

THE SELECTION

Joachim was sweating heavily. His breathing had turned into a high pitched whine and he had never felt so tired. However, he was running as hard as he could to stay with the others. His group wasn't really a group but a collection of individuals, each determined to beat each other, as they stumbled through the obstacle course.

Sun was shining above the group as the men and women were moving through a series of obstacles varying from easy to impossible. Joachim licked her lips to protect them from the merciless rays of the Sun as he stumbled forwards towards the next obstacle. It was a low rail.

Joachim hurled himself to the dirt just before the iron rail raised just 30 centimeters above the ground. He swallowed the foul taste of dirt as he inserted his head under the rail and started to crawl under it together with the rest of the group hitting his face to elbow of another applicant on his side. Dirt mixed with blood in his mouth as elbow had hit his lips and a small trickle of blood was released. Joachim cursed under his breath as he slipped from the obstacle and rose to his feet kicking more or less accidentally to hands of another recruit applicant on his side. Joachim rose to his feet and pressed on.

Joachim had given up a long time ago his dream of passing the Basic Selection with flying colors. Now he just wanted to hang on. He had decided that he would stay with the group by following a small, dark woman who was running with the tears flowing down her eyes from the exertion. Joachim knew that if she could carry on, he could too. He would do nothing more or nothing less.

Joachim tried to stay focused on woman's back but his mind wandered to himself and how woefully inadequate he was to this exercise. Every test seemed more difficult than the last one and he was running out of his energy fast. He was sure he was out of his mind trying to join the vaunted Colonial Expeditionary Force.

He had never wanted to join the military. He had actually been just a regular kind of guy with a regular kind of life. He had hobbies like athletics, liked girls a lot and playing with computer games like just about anybody. Just somehow he suddenly wanted to do something, anything different and a simple advertisement in a magazine had caught his attention. He had watched his reflection in a mirror and thought of his life. Next day he had started writing his CV and was subsequently asked for an interview and then he was here.

Joachim gasped as he saw next obstacle. It was a wire net sprung at less than his knee height and he could see the razor sharp edges at the metal blades dulled by the dust. He thought that he must have been mad to do this.

It not that there was any real need to do this, he thought. He might just give up and go home. None of the instructors following performance of recruit group said anything or exhorted or shouted or insulted or anything he'd ever imagined. Instructors just followed what was happening and talked in calm voice what they wanted recruits to do next. If you didn't fit into it, they just asked if one wanted to leave. Some had dropped out, some continued. He was one those few who has managed to stay on their feet all this time but sooner than later it would be his turn to make the decision.

As Joachim crawled under the wire he could feel the blades touching his back lightly. Then something snapped inside him and he moved his body accidentally a bit upwards. Wire touched his skin and then cut it lightly. He felt like hit by a lightning. It wasn't the pain of small cuts he could barely feel, it was the combination of adrenaline, and tiredness and desperation that made him stop and see how the group moved ahead of him

Instructor who had followed the progress of the group dropped down to squat on his side as Joachim felt his muscles relax and his power drained of him. He couldn't go on, he knew it. Instructor looked at Joachim to eyes and then the group moving ahead. She turned back to Joachim and talk in calm, almost whispering voice: "Do you really want to be in CEF?"

Joachim looked back at her, then the group before him. "Yes", he whispered and wiggled his ways forwards through the wire. He didn't came all the way to Australia to quit. Not now...

1.0 INTRODUCTION

The Selection is a role playing game scenario intended for Dream Pod 9's Heavy Gear game universe. It intends to introduce players and game masters to CEF Campaign and to provide them small hints on how the military chooses and picks up its new soldiers for actual training. This adventure consists of several parts and some short notes are included for NPCs to help GM to tailor the scenario to personal use.

1.1 OVERVIEW

The Selection is a linear role playing game scenario intended to introduce new players for the Silhouette system and to Heavy Gear.

Scenario starts in Chapter 2, where player characters are created. This should be done with a good time and cautious thinking since characters are to be stars of the campaign. Role playing aspects are also introduced in this chapter as players write CV for their characters.

Actual selection process starts in earnest in Chapter 3. It introduces the players to attribute rolls and then for skilled and unskilled skill rolls as well as to small arms rules. Training continues in Chapters 4 and 5 mixing die rolling and role play. GM can use this adventure as a method to introduce new NPCs to game as well.

The experience points are distributed to characters in Chapter 6. Short notes of major NPCs are given in chapter 7.

1.2 PREPARING TO GAME SESSION

Game master should be familiar with basic rules of Heavy Gear as well as the campaign world.

Some game masters prepare to game session with more elaborate planning. Dressing as a CEF soldier might be used to introduce more atmosphere. This was used in play testing session.

Background music is quite popular method of introducing additional atmosphere. The play testing was supposed to use soundtrack from the movie "Starship Troopers" as a backdrop because its martial upbeat tone that would fit to Selection process.

1.2.1 LIVE ACTION ROLE PLAYING

Additional props can be used to introduce atmosphere to gaming session. During this scenario at one point every player in play testing donned a gas mask while GM (who was playing instructor) calculated the time.

Another method is that whenever someone makes a fumble he had to make immediately five push-ups next to the gaming table on floor. Punishments like that are fairly common in real life military training and five was selected because it is so low number every one can do it.

However, one should always take into consideration the audience and players when introducing these elements.

2.0 BEFORE THE SELECTION

GREL soldiers standing guard looked like giant purple statues but their eyes moved constantly scanning her and the passing traffic with uncanny precision. Behind the guards and encircling walls and barbed wire were more and more gray concrete blocks that looked houses. CEF University looked like everything Anna had always thought military bases looked like: huge, gray and ugly.

Anna's thoughts were interrupted by discussion among the gathered recruit applicants. She turned her head to see GRELS opening the gate for a young man. He looked early 20's but there was something in his eyes that made her thought he was much older than that. His eyes seemed dark and forbidding.

