourages prosperity, and is often stored in wallets and purses. After using this item, the character can re-roll any number of ⚡ when purchasing an item. This bonus is lost if it is not used within an hour of activating the item.

CONSUMABLE: This tonic is plentiful in the vigour it brings to the drinker. When this item takes effect, the character becomes immune to the effects of thirst and starvation for the next three days.

SAIL

CONCEPTS: Unconscious Mind, Intuition, Emotion.

DIFFICULTY: 2

COMPLEXITY: 6

PERMANENT: The weapon is passionate and vengeful; it lashes



out harder against any who have drawn the wielder's blood. The weapon gains Vicious 1 if the wielder is lightly wounded, Vicious 2 if the wielder is seriously wounded, or Vicious 3 if the wielder is critically wounded.

TRANSIENT: This talisman is typically placed in bedrooms to protect the sleeping mind from corruption. When used, this item's effect lasts for ten hours or until the character awakens. While the item is in effect and the character is asleep, the character's Corruption Soak increases by one, he gains two bonus Momentum on all Willpower tests against mental intrusion or supernatural effects, and he is immediately awoken if any hostile creature comes within Close range.

CONSUMABLE: This potion makes the drinker far more sensitive to subtle clues, giving him a far deeper intuition than normal. Once the potion takes effect, and for the next hour, when taking any Observation or Insight test, the character may spend one Momentum to ask the GM a single question about the situation, obtaining specific details that would normally be impossible to discern.


STRAIF

CONCEPTS: Cleansing, Challenge, Fate, Strength, Hard Choices.

DIFFICULTY: 4

COMPLEXITY: 10

PERMANENT: The blade hungers for a true challenge. Against a Nemesis enemy, the weapon gains the Duelling and Unforgiving 3 qualities so long as no creatures other than the Nemesis are within Reach.

TRANSIENT: This tiny icon is a comforting reminder that all people have a place in the Light. When this item is used, roll one . On a 1 or 2, the character gains a Chronicle point, which must be used within the next ten minutes or it is lost. If a Dark Symmetry Icon is generated, then the character gains a Chronicle point, but the GM gains two Dark Symmetry points as well.


CONSUMABLE: This elixir revitalises the mind in preparation for future challenges, cleaning the psyche of weakness. When this item takes effect, the character may immediately attempt a Challenging D2 Willpower test. If this test is successful, the character recovers two Mental Wounds, plus one additional Mental Wound per Momentum spent.

TINNE

CONCEPTS: Strength, Love, Balance, Responsibility, Communication.

DIFFICULTY: 3

COMPLEXITY: 6

PERMANENT: Favoured by the Wolfbanes, these blades engender a stronger bond between members of a pack. Roll one  at the end of every round while this weapon is carried by the character; on a roll of 1 or 2, the group's Momentum pool gains that many Momentum automatically. If a Dark Symmetry Icon is generated, then the pool gains no Momentum, but the Momentum pool doesn't suffer from

Momentum Attrition (page 117 of the *Mutant Chronicles* core book) this turn..

TRANSIENT: These trinkets are often carried by military officers and others in positions of authority, for they strengthen the bonds of command. When this item is activated, the character gains three bonus Momentum on his next Command test.

CONSUMABLE: These tonics make a person more persuasive and charming, and they are highly sought after by those seeking companionship. When this item takes effect, the character gains one bonus Momentum on all Persuade tests made in the next six hours.

UATH


CONCEPTS: Cleansing, Protection, Preparation, Love.

DIFFICULTY: 2

COMPLEXITY: 4

PERMANENT: Few attacks can penetrate the wall of steel this weapon produces. The weapon gains Parry 2.

TRANSIENT: These charms are invaluable for soldiers preparing for battle. When this item is used, the Willpower test does not have the normal difficulty – instead, the difficulty is equal to the number of characters affected, to a minimum of one (the character using the item). If the test is successful, then each character affected gains one bonus Momentum on their first test during their next combat.

CONSUMABLE: These potions make the drinker more aware of threats and perils, readying him to survive. For an hour after this item has taken effect, for each Dark Symmetry Icon generated when the character rolls  for Cover Soak, the character increases his Soak by one against that attack.

UR

CONCEPTS: Passion, Inner Self, Healing, Gatekeeper, Nursemaid.

DIFFICULTY: 3

COMPLEXITY: 6

PERMANENT: The blade is invigorating to wield, as it steals the vigour of those it wounds. For each Dark Symmetry Icon rolled when attacking with this weapon, the wielder regains one Light Wound to any location.

TRANSIENT: These pendants hasten recovery from injury and disease. When this item is activated, the character gains one bonus Momentum on all Resistance tests for the next twenty four hours, and regains one additional wound per test when recovering from wounds naturally.

