

The Unveiling

By Roysten Crow

Background

De-gifting

Amazons have little time for the rest of the world but they believe it is prudent to know what the other races are up to and what their strengths, weaknesses, and intentions are, especially with regard to those who have settled in Lustria. They detest the very concept of opening up any relations with the colonies and countries and so they took a few of their healthiest and strong children, subjected them to various arcane processes to further enhance their capabilities and then delivered them to some of the towns and ports.

The intention is to have the children raised there, learn the customs, the ways, find out about the world and the various countries coming to the coast and then they will be approached and taken back into their own race.

A powerful subliminal command has been implanted in all of the children and when the code word is activated, they become comatose. The subject is then taken home and their knowledge extracted with Old Slann technology and stored as material for reference and study. This unfortunately leaves the woman's mind completely blank and they are 'retired from duty'.

Geschenk is one such information gatherer and because of the thing that is stirring in the jungle, the Amazons have decided to recall her now rather than risk her death in the forthcoming conflict.

The First Phase

The alien plant species has completed its forays into the surrounding area, has fortified its position in the sinkhole, and has sent out its first assault force. The weaknesses that they have encountered in previous skirmishes have been corrected in their new generations.

They now know how to get slain harvesters out of the way and more importantly, they have corrected the flaw that made them slow and

cumbersome at night. However, they are still trying to overcome the sensitivity the harvesters have towards 'head' hits.

All genus's are present and the intention is to conduct a full-scale attack on Paradis Vert. While this assault is underway, a much larger force starts to head out and around the mountains so it can begin the long trek through the jungle and to port Heldenhammer.

This second force is waiting for tactical information to be gathered from the Paradis Vert attack so they can modify their strategies accordingly. The plants have not faced a settlement with forts, defences, and houses before and if the group at Paradis Vert are thwarted, they want to amend their strategies accordingly to prevent the same failure occurring at port Heldenhammer.

Part 1: Strangers in a Strange Town

Wherever the party are, the retrieval unit emerges from the jungle near them.

Eight women appear out of the jungle. Each is between six and seven feet tall and although slender and drawn, they clearly have significant muscles. They wear sections of dark armour and have many elaborate tattoos that wind around arcane ideograms of great intricacy. Their eyes are wild, bloodshot, and rimmed with dark shades. Their wild manes of hair have feathers and other decorations transfixing the sporadic braids. They have no baggage other than a canteen at their side. Each of them carries a shield that bears a burning pyramid design with an eye set at the centre and brilliant stars arranged overhead in various constellations. Each bears a black sword comprised of a smooth, featureless stone-like substance.

Arcane language: Old Slann: Their tattoos depict various root ideograms that are the founding basis of the Old Slann language and are the primers for deciphering their older technological texts.

Astronomy: The constellations are none that exist in the sky and therefore must be fictional.

Kalim Elite

Kalim are highly trained warriors that are the guards of the Amazon cities. The constant consumption of koka in their diet enables them to live largely without sleep or food. Deprived of normal sensory functions they can overcome great pain, and have little aversion to blood, slaughter, or death.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
4	43	35	4	3	8	50	2	33	23	33	23	33	33

Special rules: They are never considered to have *lost* a combat, regardless of wound loss because of their ability to withstand pain and trauma and not give ground to a victorious assailant. +50 on all *fear*, *terror*, and *panic* tests. *Skills:* Ambidextrous, Concealment: jungle, Disarm, Dodge blow, Excellent vision, Silent move: jungle, Specialist weapon: fist, two handed, Strike mighty blow, Strike to injure, Strike to stun, Street fighting, Very strong. *Possessions:* Power sword with d6x10 magic points (average of 35) and *willpower* 100, Equivalent of leather on all locations except head, Bottle of koka.

Power Swords: The Amazons are considered masters of their hereditary weapon and may use its energy to augment blows. Points are spent before a roll to hit is made and one magic point adds one strength to that blow only (maximum of ten). The power swords accept no other master other than an Amazon.

A non-Amazon with less than 100 *willpower* must use their own *willpower* to fuel the item's magic points on a 5 *willpower* for 1 magic point basis. At the end of every round in which they have used or held the item, they lose d6 *willpower* points to it. Handling and using the item has an intense euphoric effect on a slave who becomes compulsive and addictive to the point of killing rather than surrendering the item. They also start to feel a lure to travel, and this compulsion grows stronger as their *willpower* drops.

Once a slave's *willpower* temporarily reaches zero, they pass out and remain comatose for d6 x 10 rounds. On recovery, they will have recovered all their *willpower* save for 5 points. The item will have gained +1 maximum magic point and these losses and gains are cumulative and permanent until the procedure has run its full course. The slave must now continue to fuel the item as before, until they once more pass out.

Eventually the character will have lost all their *willpower* because of the cumulative five point losses and then the item will take control and have them perform their required duty, which is to return the item to the Amazon city, whereupon the bearer will present themselves for willing execution.

The Quest

One of the women speaks in halting Reikspeil and reveals that they are here seeking one of their own, a child that was lost about twenty years ago. They

have travelled far because they recently found clues that suggest port Heldenhammer found the child and brought her here. They want to know her fate.

They purport to be representatives of a great power, one that has guarded and tended the great secrets when even the Elves were still scrabbling on all fours and worshipping the sun.

The Amazons are not entirely sure that the child is still in the port and they continue the pretence that they are just trying to recover a lost member of their tribe. According to them, the child wandered into the wilderness one day and they suspect that human explorers picked her up and made off with her without realising that she was actually within her own lands already.

This contradicts the fact that she wandered out of the wilderness one day, and the Amazon will cover this conflict with the assumption that Slann or Pygmies killed the explorers before they made it back to the port. The girl must have survived the attack and finished the journey alone, she is after all an Amazon and much hardier than mere Humans.

A *fellowship* test (+5 *bribery*, +25 *rogue*) will notice that the woman is not telling the entire truth. Kalim are not very good liars and there is clear deceit in her words. If the Amazons are pressed about their falsehood, they deny it but refuse to explain themselves to base creatures such as the party. This animosity will be directed more to male party members whom they tell to go and continue surrendering to their base lusts and leave enlightened beings to their quest.

The Kalim are brutal, honest, and fanatic warriors that have little aptitude for deceit, hence the ease with which those more familiar with dishonesty can spot it.

Finding Geschenk

They will head into the port and start to look around the place. They avoid conversation, but some of the more experienced members of the port will recognise them as Amazons – a matriarchal force with no apparent male members. They are savage and have many strange powers at their disposal. They are best not trifled with at the best of times, but they have never heard of them coming so far from the mountains where their fortress home is rumoured to be located.

Some of the girls from Happy Mary's emerge to see what the fuss is about and when Geschenk appears the Kalim see her and approach. The Amazons question her about her past and she replies honestly.