Anna felt unease when watching the man moving. She knew it quite well from her profession of being a gymnastic student all her life from kindergarten onwards. She had herself studied ballet before a car crash had killed her childhood dreams of beauty and athletic grace in front of adulating audience. Her eyes followed carefully man's moves. His hands jerked a bit every second he stopped his moves for a moment. Anna knew he must have been a cyborg. She thought he had been built after an accident or something else.

She could hear a high pitched whine of a famed and dreaded hover tanks somewhere in the distance and she sensed how man's hands became fists for a fraction of a second. His whole stance became tense like a coiled steel wire. Anna knew such moves from her own past. She had also had moves like that when she had gone through the after accident rehabilitation. Now she was back in her old shape but had lost the training time needed to make it through the cruel competition towards stardom.

Anna's parents had died penniless and CEF seemed like only option to her. She had sworn on her parent's memory she wouldn't fail. She had no illusions what CEF did. They were the mailed fist of the NEC and everyone knew it. She would make it to the top, even if it meant, stampeding everyone else under the fans of hover tank driven with her graceful small feet.

SEQUENCE 0: YOUR CHARACTER

Outline

Players are introduced to CEF Campaign and they make their characters accordingly.

Game Notes

Building good characters takes time and effort. It is usually advisable to spend at least one evening for explaining the game universe and the game concept.

Players should then have reasonable time (perhaps one week) to invent their character concepts of civilian life and its complications before joining to CEF.

PCs will have following aids:

All articles written in APAGear and APAGear II on-line magazines as well as handouts given of rule sets used and of game history.

It is advisable that players are not shown nor given information concerning the world of Terra Nova nor any other material they would not know as characters in the Earth before invasion towards Terra Nova.

Objective

All players have built themselves a player character following rulebook information.

SEQUENCE 1: CV

Outline

Characters see CEF Flyer and decide to join Colonial Expeditionary Force. They fill the Curriculum Vitae and send it to Colonial Expeditionary Force to apply.

Game Notes

Joining Colonial Expeditionary Force usually starts from seeing the CEF Flyer (handout 1). These flyers can be seen in printed media (like newspapers and magazines aimed to general public) and in government offices. CEF does not advertise in any other media.

CEF Flyer has no return address for Colonial Expeditionary Force facilities or to their Selection authorities. PCs must be able to figure out where the return address is and write their CV and send it to suitable address.

The PCs will find proper address from following sources:

*Any library and government office has a Government Catalog. This catalog describes all government functions and their addresses and contact information.

*Any address book has all contact numbers via variety of electronic media.

*CEF address is not secret or anything. It is just not advertised. CEF recruiters believe that people who cannot find publicly available address from Government Catalogs have no place in their ranks. It also filters out some of the people who couldn't join anyway.

It usually takes some time to write a good CV. Therefore it is advisable that players would give it a good time, such as few days to hone it out. CV is not important as itself but it is part of a good role-play.

Objective

Characters see CEF Flyer and decide to join Colonial Expeditionary Force. They fill the Curriculum Vitae and send it to Colonial Expeditionary Force to apply.

Potential Complications

CV must be mailed physically. Thus characters must find post office and send a letter. This could be interesting role playing moment for characters, which rarely sent physical mail.

DEBRIEFING

Game master reads the CVs and decides if they are good enough to interest CEF.

Following things should be expressed as minimum:

- *Intention to join CEF
- *Name
- *Address and/or return contact information
- *Educational achievement
- *Work experience

Failure to give any of this information leads to rejection of candidate from Selection.

GM should give Experience Points for PCs at this point as reward to those who had time and effort to make it. Following scale is suggested:

XP Collected	Achievement
0	Failed to meet minimum standards, flunked from CEF.
1	Met standards accurately
2	Met standards well, good role playing seen in CV

Characters who submitted interesting CVs will receive both telephone call and a written physical letter from CEF that they have been called to join The Basic Selection. Included are tickets to travel to the Australia and hotel reservation.

Travelling to Australia is usually done by air. CEF includes tickets needed to get there. Tickets can be used at any time but they are tentatively dated to arrange the flight so that characters would be in Australia three days before actual Basic Selection starts. CEF has also included a reservation for a hotel in Woomerang City. This is a large city next to CEF University, where the actual Basic Selection takes place.

3.0 THE BASIC SELECTION, PART I

Liselotte cleared her throat before switching on the display. The casualty statistics flashed to the screen for group of potential recruits. Her voice was calm and almost unemotional as she started her speech of what was behind those numbers.

"Colonial Expeditionary Force has lost at least one of its soldiers on duty at every day on its short existence. Being a CEF trooper is a dangerous occupation."

Liselotte let her words fall into the audience and could sense how some members of the audience finally understood the reality behind the chart. Everyone was quiet and looked at her intensively. She savored that moment. She hadn't been behaving in anyway different way when she had been in their position: so young and so naive.

Liselotte glanced at the screen. Some of those casualties had occurred in her first battle. They had been on a patrol in the Alaska when they were ambushed. Explosion had killed the scouts and survivors had jumped for cover as hail of bullets streamed through the forest towards them.

Liselotte didn't think anything in that skirmish. She had just followed her training by firing automatically at anything looking like an enemy in front of her. Squad leaders orders came through making them move towards better position. Meanwhile some of the GREs of at the rear of the patrol had slipped through the forest into enemy rear as her own unit moved in front. Two CEF units then sandwiched the insurgents between them and had annihilated their ambushers in return. None of the insurgents had managed to escape.

"On the other hand, CEF has always achieved very high casualty ratio. So we must be doing something right as well."