CONSUMABLE: These healing draughts are prized for their ability to reinvigorate a wounded warrior in battle. When this item takes effect, the drinker immediately makes an Average D1 Resistance test. If this is successful, the character immediately regains three Light Wounds, plus an additional Light Wound per Momentum spent; these may be divided between different locations freely.



GAMEMASTERING IMPERIAL

Gamemastering Imperial is about focusing in on the key themes that make the corporation so distinctive:

1. The never-ending inter-clan rivalries and Great Resentment.
2. An insatiable hunger for new territory and acquisitions.
3. A sense of adventure and exploration.
4. Pride, tradition, and reputation.

In the First Dark Legion War the Imperial corporation is very much the underdog, still smarting from accidentally releasing the Dark Legion on Nero, and keen to redeem itself. It does not trust the Brothers, thinking them a potential rival, and while stung by the events on Nero it is still keen to acquire further territories. The events of the Sad Struggle are still painfully fresh. The key theme here is healing – Imperial has to heal the wounds caused by all the recent setbacks, and once more regain its lust for adventure.

In the second Dark Legion War, Imperial is no longer the underdogs: that role has been taken by Cybertronic, and Imperial hates it for that. Of all the corporations, it is Imperial that has the closest relationship with the Brotherhood. Imperial is at the transition between finally becoming a full partner with the other big corporations or losing it all and falling apart. The dynamics of the clans are core here – if they can be brought together under a common vision, with the devastating events of the Sad Struggle and Great Resentment being put behind them, then there is no telling what they can achieve.

Below are ten adventure seeds to get things rolling and the following chapter **The Liberty Gambit Redux** is a new take on an Imperial mission from previous editions.

TEN IMPERIAL ADVENTURE SEEDS

Here are ten adventure seeds that can be fleshed out into full Imperial-related missions split between the two primary time periods:



DARK SYMMETRY ERA



THE MADNESS OF SIR CHARLES: Following the loss of Isabella, the beloved daughter of Duke Sir Charles Bartholomew (see page 51 in the **Chapter 03: Clans**), Sir Charles has become increasingly irrational in his search to bring her back to life. He has stumbled upon a device that he believes can bring her soul back to the body of a living host, and has arranged the kidnap of a woman who looks eerily like the late Isabella Bartholomew. Unfortunately the girl, Maggie Jones, works at the Midnight Star and is a friend of the investigators and the young mother of twins. The investigators must race against time to find and save Maggie from the mad – and Dark Symmetry corrupted – Duke before he is able to “bring his daughter back”. Little does he know that if he does succeed, all he will achieve is the creation of a host for a Nephrite of Muwaijhe!

THE BIG SCREAM: The investigators are aboard an Imperial transport on a routine transit when the events of the *Big Scream* (see page 77 in the **Chapter 06: Void & Settlements**) happen. The ship’s communication systems are fried, the power core goes offline, and much of the bridge crew is killed, mind wiped, or driven insane. Now the team is trapped on a ship that is dead in the water, trying to restore essential systems and avoid the attacks of crewmen driven insane by the exposure to the Dark Symmetry. Just as it seems things could not get any worse, they restore power to the ship’s radar only to detect an unknown vessel on an intercept course!

THE MISSING MINERS: As mining operations wind down at Fukido (see page 77 in the **Chapter 06: Void & Settlements**), a group of ten miners have gone missing. They would have been written off as missing in action, except that the mine leader – a second cousin of a major Mishima stockholder – has gone missing too. Their last radioed report described discovering a natural cave system following a routine mining charge detonation. Nothing has been heard from the mining crew since. The investigators are sent in to find and rescue the miners, but are also to investigate these new caves and assess their value to the corporation.

BLACKTHORNE'D: The investigators are sent to meet with a representative of the Brothers at Pasquale’s Restaurant in Lesser Mars, the Capitol District on Luna, to deliver a proposal for a new joint project with Imperial. But while they are there, a group of masked gunmen burst in and assassinate the Brothers’ representative and attempt to kill the investigators as well. The investigators manage to defeat the attackers only to discover that one of the masked men is a colleague from Imperial! The investigators realised they were set up and somehow they have become embroiled in the Blackthorne

conspiracy (see page 87 in **Chapter 07: Imperial Security Command**). They have now been labelled as a threat and, even worse, they find out that they have been framed for the murder of the Brothers' representative. Can they clear their names and stop the Blackthorne conspiracy before it claims their lives?

DEEP 6'D: To facilitate his eventual transfer to Imperial from Bauhaus (see page 54 in **Chapter 03: Clans**), a senior Fieldhausen executive needs to be extracted from a Bauhaus tower in Luna city and smuggled off world to Victoria. The investigators are assigned the task of breaking in, recovering the executive, and escaping. Unfortunately a group of Dark Legion Heretics also want the scientist, and the two extraction teams run into each other in the tower. Can they defeat the heretics, recover the executive, and get out of the building before Bauhaus security turns up in force?