The Amazons tell her that she is one of their own, born in the great temple and then lost when she wandered alone amongst the jungle. They have been seeking her, but the Amazons hate leaving their lands and mingling amongst the base organisms that thrive on the coast. They have a great and sacred duty that cannot be marred by the psychological and physical impurities of Humans and other male dominated simple breeds.

They promise to take her home and show her the past she has lost. Again, another *fellowship* roll modified as before will discern the falsehood in their words.

Geschenk

Bodyguard, Pit fighter, Judicial Champion.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
4	75	32	6	6	13	63	3	42	29	48	49	33	24

Age: 20

Alignment: Neutral

Skills: Acute hearing, Ambidextrous, Disarm, Dodge blow, Excellent vision, Immunity to disease, Immunity to poison, Lightning reflexes, Luck, Nightvision: 12 yards, Sixth sense, Specialist weapon: fist, flail, net, parrying, two handed, Street fighter, Strike mighty blow, Strike to injure, Strike to stun, Very resilient, Very strong, Wrestling.

Trappings: Bastard sword, Net, Dagger, Knuckledusters, Mail shirt, Mail coif.

Special Rules: Because of her true past, she has an innate reservoir of ten magic points that while they cannot be used for spell casting are useable to enhance *magic* tests to stave off harmful sorcery. These are recovered through sleep as usual.

Geschenk's Choice

Happy Mary: The girls plead with her not to go, that she has a home and friends here, and that she should not go and seal herself up in an Amazon fortress for the rest of her life. Mary is especially concerned for her adoptive daughter. She points out that they took almost two decades to bother to come here and get her, because after all, where else have they looked? Port Frog? The norse colonies? No, they came straight here and it looks suspiciously like they knew that she was here all along.

The Amazons retort that this is the first place they looked because it is the biggest colony in this region. They have no further wish to explain their

motivations to those who abase themselves to the gross cravings of males for something as primitive as gold. They ignore the curses and insults that the girls spit back and focus all their attention on Geschenk. She is one of them, not one of the human whores. She should leave this foul place and come home.

Party intervention: Should the party involve themselves in the argument you should judge the reactions based on their gender and past relationship with Geschenk. If they have proved themselves honourable and capable warriors, she will be more disposed to listening to them.

Geschenk Wavers

If there is enough role-play to make her pause for a moment, the Amazons reveal that there is something terrible in this jungle, something that has been hidden for too long. It is starting to stir and when it does rise, they, the guardians of the ancient ways must be ready to meet it and cast it back. They have seen the jungle change, it knows what is coming, and the very firmament quakes in fright. This is an abomination not meant to soil this world and they must gather all their sisters to be ready for that day.

They will not explain further on this topic because only the guardians of the truth may know the dread facts. Mere humans and especially males cannot handle the heinous information.

Mary realises that something is about to happen and pleads with Geschenk to stay with her and the girls so they can all be safe. The Amazons accuse Mary of thinking of her own selfish interests. Mary retorts that her own selfish interests took in a starving child and raised her - what have the Amazons ever done save desert her to the wilds? Again, the Amazons merely ask her to come with them.

More role-play will be required to make her decision.

Geschenk Agrees: The girls continue to try to stop her but Mary accepts her decision and hushes them. Geschenk has made her choice and she should go with her people if she wishes. Mary hopes that she will remember her old friends and come back to visit them some day. A tearful farewell is made and the group head back to the Amazon city.

Geschenk Declines: One of the Amazons comes forward and speaks a strange hissing series of phrases. Geschenk immediately collapses. The girls scream. Mary rushes to her side and tries to fend off the Amazons when they

seek to take her. She screams for people to help her save Geschenk from these monsters.

If the party intervene, the Amazons draw weapons and instigate combat. They initially fight to stun unless they start taking wounds in which case they go for the kill. If they sustain losses or are clearly outmatched, they back off and demand a truce.

If the fight continues, they leave to inform their leaders as to what happened and see about getting reinforcements to take back their sister by force. If they are allowed to speak, they will inform them that Geschenk has been placed in a coma and only their technology can revive her now. Geschenk is dead to the port, and they should allow them to take their sister back.

Mary refuses and insists that the doctor can help her, or the wizard, and that there is no way that she will ever surrender Geschenk to such twisted lunatics. The Amazons have to accept this and will leave to act as above.

Treating Geschenk

She is taken to the doctor who examines her and finds that there was some sort of hypnotically or chemically induced command phrase designed to cause this catalepsy. It may be permanent or it may be temporary. The depth of the trance suggests that there is no way for a command word to revive her so perhaps the Amazons were exaggerating their hold over her.

Eckhart is called in for a second opinion and discovers her latent magical ability, an energy that she can use to resist magic but not wield. Her anatomy and mind have been hardened through arcane means that he cannot even comprehend but the coma is not magical and so there is nothing he can do.

Geschenk is taken to Mary's and is tended diligently by the girls who sit at her side at every opportunity, talking to her, and trying to get her to come out of her coma.

Part 2: A Call For Help

Just as the Amazons are leaving, bells ring out from the fort and the sounds of rushing action pours from within. The Halflings charge back in and the gates swing shut and are swiftly barred. The cannon rise and jut from the walls and the troops rush to their posts with crossbows at the ready. The sound of orders being yelled echoes and their primary attention is clearly fixed to the south and along the beach.

'It begins,' dourly comments one of the Amazons if they are able to.

People in the port begin to panic and rush around, closing up shop, sealing shutters, and sending word down the road to the rest of the settlements that something is wrong. Pirates, raiders, buccaneers, sea monsters - the possibilities are various but establishing defences is the answer to all of them.

A warhorse is charging up the beach and because it is coming from the direction of Dead-town one of the sentries panicked and raised the alarm. The warhorse of captain De Nerval gallops up to the fort and the rider leaps down and pounds on the gates. He begs to see captain Wiessback because Paradis Vert is under attack, but not by any human agency, by some sort of army of evil plant monsters.

The gates are opened for him and word is quickly sent into the port to gather the major powers. This will include Beil, Eckhart, Kurg and his sister (if she is present), Hans Drucker, and the clerics.

Kurg will ask where Geschenk is and will be a little shaken by the response. When everyone is in the office, the rider is brought in. Jaques Chagall introduces himself and is introduced to all present before he offers his tale.

It started as just another day in Paradis Vert. After prayers to Taal, work began and then suddenly screams went up from the jungle. Monstrous plants, with a funnel shaped body and great big clawed arms slithered along on tentacle-like roots, hacking down everything in their path. People tried to fight but there were just too many of them. When we tried to run, great globules of sap were used to trap people so they could be butchered. Everyone took refuge in the fort and we were laid siege to. For three days, we were trapped. They just waited in the jungle, and are still waiting for us to starve or fight. We need help. Our food and water is running out. We wanted to send word to port Heldenhammer, but the captain forbade it, saying that anyone who mentioned it again would be expelled from the fort. A few of us got together, I stole the captain's warhorse, they opened the gates, I galloped onto a boat, set sail across the bay to avoid Dead-town and then rode as hard as I could to get here.