SEQUENCE 0: AUSTRALIA

Outline

Characters arrive to Woomerang City and live there for three days in hotel and manage to get themselves to CEF Basic Selection process in time.

Game notes

Australia has no native civilian population left. The entire population of the Woomerang City is essentially soldiers, ex-soldiers or prospective soldiers or civilian support people and contractors working to upkeep military. It is also designed and built according to plan from the start. This has definite effect on outlook of city. Almost all houses have forbidding concrete exterior (although interiors are quite nice looking) and architecture of the city looks very forbidding.

Woomerang City is very clean and nice. There is no garbage, no drunkards or poor in the streets. There are CEF Combat Police patrols on almost every corner and amongst the traffic there moves military vehicles either patrolling or moving from one place to another. There are supermarkets, military museums, bars and restaurants and everything else found in a large city and everything looks either new or well maintained. Everything is very busy but also orderly. Giant posters stating orders and regulations are found in prominent places. Warning colors, lights and structures are present too, where appropriate.

Hotel (Woomerang City Hotel) is close to city center and has small but comfortable rooms but not much anything else. There are constantly prospective soldiers there who have either finished their Selection process or who are about to do some step of it.

City center looks fairly quiet in the evening but there is action if one knows where. Few tips to people who know -like taxi drivers- quickly tell some good places to go or what is going on. This includes anything one can see in a big city from movies to bars to other entertainment.

Characters should ideally go from airport to the city and to their hotel, which is relatively close to the CEF University. There they can live for three days enjoying their free holiday in city and get themselves to CEF University in time (which is 16.00).

When characters arrive to the Gate they are shown to the Recruit Instructor Senior Sergeant Major Nigel Reeman. She gives a short talk of where to go, shows recruits where to have dinner and guides through process of receiving the equipment (mostly clothing used by CEF Recruits) needed for Basic Selection. Then the recruits can sleep together in a small dormitory in batches of 16 recruits. Lights are out at 22.00.

Objective

Characters manage to fly to Australia, live few days in Woomerang City and report as planned to CEF University.

Potential Complications

This is a good way to introduce characters to other prospective friends and enemies, who are joining to CEF. Any excursions to town might also be used to introduce them to the CEF soldiers and/or other people working for CEF.

SEQUENCE 1: FIRST DAY, PART 1 (Attribute tests)

Outline

Players are introduced to attributes (AGI, APP, BLD, CRE, FIT, INF, KNO, PER, PSY and WIL) and what is done with them. Characters are tested on their ability to use various physical and mental attributes in various situations.

Game notes

Wake-up is at 6.00. Recruits will shower, shave and dress in the CEF clothes issued. Then they have to make the bed and help in cleaning the room. This is instructed and led by Senior Sergeant Major Reeman. He will then guide the recruits to eat breakfast. After breakfast at 8.30 the recruits are in Room 101 used to test recruits.

The test essentially circles around concept of putting characters through tests that are intended to test and measure out their abilities. Testing is done in Recruitment Center and last for a whole day with one lunch break between. Physical attributes are tested in the morning and the mental attributes in the afternoon.

Physical attribute testing starts with throughout medical examination. This is then followed with a number of physical tests. All these physical tests happen in a large room, where recruit has to use certain pieces of equipment and at the same time be able to use test instruments and follow instructions with it.

AGI measures physical prowess and coordination. This is tested among other things in the swirling chair where character has to press light switches in increasing speed (AGI test level 3). This is tested throughout the morning in various equipment systems.

APP describes characters physical comeliness. It is not tested in Basic Selection at all but the people doing the testing are only humans and they might give a break to someone who is true apple of eye (APP against 3).

BLD is characters physical size and mass. It is not really measured in Basic Selection. However, big size does help when trying to reach and turn switches in some of the instruments attached to pipe and chain house hanging from the roof. This test also easily helps to find out people suffering from fear of high places.

Finally these tests are made keep recruits in continuous state of stress and high adrenaline level. After several of instrument uses and fast paced changes in test equipment keep characters physical conditioning and endurance -measured by FIT- pushed to the limit and beyond.

Just as the recruits feel the test never ends the lunch starts and they can relax and prepare for afternoon tests intended to test their mental state. Actually mental testing has started on the moment they have arrived to the CEF University and they have been constantly evaluated through the morning.

Afternoon testing is done in the same room as the morning testing. Here the tests are same as in the morning but they have somewhat shifted their way of working.

PER measures characters alertness and ability to discern details. Very alert recruit notices that there is a pattern in how the lights are lighting up in the instrument wall in front.

Some tests seem to be somewhat subjective now. Recruit with charisma and persuasiveness measured by INF could possibly explain better than someone else

could on the patterns and ways some instruments are behaving in one test or another.

KNO shows characters education and logical thinking. It becomes very important in some tests where behavior of lights and responses of instruments are very precise and can be deducted by one with analytical mind.

Not every test can be solved with just cold hard calculations. CRE measures mental innovation and quick thinking needed to come out with new solutions to solve problems with multiple possible ways to solve them. They can be fixed with strength or with quick mind.

PSY test describes characters mental health, empathy and luck. Under the stressed environment and previously unknown situation one needs absolute calm, and even a little bit of luck to push through some tests in good time.

The afternoon testing is not as physically enduring as mornings tests but they do test recruits WIL of mental endurance and conviction. Day is long and tiring and one has to be able to concentrate and really want to push through it.

Each of these tests is measured by throwing Attribute tests (against threshold of 3). This is done in practice by throwing two dice and picking up the higher and modifying the result with Attribute rating.

Objective

Players understand fully the various attributes and their effect on game. Characters are tested for various physical attributes.

SEQUENCE 2: FIRST DAY, PART 2

Outline

Characters are described CEF background and some basic military customs.

Game Notes

After the Room 101 the recruits are moved to a classroom. There they are given a lecture of what CEF really is. This is then followed with a short drill to instill basic military customs to Recruits.