DARK LEGION ERA

AXELTHORPE GOLD: Though it is not common knowledge, during the First Dark Legion War Duke Sir Reginald Arthur Axelthorpe, then head of Clan Axelthorpe (see page 50 in **Chapter 03: Clans**), a profoundly arrogant and greedy man, took advantage of chaos to seize a number of assets that did not belong to the clan. The Sterlings were used to carry out a series of strikes designed to appear as if they were carried out by heretics. During these strikes several tonnes of gold bullion and many fine artworks were stolen, though the Sterlings were misled into believing that they were simply recovering forfeited assets. The treasures were placed in Sir Reginald's secret vault in the branch of Smythe, Smythe, and Axelthorpe in Old Town, Luna. Unfortunately, before anything else could be done, Sir Reginald choked to death on a cocktail olive and all record of the vault was lost.

Now, after all this time, the Old Town branch of SS&A is being demolished, and the investigators have been hired as security while the decommissioning process happens. They stumble across the vault and evidence proving the items are stolen. Will the investigators reveal Axelthorpe's shame, or try to blackmail the clan into silence? Unfortunately they are not the only ones to have discovered the secret vault. James Kingsfield, a bitter and twisted man, has also learned of its existence and there is nothing he will not do to gain control of the treasure, to both finance his clan's rebirth but also to destroy Clan Axelthorpe.

THE LION OF THE MURDOCHS: Lady Jessica Murdoch, commander chieftain of the Golden Lions, the elite Special Forces Unit of Clan Murdoch, disappeared along with her private yacht 'The Lion of the Murdochs' (see page 59 in **Chapter 03: Clans**) during the events of the First Dark Legion War. Now, after all this time, her ship has appeared in orbit over the asteroid the investigators are currently on. With incredible ferocity the ancient crew attack the base, slaughtering all inhabitants with infernal fury. The only way the investigators can escape is to sneak on to the Lion of the Murdochs. There they discover the awful truth.

Following a drive core accident that left them stranded far from home, the majority of the crew placed themselves into suspended animation, while the automatic repair systems slowly fixed the broken systems. That would have been fine, but a passing Dark Legion vessel belonging to the Dark Lord of Technology, Algeroth, stumbled across the stricken vessel. Initially planning to simply harvest the crew and ship for additional materials, when he discovered who was onboard he instead decided to turn her into a weapon. His Tekrons repaired the damage and also rigged up the frozen crew to necrobionic implants that would amplify their rage and violence. Then his forces withdrew and set the ship on autopilot towards the nearest Imperial facility. Lady Jessica and her loyal Golden Lions will then travel from place to place ravaging Imperial colonies and ruining the name of Clan Murdoch! Will the investigators try to kill Lady Jessica, or find some way to bypass her necrobionic implants and reach the trapped woman inside?

ORION PULSE DRIVE: The investigators are brought in to provide security for the test of the experimental X-901 space transport, which is being launched from a facility on an asteroid near Victoria. Fitted with a prototype Orion Pulse Drive (see page 76 in **Chapter 06: Void & Settlements**), the ship could drastically reduce space travel time, if successful. However with time ticking down they discover evidence pointing towards a saboteur on the project. They must race to identify the saboteur and work out if he or she is from a rival corporation or the Dark Legion. As the Orion Drive is loaded with ten kilogrammes of Plutonium to use as fuel, it would not be hard to turn the X-901 into a missile that would devastate all life on Victoria!

FUKIDO CITY NIGHTS: The investigators wake up to find themselves covered in blood and lying around the dead body of a young woman in the bathroom of a seedy hotel in Fukido (see page 77 in the **Chapter 06: Void & Settlements**). The woman has been killed with multiple stab wounds and the investigators are each clutching a bloodied knife. They have no memory of how they got there, or in fact the last 24 hours, but they know they are in trouble as they can hear the sirens approaching. They have to escape and find out what happened. But things will get much worse when they discover that the murdered girl is Clara von Fieldhausen, daughter of Duke Ernst von Fieldhausen. Have they been framed for a crime they did not commit, or did something much worse happen?

POISONED BERRY: Count Sir Mark Bartholomew, Director General of the ISC (see page 85 in **Chapter 07: Imperial Security Command**) has a major problem. He has uncovered that ISC-20 Juniper – officially denied, unofficially acknowledged – is actually an organisation within an organisation, operating completely independently of the ISC and answering to unknown masters. He needs a team of outsiders to investigate this mysterious and dangerous organisation and discover the truth.

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