Reactions

All information on the plants and any experiences with them is sought. From the party's encounters it is clear that they are intelligent, and are adapting to

the area and depending on the information given, the conclusion may be that they are coming from the sinkhole.

It is unlikely that the plants will stop with Paradis Vert and will obviously come their way if they vanquish the Bretonnian colony. Assistance is promised and captain Finck of the Barracuda declares his intention to take a task force there with weapons, food, and supplies. The monsters are slow so they will be able to get the provisions to the fort before they are intercepted. Once in, the Barracuda can begin a bombardment of the jungle and treeline to rob them of cover and the missile weapons of the fort can then start showing the plants what they are up against.

Fifteen soldiers with repeating weapons, five with long rifles, and the ten marines will accompany the crew of thirty. As duly appointed C.I.A, the party are offered command and responsibility for these men because Wiessback will be busy with the fort and Streckmann will be equally occupied with the port.

Wiessback then asks for other volunteers to assist.

Doctor Gustav Beil: He is very interested in seeing what these things are. He enquires as to the abilities of the port's physicians and when he discovers that he is a mere medic, he is even more ready to go because there may be injured that need treating. This motivation has a basis in his felonious past (see Shadowgrounds), because if things go bad for him in port Heldenhammer, the man who saved many lives in Paradis Vert would assuredly find a haven there.

He also considers that perhaps there is a scientific solution, a 'weed killer' that will assist them. He is secretly eager to catalogue this new species and revive his name through such an amazing and unique discovery. Also, the possibilities for new herbal remedies from a living and sentient plant species are phenomenal and Gustav Beil renowned Lustrian botanist is a lot harder to recognise as Hans Von Rosenthal accursed noble born doctor and dabbler in Daemonology whose fell experiments at a lunatic asylum caused catastrophe.

Theophilus Eckhart: The recent merchant ship took all his potions and items to customers in Lothorn. He also does not have much in the way of offensive magic and intends to stay here and start making potions as quickly as he can in case the plant species come to the port. If he has the Kraken Node, he suggests that having the beast ready to intervene would also be wise because they do not know if there are water based species creeping about in the

rivers waiting for everyone to be distracted by land based attacks before they rise and mount a devastating ambush.

Brengt Breull: He has no power to harm these monsters and can offer little save his prayers for victory.

Hans Drucker: He will supply provisions and a cache of extra projectiles for the expedition. He is already considering the possibilities of expanding into port Frog after helping save them with his wares free of charge. Such generosity might facilitate this expansion.

Waltraud Hannicke: He is willing to go and fight the menace. His ability to animate weapons may give them a distinct advantage. If the plants are a threat to the coast, they should be dealt with sooner rather than later.

Balthazar Huber: He has no capacity to fight the monsters and again, can offer nothing save prayer.

Kurg: He does not like leaving people trapped and left to die. He will go and prune this upstart species and Gryndle is just as eager to come if she is alive and present. He has an ulterior motive in that showing his abilities to the Bretonnians may earn him extra business in the aftermath.

After the meeting, Kurg goes to see Geschenk if she is still present. She was a great warrior and a honourable soul that was a credit to her people. He wishes her a speedy recovery and tells her that he will miss her sword arm in the coming fight. He promises her a victory to lead her back away from the lands of the dead, and that he will ensure that Mary and the girls are safe. He assures her that it is a temporary post because she will rise again soon enough to take it back.

Part 3: The Journey to Paradis Vert

Captain Finck runs numerous drills during the journey to keep both crew and marines in shape for the coming conflict. Everyone else will have little to do save sharpen weapons, train for new skills, and wait.

The Barracuda covers the distance quickly and it will take a day and a half to reach the settlement.

At first, Paradis Vert seems normal but then the deserted nature of the colony becomes apparent. The streets are empty and tools, baggage, and other possessions lay where they were dropped. The livestock market is a scene of carnage and horror. Most of the animals lay slaughtered and the creatures responsible for this now sit atop the cadavers with their roots boring into and curling within the body. Others have been immobilised by globules of hardened sap that leave them imprisoned and helpless as the plants slowly devour them alive. The animals whimper and cry out in anguish because of this ghastly process but they cannot escape it.

The walls of the fort have numerous people crowded along them with bows, crossbows, and even rocks at the ready. They jump up and down and yell when they see the Barracuda, waving hands and cloth to try to get the ship's attention.

Along the entire length of the jungle treeline can be spied the plant species. They lurk in the twilight of the foliage and seem to be simply waiting.

Captain Finck intends to anchor at sea for a moment and get everyone ready. The marines, soldiers, and other forces are to ready for a charge along the road from the docks to the gates of the fort. He is going to use the ship's steam engine to storm into the river mouth, lay down a couple of broadsides to destroy the plants in the livestock pens and thereby give the troops more space and time to reach their destination.

He will dock, drop the forces, and then retreat into the west so he has a field of fire along the treeline. He cannot place the Barracuda anywhere else because the dunes obscure his gunners and this runs the risk of hitting the fort. At dawn, tomorrow, he will start laying down some barrages into the treeline. The troops in the fort should open fire with everything they have. If they can cause enough casualties, perhaps the enemy will retreat. A withdrawal of the siege will allow the colony to build defences against the treeline and stop this from happening again.

Everyone is to load up with as much food, water, and ammunition as possible from the significant stores supplied by Drucker. Backpacks and slingbags of iron rations, waterskins, bolts, and arrows are gathered, and Kurg and Gryndle become veritable mountains of supplies.

Part 4: Touchdown

The sails are taken down and a great chugging comes from within the ship as several cranks are feverishly turned to haul open the valves and draw out the propellers. The captain advises everyone to hold tight, then he, and his crew brace themselves.

A large lever beside the steering wheel is pulled and suddenly the water around the stern becomes a white bubbling mass of foam. The Barracuda launches forward at incredible speed and streaks into the river mouth. As she passes the livestock pens, the four cannon on the port side bellow and unleash great plumes of smoke. The ground of the pens explodes upward and the plants are shredded by artillery fire. Clods of smouldering dirt rain down and the sundered creatures topple aside and paw weakly at the ground. The captain bellows an order and the timbers of the ship groan as she wheels drastically in the water. The ship lurches to one side, turns completely around, and the four starboard cannon erupt and gouge into the remaining forces of the livestock pens.

The crew begin to hastily reload while the ship charges to the docks and brushes up against the jetty. Gangplanks are thrown out and fall into place.

As soon as the forces start to leave, Harvesters begin to emerge from the jungle to the east. They start crawling through the streets and are seeking to cut off what is assumed to be an escape attempt. This mistaken conclusion stems from the fact that people start to jump from the walls of the fort and then overpower the soldiers to open the gates and seek escape. The people charge for the Barracuda, thinking it a rescue ship to take them away.