Lecture starts by stating the fact that in every day of CEF existence at least one of its soldiers has died in a mission. The dangers of service are pressed into every recruit mind. This is then followed with a description of CEF history and how it is organized. Squadron Commander Liselotte Weissner holds this lecture. She is very serious and stern over her work. She is also commander of the Squadron characters would join, if they ever manage to join CEF.

After the lecture the next the recruits are put through short amount of parade drill. This is not a test but is used to instill recruits some idea of what kind of drill CEF has. Nigel Reeman instructs the drill and it is over in one hour.

After this there will be dinner and recruits can go to rest for the evening and talk of their experiences with other prospective recruits.

Objective

Players learn the basics of CEF and its background.

SEQUENCE 3: SECOND DAY, PART 1 (Action tests)

Outline

Players learn how skills and attributes are used in game. Characters go through obstacle course to learn skills.

Game notes

Wake-up is at 6.00 and morning follows the routine set in the first day. After breakfast the recruits are guided to the Obstacle Course 1. This is essentially one long run through the course and speed is essential. Obstacle course 1 has a number of obstacles divided into eight groups.

Group 1: Jumping

- Ditch (Athletics 2)
- Trench (Athletics 3)
- Platform (Athletics 4)
- Hurdles (Athletics 2)

Group 2: Dodging

- Lanes (Athletics 2)
- Maze 1 (Athletics 3)
- Maze 2 (Athletics 4)

Group 3: Climbing

- Climbing Rope (FIT 4)
- Cargo Net (FIT 2)
- Wall (FIT 3)
- Pole (FIT 5)

Group 4: Traversing

- Pipe (STR 4)
- Ladder (STR 3)
- Rope (STR 5)

Group 5: Crawling

- Tunnel (AGI 2)
- Low Rail (AGI 3)
- Wire (AGI 4)

Group 6: Vaulting

- Fence (Athletics 3)
- Low Wall (Athletics 4)

Group 7: Balancing

- Logs (Acrobatics 4)
- Planks (Acrobatics 3)

Group 8: Swimming

- 3-meter Swim Jump (WIL 3)
- Swimming 50 meters (Swimming 2)

PCs will have following aids

Player handout: Obstacle Course 1 (with pictures of obstacles).

Objective

Players learn action tests. Characters are put through the Assault course to get taste of training in CEF.

SEQUENCE 4: SECOND DAY, PART 2

Outline

Assault course is followed by interview, where character is asked some basic questions concerning intent to join CEF and career expectations and wishes.

Game notes

This is essentially a job interview. Senior Lieutenant asks these questions. Nigel Reeman is close as aid if necessary. Officer specially asks if character wants to join CEF and understands the risks involved in joining to service.

Objective

Characters fill Interview Paper 1 and clearly state their intention to join CEF.

PCs will have following aids

Each PC is given Interview Paper 1. It has some basic questions player has to fill in the paper. GM doing the interview reads the filled papers and asks further questions on points not stated clearly enough and in general trying to learn more of prospective recruit.

SEQUENCE 5: SECOND DAY, PART 3 (Small Arms Rules)

Outline

After interviews characters are taken to lunch. Small Arms Trainer is next. Here characters are shown the basics of modern small arms.

Game notes

Small Arms Trainer is a huge underground firing range. Place is filled with spent cartridge casings and air smells of gunpowder. There is a huge table holding wide variety of small arms before range with live ammunition.

Small Arms Trainer is a basic demonstration of modern firearms and their effectiveness. It is divided into various demonstrations. These two firearms are actually no longer used by CEF in front line service but they are used in demonstrations as they are utterly typical weapons.

Weapon	Range	Damage	RoF	Mag
assault rifle	50/100/200/400	x22	1	30
submachinegun	20/40/80/160	x15	2	30

Demonstration 1: Small arms use in different ranges (assault rifle)
Two targets are set at ranges of 150 and 300 meters. (2 rolls)

Demonstration 2: Small arms use in rapid situation (assault rifle)
Weapon is kept in shoulder, brought forwards and fired in one round (1 action to bring weapon to ready, one to fire). Target is at range of 75 meters. (1 roll)

Demonstration 3: Small arms use against multiple targets (assault rifle)
Two targets are set at range of 75 meters. (2 rolls)

Demonstration 4: Small arms use in burst fires (submachinegun)
One target is set at range of 30 meters. (1 roll)

Demonstration 5: Small arms use in walking fires (submachinegun)
One target is set at range of 30 meters. Two bursts are fired in walking fire against it. (1 roll)

Demonstration 6: Small arms use in suppressive fire (submachinegun)
Five targets are set at range of 30 meters. Multiple recruits fire suppressive fire at that hex. Targets roll defensive fire at 1 die. (1 roll)

Demonstration 7: Small arms use in poor lightning (assault rifle)
One target is set at range of 75 meters. Area is poorly lit (-2 to fire). (1 roll)

Demonstration 8: Small arms use against opponent (assault rifle)
One target is set at range of 150 meters. It is running with Dodge 1/+1. (1 roll)

Objective

Players learn the basic small arms rules. Characters understand basics of modern firearms.

SEQUENCE 6: SECOND DAY, PART 4 (Short run, CEF Museum and discussion)

Outline

After Small Arms Trainer characters do some physical training followed by tour in CEF museum and discussion of life in CEF.

Game notes

Physical regiment is essentially a short run (5km) (with two FIT tests at 3) made during it to describe short stops to make some push-ups and other gymnastic moves. After the physical training the recruits may shower and go to dinner.

Dinner is followed by a trip to CEF Museum. It is a typical museum filled with items of colorful past of CEF. It has collection of weapons, captured equipment, uniforms, photos and films. It has a room for every CEF mission recruits have ever heard and of some more. Every exhibition room has also a small plaque of dead in that particular operation.