Chaos Reigns

The Imperials: They all charge straight for the fort.

The Barracuda: Before the people can reach it, the steam engine, sails, or oars are used to get her away from the bank so she can head back out to sea. Another volley into the approaching Harvesters is possible if things are looking really grim.

The Bretonnians: In abject panic, they scatter. Some run back for the fort, others run towards homes or businesses where they think there might be food and decent shelter. Others ignore all attempts at dissuasion and reach the docks where they wail and beg for the ship to come back for them, hoping that it will do so before the Harvesters cut them off. Some jump into

the river and try to swim for the ship. Crocodiles slither in from the banks and start to close in on these unfortunates.

The Fort: As soon as the ship starts to pull out, they begin to close the gates.

Possible Events and Hindrances

It is now a mad dash to get to the fort before the gates close, but there are certain things that happen that may thwart such actions.

1/ Chum

Some of those who dove into the water have seen the approaching crocodiles and are trying to make it back to shore. They are screaming for help as they flounder. Some are so panicked that they are slipping and sliding against the docks when they try to crawl back out.

Assisting people may give the Harvesters time to block their flight, or force party members to desert helpless people in order to save themselves. Such people holler for them not to leave them behind.

2/ A Sample

Doctor Beil continues to run for the fort but bellows that someone should try and either capture one, or kill one and bring the body to him so he can examine it. The choice is of course theirs. The creatures cannot be stunned, but can be grappled and bound. They have an encumbrance of 800.

3/ Food Run

People run for the butchers shop to try to grab food, however, Harvesters emerge and either cut them down or force them to flee. Others try an easier location and make for the bakery. They attempt to pull open the sealed shutters, and then try to get in through the back. Harvesters are closing in on them and they are unarmed. It is clear that unless they are defended, they will be surrounded and killed before they can get in. If the party aid them, the Harvesters surround the place and this will leave them all trapped inside.

If the Harvesters come under significant missile fire, they retreat.

4/ Fallen

When the tide of escapees turns, a couple of people fall and are trampled. One woman trips and is knocked unconscious. Her two young children try to pull her back to the fort but they lack the strength to move her.

This may delay them in reaching the gates, allowing them to advance for an extra couple of rounds.

If the gates have been shut by the time they arrive, they will have tense moments as panic reigns inside the fort. Some refuse to open the gates because of the danger - they are terrified that the monsters will get in. Others are hollering for them to let the people in. The Harvesters continue to close in and some rearguard action may be required to keep the creatures away from the stranded and unarmed colonists before the gates are opened to allow everyone in.

Part 5: Under Siege

Captain De Nerval keeps his rancour in check as he sees the Imperials distributing weapons and food to both his troops and the people. In an instant, the Imperials have negated months of his dedicated attempts to make people hate such countrymen, but he is surrounded and doomed without Imperial assistance.

He angrily demands to know why the Barracuda fled and did not think to rescue anyone. It is clear that there was no way to fit even a quarter of the people in the fort on the boat and if the party do not point this out, doctor Beil will. De Nerval then marches into his home and his sergeants approach the leaders of the group. They will heartily congratulate anyone who made a stand or saved other people and will suggest a war meeting in one of their homes. De Nerval will need some time to cool off because of his lingering animosity for Imperials, so until then, the three officers are more than capable of organising things.

They ask that the marines and soldiers be sent up onto the walls so the Bretonnian forces can get some much needed sleep.

The Meeting: It is clear that the messenger got out, despite the captain's refusal to call for aid. The officer's thank them again for coming and showing commitment to the defence of the colony. So far, the plants have just been maintaining their siege.

Human Forces

20 x Imperial Colonial Soldiers

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
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4	42	36	3	4	7	30	2	33	30	28	35	35	30
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Skills: Disarm, Dodge blow, Secret language: battle, Specialist weapon: Repeating gunpowder weapons, rifle, Strike mighty blow, Strike to stun.
Trappings: Mail shirt, Pot helm, Sword, Shield, Spear. Fifteen have repeating handguns, five have Hochland long rifles.

15 x Repeating Hand Gun

A firearm with a heavy revolving chamber with six separate barrels and a firing pin that strikes the spinning barrel and releases a volley of short ranged but highly potent fire. The potent weapon ignores one point of non-magical armour and has an encumbrance of 200. *Specialist weapon: Repeating gunpowder weapons* is required to use this weapon.

	<i>Point Blank</i>	<i>Short</i>	<i>Long</i>	<i>Extreme</i>	<i>Load/fire</i>
Hand Gun	2/5	20/4	40/3	100/2	2 to load each barrel/1 to fire

Misfire: The innovative design still has a few weaknesses, and one is a greater tendency for misfire. Any roll of 90-00 is considered a misfire in addition to normal results that indicate one.

Firing: When fired, if the user successfully hits the target, they may fire another shot at the same target or one within 3 yards and continue to do so until all six barrels have been used or they miss.

5 x Hochland Long Rifle

The potent rounds coupled with the extended barrel ignore one point of non-magical armour. Long rifles have an encumbrance of 70 and *specialist weapon: rifle* is required to use this weapon.

	<i>Point Blank</i>	<i>Short</i>	<i>Long</i>	<i>Extreme</i>	<i>Load/fire</i>
Long Rifle	3/4	36/4	72/3	350/2	3 load/1 fire

10 x Imperial Colonial Marines

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
4	48	45	4	4	8	46	2	36	35	30	44	37	28

Skills: Consume alcohol, Disarm, Dodge blow, Row, Scale sheer surface, Secret language: battle, Strike mighty blow, Strike to stun, Swim
Trappings: Axe, Crossbow, Grappling hook, 10 yards rope, Mail shirt, Shield, Pot helm, Dagger

Waltraud Hannicke

Marine, Initiate, Cleric level 1, 2, 3

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
3	41	40	4	4	9	45	2	48	51	50	54	63	46

Skills: Ambidextrous, Arcane language: Magick, Consume alcohol, Cure disease, Disarm, Dodge blow, Heraldry, Identify undead, Law, Luck, Magical awareness, Magic sense, Manufacture scrolls, Meditate, Public speaking, Read/write, Row, Scroll lore, Secret language: Battle, Classical, Strike mighty blow, Strike to stun, Swim, Theology.

Magic Points: 29

Spells

Battle

Level 1: Pool power, Cure light injury, Hammerhand, Steal mind.

Level 2: Enthuse, Slippery ground, Aura of protection, Zone of sanctuary.

Level 3: Animate sword, Dispel magic, Rite of Exorcism.

Possessions: Warhammer.