After the Museum exhibition recruits may have a discussion with soldiers (privates) who have recently passed the Selection and Basic Training. These soldiers are very intensive to say at least. They tend to stress that training is not as easy as people think but are somewhat hazy in details. Everyone agrees that the training is experience worth going through.

The discussion goes on as long as recruits want to. After that there is return to the barracks.

Objective

Characters may ask questions of CEF training and what kind of things they may face in it. This is a good way to get some role playing as well.

SEQUENCE 7: THIRD DAY

Outline

Characters wake up and go through a group work phase of three games. It is used to test out their mental make-up and ability to work together.

Game notes

Wake-up is at 6.00 and morning follows the routine set in the previous two days. After breakfast the recruits are guided to the Room 101 again, where they have to fill several simple games. In all the games the areas where characters may touch are painted white.

Game 1

There is a large table (3m x 3m x 3 m) in front of them with several hooks attached to it. Characters have a rope to help them cross the obstacle.

Game 2

Two horizontal poles have been hanged at height of 2 meters with 4 meters apart of poles. Characters have several wooden planks (of 5 meters long) to help them get over the width between the two poles.

Game 3

Characters must cross open space of 2 meters wide and 3 meters long. They have several poles to help. Careful examination shows that the open space has very thin white lines circling it.

Idea of these games is to keep characters working together and follow their reactions when working together. The instructors give no hints and merely follow and observe characters working on these games.

Objective

Characters go through three games where group work is essential. It also teaches the players to work together and change ideas and try to look for not immediately obvious solutions.

DEBRIEFING

After the games characters are lead to lunch. After lunch they give back their equipment and change back to civilian clothing. After that those who have passed are thanked for their time and they give up the equipment (clothes) back to CEF.

Each recruit is given points based on their performance in Selection.

1) Attribute ratings for each ten attributes:

Rate	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5
points	36	25	16	9	4	1	0	-1	-4	-9	-16

2) Passing the set of physical and military tests successfully.

+1 for each level of MoS in rolls.

-1 for each level of MoF in rolls.

-5 for every Fumbled roll.

Room 101

Sequence 1	Char A	Char B	Char C	Char D	Char E	Char F
AGI						
APP						
BLD						
FIT						
PER						
INF						
KNO						
CRE						
PSY						
WIL						

Obstacle Course 1

Sequence 3	Char A	Char B	Char C	Char D	Char E	Char F
Ditch						
Trench						
Platform						
Hurdles						
Lanes						
Maze 1						
Maze 2						
Climbing Pole						
Cargo Net						
Wall						
Pole						
Pipe						
Ladder						
Rope						
Tunnel						
Low Rail						
Wire						
Fence						
Low Wall						
Logs						
Planks						
Swim jump						
Swimming						

Small Arms Trainer

Sequence 5	Char A	Char B	Char C	Char D	Char E	Char F
Demo 1: 1 2						
Demo 2: 1						
Demo 3: 1 2						
Demo 4: 1						
Demo 5: 1						
Demo 6: 1						
Demo 7: 1						
Demo 8: 1						
Demo 9: 1						

Short Run

Sequence 6	Char A	Char B	Char C	Char D	Char E	Char F
FIT 1:						
FIT 2:						

- 3) Showing intellectual interest and mental agility
 -5 dominates discussion, holds only own opinions only, not interested
 0 for being present
 +3 follows discussion
 +5 leads discussion, enthusiastic

Lecture (double point losses and gains here because senior commander present)

Sequence 2	Char A	Char B	Char C	Char D	Char E	Char F
Lecture						

Job Interview

Sequence 4	Char A	Char B	Char C	Char D	Char E	Char F
Interview						

Visit to CEF Museum

Sequence 6	Char A	Char B	Char C	Char D	Char E	Char F
Museum						

Discussion with Soldiers

Sequence 6	Char A	Char B	Char C	Char D	Char E	Char F
Discussion						

- 4) Showing capacity towards group work in games
 -20 dominates discussion, holds only own opinions only, not interested
 0 for being present
 +9 gives good help in the work
 +15 leads discussion, enthusiastic, leadership material

Sequence 7	Char A	Char B	Char C	Char D	Char E	Char F
Game 1						
Game 2						
Game 3						

5) Calculate total sum of efforts of evaluated system:

TOTAL SUM	Char A	Char B	Char C	Char D	Char E	Char F
RESULT						

CEF immediately drops out those with total sum less than 0. The rest are put to ascending order with only a small sample selected. For interest of gaming the characters should be included anyway. Each character should have following amount of XP as reward of their participation:

GM should give Experience Points for PCs at this point as reward to those who had time and effort to make it. Following scale is suggested:

XP Collected	Achievement
0	Failed to meet minimum standards, flunked from CEF.
2	Met standards, $50 \leq \text{total sum} < 100$
4	Met standards well, $100 \leq \text{total sum} < 150$
6	Superlative soldier, total sum > 150

At this points those who have passed the Part I of the Basic Selection are informed of it. They also receive a handout describing physical preparation that one should consider between first and second part of Basic Selection. The second part of Basic Selection will start in one week later. The passing candidates may either go home or stay in Australia waiting for Part II to begin.

C.E.F.

I WANT TO
BELIEVE

SEQUENCE 1: FIRST DAY (Fitness Test and Interview)

Outline

Characters return to CEF University and go through attribute tests and interview.

Game notes

Characters should report to CEF University at noon. They are taken to the lunch and after it to receive their equipment. After that the testing starts in earnest in Room 101.

The Fitness test is precisely similar as in Part I but done in half the time. However, this is no problem to most recruits who should remember it well from Part I. While recruits are being tested they are also called in for interviews done by Captain Jeannette Leroux. Her questions are relatively uncomplicated and whole affair has air or job interview.

Objective

Characters get back to CEF and have a good role playing opportunity as they are interviewed.

PCs will have following aids

Interview Paper 1 questions are asked again but in more relaxed manner.

SEQUENCE 2: FIRST DAY (Essay writing and evening out)

Outline

Characters must write a short essay (or express it verbally) to other members of the group. After this characters have dinner and they can go to Mess, where other CEF soldiers of various ranks are spending evening.

Game notes

Following subjects are presented:

- 1) Effect of Ice Age to Earth technological development
- 2) Life in Rangstadt
- 3) Rise of New Earth Commonwealth
- 4) Should GRELS have same rights as humans?
- 5) Short description of Colonies
- 6) What you expect from life in CEF?

Ideally the subjects should be divided in random to Recruits. The people listening may present questions if they wish.

Evening out is evening spent in CEF Mess. The mess is quite nice place for soldiers to spend their evening with normal associated number of games and drinks to accompany it. This is another good way to introduce characters new NPCs and interact with them. They can also approach important NPCs this way (like Squadron Commander Weissner). Characters can leave the mess any time they want 8it closes at 6.00).

Objective

Idea of essay is to introduce players the game background and their own ideas of it in role-play. Evening out is a good way to get some more role-playing and flesh out the characters.

SEQUENCE 3: SECOND DAY (Obstacle Course)

Outline

Characters will go through physically enduring Obstacle Course.

Game notes

Wake-up is at 6.00 and morning follows the routine set in the Part I. After breakfast the recruits are guided to the Obstacle Course 1. This is essentially one long run through the course and speed is essential. Obstacle course 1 has a number of obstacles divided into eight groups.

This time however, recruits are divided into smaller groups (typically 4 recruits) and given task of going through the Obstacle Course 1. This time, however, each group is given a steel square weighting 40 kg, and this frame has four steel rods (each weight some 15 kg) anchored to frame with a short (30cm) chain. The goal is to take the steel frame through the obstacle together.

In practice this means that weight must be distributed among the members of group. Carrying just the steel rod is -1 to all rolls, carrying the frame is -1, Carrying the two rods or rod AND the frame is -2. However, if characters learn some trick to carry it easier (like taking the frame around shoulder), the weight penalties might be lower.

Group 1: Jumping

- Ditch (Athletics 2)
- Trench (Athletics 3)
- Platform (Athletics 4)
- Hurdles (Athletics 2)

Group 2: Dodging

- Lanes (Athletics 2)
- Maze 1 (Athletics 3)
- Maze 2 (Athletics 4)

Group 3: Climbing

- Climbing Rope (FIT 4)
- Cargo Net (FIT 2)
- Wall (FIT 3)
- Pole (FIT 5)

Group 4: Traversing

- Pipe (STR 4)
- Ladder (STR 3)
- Rope (STR 5)

Group 5: Crawling

- Tunnel (AGI 2)
- Low Rail (AGI 3)
- Wire (AGI 4)

Group 6: Vaulting

- Fence (Athletics 3)
- Low Wall (Athletics 4)

Group 7: Balancing

- Logs (Acrobatics 4)
- Planks (Acrobatics 3)

Group 8: Swimming

- 3-meter Swim Jump (WTI, 3)

Swimming 50 meters (Swimming 2)

Next thing means the characters need some determination. They have to take a rope from the water and climb 15 meters high (STR 5, WIL 5). Then they have grab a doll representing a wounded (and weighting 80kg) and carry it with fireman's lift (FIT 5) of some 200 meters.

After the Obstacle Course comes lunch. Characters will definitely need it.

Note!: GMs afraid of using too much dice may encourage players to think together methods their characters might carry out this obstacle course with such a heavy load in their hands. Some GMs may wish to do away with the dice altogether or use dice only in selected, extremely hard, situations. This is a good method to teach players to use their mind and imagination rather than brute force and dice rolling to solve problems.

Objective

Characters manage to go through the obstacle course together.

SEQUENCE 4: SECOND DAY (lecture, discussion and evening out)

Outline

Characters will have to handle social situations.

Game notes

Lecture is essentially a situation where character must be able to hold a short lecture on any imaginable idea that comes to characters mind for 2-3 minutes. This tests characters imagination.

Discussion is situation where characters are asked to talk of things shown earlier in Essay situation (Sequence 2).

Evening out is same as one done in first day.

Objective

Lecture and discussion are essentially role-playing situations. The objective is that players get into talk in character.

SEQUENCE 5: THIRD DAY (Swimming test)

Outline

Characters make a morning swim, give out their equipment and are released from CEF.

Game notes

Swim is jumping from platform (WIL 3) and followed by 200 meters of swimming (Swimming 4).

After the swimming characters are lead to lunch. After lunch they give back their equipment and change back to civilian clothing. After that those who have passed are thanked for their time and they give up the equipment (clothes) back to CEF.

Objective

Characters are released from CEF and are informed of the results.

DEBRIEFING

Each recruit is given points based on their performance in Selection.

- 1) Passing the set of physical and military tests successfully.
- +1 for each level of MoS in rolls.
- 1 for each level of MoF in rolls.
- 5 for every Fumbled roll.