Gustav Beil

Noble, Student, Physician's student, Physician, Hypnotist, Physician, Outlaw, Physician

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
3	43	39	4	5	8	44	1	66	52	69	58	48	44

Age: 45

Alignment: Neutral

Skills: Animal care, Arcane language: Magick, Slann, Blather, Charm, Chemistry, Cure disease, Etiquette, Heal wounds, Heraldry, History, Hypnotism, Identify plants, Law, Luck, Magical awareness, Manufacture drugs: herbal and chemical, Musicianship, Numismatics, Prepare poisons, Read/write, Ride, Speak additional lingual: Breton, Secret language: classical, Scroll lore, Surgery, Wit.

Trappings: Clothing, Ring: protection from Daemons, Dagger: Klauser rune of cutting and smashing, Klauser Spell rune of Cure light injury, Klauser Rune of protection.

Kurg

Slave, Outlaw, Outlaw chief, Bounty hunter, Assassin, Bodyguard.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
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4	81	58*	6	7	12	68	4	32	86	46	67	65	21
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Special Rules: Subject to *hatred* of pirates and slavers.

Age: 63

Alignment: Neutral

Skills: Animal care, Concealment jungle, Disarm, Dodge blow, Evaluate, Follow trail, Identify plants, Lightning reflexes, Marksmanship (* included, +10 extra with throwing axes and net), Metallurgy, Mining, Nightvision: 30 yards, Ride, Scale sheer surface, Secret Language – battle & thief, Set trap, Shadowing, Silent move jungle, Spot trap, Specialist weapon: fist, flail, lasso, net, parrying, throwing, two handed, Street fighting, Strike mighty blow, Strike to stun, Swim, Very strong.

Trappings: Sturdy clothing, Bastard axe +10 *initiative*, Buckler +1 *armour point*, 4 x throwing axes, Knuckledusters, Net.

Gryndle Ironbrow

Slave, Outlaw, Outlaw chief, Assassin

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
3	65	56	5	8	11	41	4	23	76	37	56	50	15

Alignment: Neutral

Age: 31 (early teens for a Dwarf)

Fate:

2

Skills: Concealment: jungle, Disarm, Dodge blow, Follow trail, Identify plant, Marksmanship (* included, +10 extra with throwing knives), Nightvision, Scale sheer surface, Set trap, Silent move: jungle, Sixth sense, Specialist weapon: fist, flail, parrying, throwing knife, two handed, Spot trap, Strike mighty blow, Very resilient, Very strong.

Possessions: Breastplate, Pot helm, Bastard axe +10 *initiative*, Buckler +1 *armour point*, +10 *weapon skill*, 4 x throwing knives, Bow, Quiver, 30 arrows, Dagger, Telescope.

Captain De Nerval

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
3	43	42	4	4	8	36	2	34	36	30	40	48	32

Age: 36

Alignment: Neutral

Skills: Animal care, Consume alcohol, Disarm, Dodge blow, Marksmanship, Ride, Secret language: battle, Specialist weapon: parrying, rapier, Strike mighty blow, Strike to Injure, Strike to stun.

Trappings: Breastplate, Fencing sword, Left handed dagger, Extravagant attire, Powdered wig, Purse 80 GC, Jewellery worth 250 GC.

3 x Sergeants

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
4	44	35	4	4	7	33	2	32	33	28	36	38	33

Skills: Disarm, Dodge blow, Secret language: battle, Specialist weapon: two handed, Strike mighty blow, Strike to stun.

Trappings: Mail shirt, Pot helm, Bastard sword, Shield, Crossbow.

30 x Bretonnian Soldiers

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
4	32	30	3	3	7	31	2	33	30	26	33	33	30

Skills: Disarm, Dodge blow, Secret language: battle, Strike mighty blow, Strike to stun.

Trappings: Mail shirt, Pot helm, Sword, Shield, Spear, Crossbow.

Typical Colonist

	M	WS	B S	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
Man	4	30	29	3	3	7	30	1	33	25	26	30	28	33
Woman	4	25	25	2	3	6	30	1	38	23	26	25	30	36
Child	4	20	20	2	2	4	30	1	25	15	15	15	15	15

Ten have bows, and five more have crossbows, everyone else has a spear or handweapon.

Placement: The rear wall of the fort will allow decent and safe firing positions for twenty people. The watchtowers will each give four more people a decent field of fire to the rear of the fort. The fort offers near *hard* cover and -15 to be hit by missile fire.

Ammunition: There are now 500 bolts, 200 arrows, and enough powder and shot for 300 rounds for the firearms that the entire fort can draw on in the defence of the place.

Food: With all the iron rations and water, they can now last perhaps two weeks.

Part 6: A Dawn Barrage

The Barracuda starts to open fire on the treeline. Trunks are cleaved in half, the ground erupts, and the plants are cut down by vicious eruptions and impacts. Falling trees crush others and as soon as they are exposed, bolts, shot, and arrows streak out from the port.

The Harvesters begin a retreat into the jungle but do not leave. The Barracuda ceases fire, as does the fort. Some breathing room has been gained, but the enemy remain.

0 – 16 yards: Open ground, no cover. Standard terrain.

16 – 50 yards: Soft cover (-10 to hit with missile fire) from sporadic trees, foliage, severed trunks, craters, outcrops, and mounds of dirt. Counts as *difficult* ground.

50 – 100 yards: Hard cover (-20 to hit with missile fire). Dense trees, undergrowth, rocky outcrops, and vines. Normal jungle terrain.

100 yards +: Totally obscured, cannot be fired upon.

Part 7: Know Your Foe

If they still have not acquired a specimen, doctor Beil brings up the subject of a lightning raid to dash out, hit them, grab one, and then come back. If ropes are left hanging over the wall, a quick re-entry is possible and there may be valuable information to glean from the body of one of their foe.

If they decide to accept this mission, the Harvesters will give pursuit but stop when the characters reach the fort and they will then retreat from the deluge of missile fire they encounter.

The doctor's findings: Beil will spend the night and morning working on remains with the equipment he brought with him. If he has a live specimen, or wounded one, he can do this in several hours. His findings will leave him somewhat stumped (no pun intended). The plant species is of no known genus and is not a mutation or derivative of anything he has ever encountered or heard of before. They require sunlight and nutrients like any other plant and have adapted to break down organic matter either through their roots, or via their 'maw'. The sensors atop each plant are highly developed and extremely sensitive, but they lack any real independent

intelligence and so there is definitely a hive mind species at work that organises, unifies, and controls them. The infantry species can be viewed as drones in a nest, and there is a queen intelligence at work somewhere. He will start work on possible toxins, but they are so highly developed and adaptive that it may take some time and even then they may develop immunities in short order.

Part 8: Retaliation

In the mid afternoon, the plants have had time to bring forth the next wave of their attack. They are seeking to disable the defences before nightfall and begin a full assault in the morning.

The actions of the party now become paramount because the standard defenders with missile weapons will not be able to do much against the enemy.