Alternative method, where players try to do it together using all together and consider possible methods of passing has following test evaluation instead:

- 5 no idea how to pass obstacle
- 0 Idea how to pass obstacle
- +5 good idea how to pass obstacle
- +10 VERY good idea how to pass obstacle

Obstacle Course 1

Sequence 3	Char A	Char B	Char C	Char D	Char E	Char F
Ditch						
Trench						
Platform						
Hurdles						
Lanes						
Maze 1						
Maze 2						
Climbing Pole						
Cargo Net						
Wall						
Pole						
Pipe						
Ladder						
Rope						
Tunnel						
Low Rail						
Wire						
Fence						
Low Wall						
Logs						
Planks						
Swim jump						
Swimming						
Climbing rope						
Firemans lift						

Swimming test

Sequence 3	Char A	Char B	Char C	Char D	Char E	Char F
Swim Jump						
200m swim						

2) Showing intellectual interest and mental agility
 -5 dominates discussion, holds only own opinions only, not interested
 0 for being present
 +3 follows discussion
 +5 leads discussion, enthusiastic

Interview

Sequence 1	Char A	Char B	Char C	Char D	Char E	Char F

Essay writing

Sequence 2	Char A	Char B	Char C	Char D	Char E	Char F

Evening Out

Sequence 2	Char A	Char B	Char C	Char D	Char E	Char F

Lecture

Sequence 3	Char A	Char B	Char C	Char D	Char E	Char F

Discussion

Sequence 3	Char A	Char B	Char C	Char D	Char E	Char F

Evening out

Sequence 3	Char A	Char B	Char C	Char D	Char E	Char F

3) Calculate total sum of efforts of evaluated system:

TOTAL SUM	Char A	Char B	Char C	Char D	Char E	Char F
RESULT						

CEF immediately drops out those with total sum less than 0. The rest are put to ascending order with only a small sample selected. For interest of gaming the characters should be included anyway. Each character should have following amount of XP as reward of their participation:

GM should give Experience Points for PCs at this point as reward to those who had time and effort to make it. Following scale is suggested:

XP Collected	Achievement
0	Failed to meet minimum standards, flunked from CEF.
2	Met standards, $10 \geq \text{total sum} > 0$
3	Met standards well, $20 \geq \text{total sum} > 10$
4	Superlative soldier, $\text{total sum} > 20$

At this points those who have passed the Part II of the Basic Selection are informed of it. The psychological evaluation part of Basic Selection will start in one week later. The passing candidates may either go home or stay in Australia waiting for Part III to begin.

5.0 THE BASIC SELECTION, PART III



In the interests of national security, safeguarding the Commonwealth democracy and maintaining the proper security of the Government's essential activities, it is the policy of Commonwealth Government that no one should be employed in connection with work the nature which is vital to the interests of the state who has psychological treatment that prevents him or her to fulfill his or her duties.

SEQUENCE 1: FIRST DAY (questionnaire & interview)

Outline

Characters return to CEF University and go a questionnaire.

Game notes

Characters should report to CEF University at 18.00. They are taken to the dinner and after it to receive their equipment. After that they receive a questionnaire and fill it when working with Captain making the interview.

Objective

Characters get back to CEF and have a good role playing opportunity as they are interviewed.

PCs will have following aids

Interview Paper 2 is shown and is filled up with aid from Captain. GM doing the interview reads the filled papers and asks further questions on points not stated clearly enough and in general trying to learn more of prospective recruit.

SEQUENCE 2: SECOND DAY (testing)

Outline

Characters wake up at 6.00 and start filling series of intellectual tests intended to test their ability to function in modern society.

Game notes

Testing essentially goes through characters ability to function in modern society.

It tests following new skills (these skills have been invented for CEF campaign and are not in official DP9 publications):

Literacy (KNO) (complex) does not describe literacy per se but understanding of written subject matter from various books and magazines. This includes ability to study large amounts of literature and written subject material and come out with conclusions based on the material at hand. (Test is reading a text and writing a summary of what it means. Skill target 3)

Technology use (KNO) (complex) is a measure of characters understanding of modern technology. It is a combined 'skill', which can tell character what is going on or on what principle some vehicle or mechanical or electric device works. This includes ability to use unfamiliar systems and to understand strong and weak points of subject at hand as well as insight to high technology society. (Test is reading a series of instructions and making simple technical piece of equipment to function. Skill target 3)

High Technology use (KNO) (complex) is a measure of characters understanding of high technology. It is a combined 'skill', which can tell character what is going on or on what principle some vehicle or electronic device works. This includes ability to use unfamiliar systems and to understand strong and weak points of subject at hand as well as insight to high technology society. Character must have Technology Use before purchasing this skill. (Test is reading a series of instructions and making complex electronic piece of equipment to function. Skill target 4)

Basic Research (KNO) (complex) is a skill of doing research and development work. It describes ability to do research and find out novel solutions based assumptions and painstaking research rather than relying on existing set of references to base conclusion. This includes ability to make fresh ideas by first making research on subject, then gathering the references and then presenting the results. (Test is reading a series of source books and writing answers to questions in set of time. Skill target 3)

Objective

Characters get to use skills that are used to describe every day skills used in high technology society.

PCs will have following aids

Appendix of new skills is given to players.

SEQUENCE 3: THIRD DAY (Games)

Outline

Characters wake up and go through CEF testing. a group work phase of three games. It is used to test out their mental make-up and ability to work together with GRELS.

Game notes

Wake-up is at 6.00 and morning follows the routine set in the previous two days. After breakfast the recruits are guided to the Room 101 again, where they have to fill several simple games. In all the games the areas where characters may touch are painted white. Each character is alone and had a group of 4 Mordred class GRELS as assistants. Goal is to guide the GRELS across the obstacles with recruit.

Game 1

There is a large table (3m x 3m x 3m) in front of them with several hooks attached to it. Characters have a rope to help them cross the obstacle.

Game 2

Two horizontal poles have been hanged at height of 2 meters with 4 meters apart of poles. Characters have several wooden planks (of 5 meters long) to help them get over the width between the two poles.

Game 3

Characters must cross open space of 2 meters wide and 3 meters long. They have several poles to help. Careful examination shows that the open space has very thin white lines circling it.

Idea of these games is to introduce characters to GRELS and how they work with humans. The instructors give no hints and merely follow and observe characters working on these games. Idea in these exercises is to familiarize characters to GRELS and give idea what they can really do.