A wall of twenty Harvesters in two ranks of ten appears, enters the area of *hard* cover, and starts to move towards the fort at four yards per round.

Penalties to remember

-10 BS/-1 ES long range, -15 fort battlements, -10 soft cover, -20 hard cover, crossbow and firearm reload times.

The fort can open fire, but it is advisable to save ammunition until it is easier to hit them and also to ensure the fire actually does something. When they enter the *soft* cover is an advisable point to start firing, but if there are civilians on the wall they will have to constantly be kept in check lest they panic and fire prematurely.

Waltraud can use *animate sword*, but this might exhaust his magic points. What if the foe reach the fort or mount some sort of surprise that the people cannot predict?

The Harvesters are a suicide wave that draws the fire of the fort allows ten Catchers to follow right behind them.

The Harvesters advance into the open ground and at a move of eight yards per round (their *run* rate) head to the base of the fort's walls while the catchers take up position in the *soft* cover, twenty yards away from the wall.

They then begin to launch their attack and seek to grapple and haul people from the walls, whereupon any surviving Harvesters seek to despatch any that do not survive the three-yard *fall*.

The catchers maintain their position and seek to snare anyone who rises and thereby makes themselves a viable target.

Combat Eventualities and Play Aids

Use blocks of dice for each brand of troops (long rifles, repeaters, crossbows, catchers etc), distribute hits randomly for the plants and for the humans unless concentrated fire is specified against one genus or certain individuals i.e, “everyone shoot at the furthest three on the right!” This means that those who hit and kill a target, if the dice decrees, others may actually end up pouring fire by accident into a plant that has just been slain.

Catchers who snag a character and they resist the pull is likely to be freed when their neighbour severs it. This neutralises the catcher because they only have one tongue.

Those hauled over cannot be helped because the tongue is likely still attached, if they try to get it off, the Harvesters will massacre them. Also, if they try to climb, they leave their back exposed and besides, the tongue can just haul them off the wall.

They have to fight for their lives until slain or can flee while those above just listen. Until all are reloaded and ready to fire en masse, rising to save them exposes them to concentrated Catcher fire.

Everyone crouching, fully reloading, and then raising together spreads the catcher’s fire out and does not concentrate it. This is wise because that means there are more people to help sever tongues and therefore disable that Catcher. It also means that with repeating guns, everyone crouches, waits, checks that all barrels are full, and then on the signal, rise, fire, keep firing until they miss or stop because they are hitting a foe that has been killed, and then ducks down unless snagged by a Catcher near the end of the round,.

It is highly advisable to wait until all the repeaters are reloaded, despite the duration (the plants aren’t going anywhere), because of the multiple hits they can distribute in one round. The non repeaters on the battlements help divert probable hits from them because the catchers fire randomly into all the targets that they detect.

However, there are other ways to minimise the damage of the catchers. Standing with shields on either side of a missile user to let the Catcher snag the shield. If the Catcher wins, the shield is hauled away, if the Catcher is defeated, they can pull back enough to allow someone next to them to hack off the tongue. This means setting up shield bearers with a person with a hand to hand weapon crouched next to them.

All of this limits the number of missile fire users on the battlements, but prevents casualties and disables the hostile Catchers.

The fort has a total of fifty shields including those held by the soldiers, plus those listed as being owned by Imperial troops and adventurers.

Alternatively, fastening oneself with rope tethers and safety lines to the walkway, or having others holding ankles from below might work.

Safety Lines: They get to add +4 to their *strength* if fastened (if the character fails and the Catcher wins, the rope causes a *strength* 1 hit per round from strain and wrenching trauma. While being hauled, but stuck, this inflicts a -40 penalty to hit for the fastened character. Should the wrenching trauma cause additional damage, it is too much for the rope and it snaps).

Holding: Should the held character lose and go over the battlements, this can be prevented when the other character engages in the grapple. Catcher and holder now basically play tug of war with the snagged character.

Over the next thirteen rounds, six Seed Cannon take up position 50 yards away and another three set themselves up on the coast. They commence firing at the walls and the Barracuda from the *hard* cover provided by the tree trunks and foliage (they have -10 to hit at their long range, but they gain +15 for a very large target, and then this is doubled from firing at the inanimate walls – total *BS*: 92).

As soon as the effect of the seeds becomes apparent, the Barracuda briefly activates the steam engine to get out of range. This leaves her unable to assist with artillery else risk being sunk.

The walls of the fort have *toughness* 7 and the cannon are seeking to cause a total of one hundred points of damage, thereby creating ten holes where a Harvester may attempt ingress during the next wave. The holes will be in two clusters of five. Once they have been killed, or this damage has been caused, they spend two rounds retreating out of range until needed again.

The Catchers maintain their position and tactics to try to suppress sniper fire. Once the situation is resolved, they retreat into the safety of the jungle.

If there are any Harvesters active at the base of the wall when holes are created, they seek entry and will fight to the death.

The Breaches: People try to start creating barricades across any breaches and foot soldiers seek to guard them. Because material is not prolific these barricades have roughly *toughness: 3 damage: 10* and must be hacked aside by the Harvesters seeking entry.

There is not enough lumber spare to create shields with arrow slits to defend against the Catchers.

The Barracuda: Through semaphore, the extent of the damage to the ship is discovered, the events at the fort passed over, and the fact that they are being held at bay by the plant artillery revealed. The Barracuda intends to stay where they are, and if it becomes necessary, an emergency extraction at the docks, followed by withdrawal back to the port for reinforcements conducted.

Part 9: Night Time

During the night, a light is spotted at the Le Canard Chanceux. Moments later, Harvesters start to emerge from the jungle near it and keep behind the shielding dunes as they begin their approach. Shouts of warning start to go up, but it is clearly too late. The sounds of the creatures breaking in starts to ring out and panicked yells of alarm go up.

Two women and three children took refuge in the tavern and have thus far managed to avoid being detected. A curtain that had previously been closed at night was forgotten this time and this has alerted the enemy who are now trying to break in and kill the occupants.

Only Kurg and Gryndle are willing to leave the fort and intervene to save them and they will bring forth the idea if no one else does. Their plan is to attack hard and fast, get the people out, and get back to the fort.

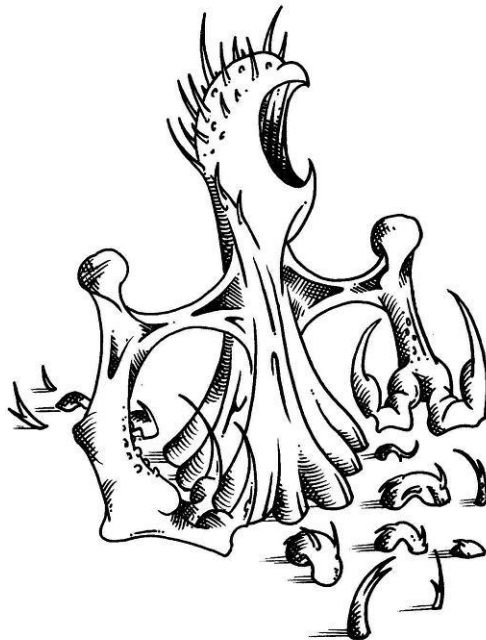
Part 10: The Dawn Wave

With dawn come ten Death Blossom that start to emerge from the trees and advance on the fort, blowing clouds of their noxious pollen onto the defenders. Behind this defensive wall comes a force of eighty Harvesters that continually seek entry into the fort through the breaches.