Objective

Characters go through three games where group work is essential. It also teaches the players to work together with GRELS and change ideas and try to look for not immediately obvious solutions.

SEQUENCE 4: SECOND DAY (Reliability evaluation)

Outline

Characters are given a throughout reliability evaluation.

Game notes

After lunch characters are taken one by one to a small room where they meet Ministry of Verification and Dissemination (MVD) personnel doing the reliability evaluation. MVD personnel have icy polite behavior and manners. Captain Titus Cromwell handles the reliability evaluation.

Objective

Security Clearance Paper is shown and filled up.

SEQUENCE 5: SECOND DAY (Psychological evaluation)

Outline

Characters are given a throughout psychological evaluation.

Game notes

Characters are taken one by one to a small room where they meet Ministry of Verification and Dissemination (MVD) personnel doing the psychological evaluation. MVD personnel have icy polite behavior and manners. Captain Titus Cromwell handles the reliability evaluation.

None of the questions have real answers. They are merely presented in order to get responses from recruit being interviewed and to evaluate recruits mental framework.

Questions are shown in Psychological Evaluation form.

Objective

Characters are given psychological evaluation, where they are interviewed of their responses to questions that have no correct answers. This is essentially a role-playing situation.

DEBRIEFING

Each recruit is given points based on their performance in Selection.

- 1) Passing the set of physical and military tests successfully.
- +1 for each level of MoS in rolls.
- 1 for each level of MoF in rolls.
- 5 for every Fumbled roll.

Room 101

Sequence 1	Char A	Char B	Char C	Char D	Char E	Char F
Literacy						
Technology use						
High tech use						
Basic research						

- 2) Showing capacity towards group work and ability to use GRELS in games
- 20 dominates discussion, holds only own opinions only, not interested
- 0 for being present
- +3 gives good help in the work
- +5 leads discussion, enthusiastic, leadership material
- +10 Clever utilization of GRELS

Sequence 3	Char A	Char B	Char C	Char D	Char E	Char F
Game 1						
Game 2						
Game 3						

- 3) Showing intellectual interest and mental agility
- 5 dominates discussion, holds only own opinions only, not interested
- 0 for being present
- +3 follows discussion
- +5 leads discussion, enthusiastic

Reliability Testing

Sequence 1	Char A	Char B	Char C	Char D	Char E	Char F

Psychological Evaluation

Sequence 2	Char A	Char B	Char C	Char D	Char E	Char F

- 4) Calculate total sum of efforts of evaluated system:

TOTAL SUM	Char A	Char B	Char C	Char D	Char E	Char F
RESULT						

CEF immediately drops out those with total sum less than 0. The rest are put to ascending order with only a small sample selected. For interest of gaming the characters should be included anyway. Each character should have following amount of XP as reward of their participation:

GM should give Experience Points for PCs at this point as reward to those who had time and effort to make it. Following scale is suggested:

XP Collected	Achievement
0	Failed to meet minimum standards, flunked from CEF.
1	Met standards, 10 >= total sum > 0
2	Met standards well, 20 >= total sum > 10
3	Superlative soldier, total sum > 20

At this points those who have passed the Part III of the Basic Selection are informed of it.

6.0. FINAL DEBRIEFING

At this point the GM should distribute each character their Experience points collected from all three parts of the scenario.

XP COLLECTED	Char A	Char B	Char C	Char D	Char E	Char F
RESULT						

This XP is converted according to following table

XP collected	Real XP
4-8	1
9-12	2
13-15	3

This real XP can be used to improve characters according to normal rules. It is suggested that the improvements (if given to skills), would be on following:

- Small Arms
- Athletics
- Acrobatics
- Literature
- Technology Use
- High Technology Use
- Basic Research

Passing all three stages of selection do not necessarily mean that candidate is accepted to the CEF. Despite the selective nature of the process the number of passing candidates is still quite large. Therefore only characters that have passed the Selection process very well are accepted. In game terms this means that only characters who collected 3 real XP from the Selection are actually determined to have passed The Selection process. Those characters who have collected 3 real XPs from this adventure are then informed that:

"Colonial Expeditionary Force has determined you have the proper motivation and are mentally strong enough to have the potential to become a CEF trooper. You might have a chance to be invited to Basic Training."

In practice only few of those who have passed the Selection properly are invited to join CEF as recruits due huge number of applicants and limited number of open positions.

The characters who will be selected from number of passing potential recruits will be informed that the Basic Training will start in CEF University at later time. These characters may either go home or stay in Australia waiting for Basic Training to begin.

7.0. CAST

Senior Sergeant Major Reeman (CEF)

Looks: Early 30's, normal complexion, brown eyes, curly short brown hair. 175cm tall, weight some 75kg, strong built (boxer type).

Roleplay: No nonsense type. Answers are short and to the point. Shows things once and expects it to work then. Calm voice, avoids physical contact.

Squadron Commander Liselotte Weissner (CEF)

Looks: late 20's, pale complexion, brown eyes, long black hair. 177cm tall, weight some 55 kg, strong leg muscles (gymnastic type).

Roleplay: Professional, fast mover. Very slick behavior with polished exterior. Expects her authority acknowledged. Voice is calm and her body language is seems a bit shy.

Captain Jeannette Leroux (CEF)

Looks: Mid 20's, dark complexion, auburn eyes, long blond hair. 182cm tall, weights some 65kg, (rock climber type).

Roleplay: Aggressive, fast mover. In interviews very strong and commanding. Authority in the voice, but can switch to softness quickly. Body language one of authority.

Captain Titus Cromwell (MVD)

Looks: Mid 30's, normal complexion, brown hair and eyes. Normal looking, looks very average.

Roleplay: Icy politeness. Voice is very even and controlled. Listens a lot but talks a bit.