If the Death Blossom are destroyed, the Seed Cannon move back into position at 50 yards and begin firing at snipers while closing in at 2 yards per round as they do so. They stop as soon as they are in short range. If these are being destroyed, twelve Sap Cannon are deployed to start coating the defences and defenders and thereby cover a retreat. The Sap Cannon aim to entangle all pursuit and Harvesters will form a rearguard to allow the Coordinators an escape. The attack has failed and they must relay what went wrong to the other unit so they can learn from their mistakes. This conflict teaches them that hardened locations do not fall easily and that like most mammals, Humanoids fight all the harder when backed into a corner. As their species has done on other worlds, siege and starvation are to be employed along with snipers and sporadic attacks to lower morale and probe for weak spots. A new genus is also being brought forth to cause havoc amongst the enemy ranks with infiltrators and saboteurs.

If the Harvesters are nearly destroyed (50% or 75% depending on how long you wish to let the fight continue), a mass retreat begins with the Death Blossom covering this fallback. Pursuit causes the deployment of Sap Cannon and Seed Cannon.

Harvester Of Sorrow



Purpose: Basic infantry element and the main force of the army.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
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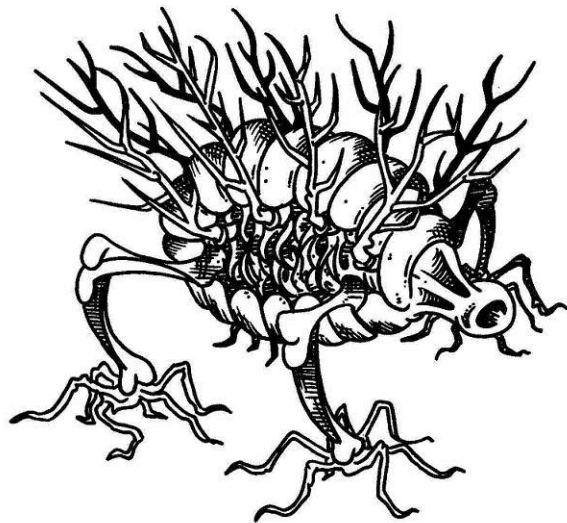
1	33	0	4	4	18	10	2	10	89	01	89	89	01
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Special Rules: Immune to psychology, Subject to *stupidity* unless coordinated, 2 amour points all locations. Attack with two claw attacks. Cannot *lose* in combat and will always press the attack if *winning*. Cannot *parry* or *dodge*. Any head hit that causes damage will immediately rob it of all further attacks for that round due to sensory overload.

Because they are rooted at all times, any critical result to the head, chest, or arms that does not fell them leaves them rooted in place, but dead. Both sides will need to cut them aside with attacks to the legs. Hits to the legs and critical hits that cause a fall will cut them down.

A deserted stump (*toughness: 4, wounds: 0*), counts as a *prone* target and use the sudden death table to see whether they cut it apart.

Coordinator



Purpose: They act as points of intelligence so that the forces can be regulated and organised as one. The numerous receptors rising from their backs pick up a variety of spectrums to give them highly developed perception.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
2	33	0	2	3	12	20	1	00	89	89	89	89	01

Special Rules: Immune to psychology.

Death Blossom



Purpose: To move ahead of the army and provide a shield from missile fire and to obscure vision with their blossom. By use of wind and/or their blowhole they are to debilitate animal enemies with irritating or toxic pollen.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
1	01	00	2	6	22	10	0	00	89	01	89	89	01

Special Rules: Immune to psychology, Subject to *stupidity* unless coordinated. Two points of amour from dense bark.

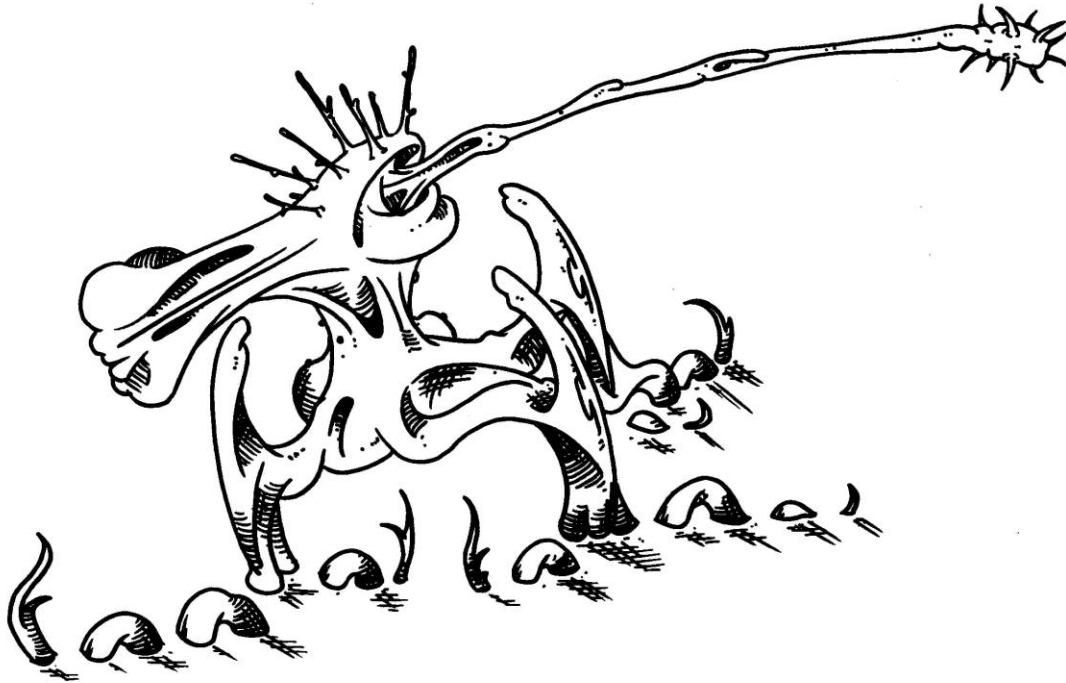
Obstruction: The branches are laden with dense blossom and when coupled with the wide trunk it inflicts a penalty of -20 *ballistic skill* to hit anything behind them. Any roll between the true *ballistic skill* and the penalised value hits the Death Blossom instead.

Blossom Cloud: All targets within 12 yards of them are targeted at -10 *ballistic skill* due to the obscuring nature of the blossom cloud.

Pollen Effects: exposure causes irritation of the eyes, skin, and throat in living creatures -10 *weapon skill*, -10 *ballistic skill*, -1 damage in hand to hand combat, -10 *cool*, -15 *fellowship*. If the wind speed is light, they can counter it with use of their blowholes to create a breeze strong enough to carry the pollen onto a targeted area.

Tying cloth over the mouth and nose limits inhalation to halve the effects, and remove the damage penalty.

Catcher



Purpose: To snag snipers and entrenched forces and drag them from their defences.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
1	33	41	2	4	12	10	1	01	89	01	89	89	01

Special Rules: Immune to psychology, Subject to *stupidity* unless coordinated. 1 x grapple attack. It has a range of 24 yards and causes a strength three hit.

Tip: The sticky spiked ball at the end affixes itself to whatever it hits and is very hard to get off. It acts as a grapple of *strength* 6.

Stem: Once the tip is affixed, the plant reels back the stem at the rate of ten yards per round. The potency of this drag can be countered and it acts as a grapple of *strength* four. A full victory by the grappling stem drags the target ten yards and this may result in a *fall* if the victim is elevated. A victim must choose whether to fight the grapple of the tip and get it off, or fight the grapple of the stem and resist being dragged. The stem itself has *toughness*: 4, *damage*: 4.

Sap Cannon



Purpose: To immobilise or slow down enemy forces

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
1	33	41	2	4	12	10	1	01	89	01	89	89	01

Special Rules: Once per round it can launch 2d4+2 globules of sap. It targets a group within 48 yards and each globule strikes a random creature in the group and hits a random location. The location is immobilised.

Head: The target will begin to suffocate. Knights helms may be pulled off, otherwise a *grapple* of *strength* eight must be resolved to pull apart the dense goo and gain breath, during which time the victim is *prone*.

Arm: Missile weapons are useless, weapons cannot be released, and the weight of the globule causes -20 *weapon skill* and -2 damage until it is removed as above.

Body: Access to baggage becomes impossible. -10 *weapon skill*.

Leg: The limb is stuck to the ground as though grappled at *strength* eight.

Spell casting: A *magic* test +40 must be made to work with the awkward impositions, and each impeded location brings a cumulative -10% penalty to that test.

Seed Cannon



Purpose: To fire seed shells into enemy troops or structural defences. Energetic germination to kill and cause fear in animals or to weaken and destroy structures.

M	WS	BS	S	T	W	I	A	De x	Ld	Int	Cl	W P	Fel
1	33	41	2	4	12	10	1	01	89	01	89	89	01

Special Rules: Immune to psychology, Subject to *stupidity* unless coordinated. 1 x seed attack - a rapid germinating seed is fired at *ES*: 6, short: 25, long: 50, extreme: 200. May move at *cautious* (2 yards per round) and still fire each round.

Organic: If wounds are caused, the seed lodges in the trauma. A *dexterity* test (-10 per wound sustained from the attack, -20 using bare hands) is required to get it out, and a failure of more than 30 will cause an extra d2 wounds that ignore *toughness* and armour. The seed starts to send tendrils into the host, feeding on their tissue to fuel its spread. This causes an extra wound every turn until the seed is extracted whereupon the damage and growth is stopped. The process is immensely painful and a *willpower* test is required to do anything other than writhe and remain *prone*. A fatality from this grisly process will inspire *panic* tests in all those within three yards.

Inanimate: An inorganic hit that causes wounds will cause it to lodge and spread, causing structural weakness and an extra point of damage

irrespective of *toughness* every turn to the immediate vicinity. It can only grow for six turns before its energy is spent.

Part 11: Aftermath

The Fort Falls: If the outlook becomes bleak, the Barracuda engages its steam drive and makes for the docks. It lays down twin barrages into the western treeline and then captain Finck bellows for the Imperials to make for the vessel. Once as many are on board as possible before Harvesters reach them, they make off and head back to port Heldenhammer.

The Fort Stands: If the plants are beaten back, the people are joyous and lavish hearty thanks on those that helped them. They hope that this signals an era of peace and mutual cooperation between their settlements. Even De Nerval offers grudging thanks and respect to the most prominent warriors.

The people and the troops immediately set to work creating a spiked fence to surround the colony, then a ditch, and finally the foundations of watchtowers. This is all funded by energetic jungle clearance to bestow a decent open killing zone where the plants cannot hide. While this frenzied activity occurs, a great feast is prepared to honour the Imperials.

The barricade is completed in a day and sentries are posted. Toasts are made, and singing and dancing lasts long into the night.

The next day, while the people set to work on the towers, the Barracuda loads up and heads home victorious.

Back in Port Heldenhammer, reports are made and any losses given a military burial with full honours. Because of the danger, the port decides to learn from the Bretonnians oversight and they start to clear jungle and create their own barricades. The people of the port are advised to arm themselves, start stocking food just in case, and ready their homes for defence.

If Paradis Vert fell, Jacques stays in the port and sells the warhorse to start again there. If it was victorious, he heads home on the captain's steed.

Meanwhile, the Coordinators relay all tactical discoveries to the larger force currently heading out from the sinkhole and moving around the mountains and towards port Heldenhammer.

The adventure continues in 'The Silent City'

Part 12: Experience Points

5 Geschenk goes with the Amazons
10 Geschenk's comatose body goes with the Amazons
25 Geschenk is kept in port
30 Geschenk is kept in port because of significant party involvement (they persuaded her to stay and stopped the Kalim from taking her)

30 Going to Captain Wiessback's meeting
50 Going to Paradis Vert

5 Paradis Vert falls
50 – 100 depending on personal involvement in the defence and saving of lives if Paradis Vert is victorious

+1 fate point for getting back to port Heldenhammer alive and Paradis Vert still stands.

Part 13: Effective Initiative with primary weapon

Kalim Elite – 1 50
Kalim Elite – 2 25

Paradis Vert

Kurg – 1 68
Gustav Beil – 1 64
Captain De Nerval – 1 56
Kurg – 2 51
Imperial marine – 1 46
Waltraud Hannicke – 1 45
Gryndle – 1 41
Kurg – 3 34
Sergeant – 1 33
Soldier – 1 31
Gryndle – 2 30.8
Colonist – 1 30
Imperial soldier – 1 30
Captain De Nerval – 2 28
Imperial marine – 2 23
Waltraud Hannicke – 2 22.5
Gryndle – 3 20.5

Coordinator – 1	20
Kurg – 4	17
Sergeant – 2	16.5
Imperial soldier – 2	15
Soldier – 2	15.5
Gryndle – 4	10.3
Catcher – 1	10
Sap Cannon – 1	10
Seed Cannon – 1	10
Harvester – 1	10
Death Blossom – 1	10
Harvester – 2	5