

## The time...the future

### The place....Megamunda



Set upon a distant mining world, players will find themselves crammed into an overcrowded metropolis at the far end of the imperium. At each of four main extraction and processing sites, the traffic in vital commodities has led to four distinct CiTi's evolving over the years, serving the massive industrial complexes. For administrative reasons these have been simply labeled as CiTi 1 to CiTi 4 but to garner a sense of community, massive accommodation towers have been constructed. As a nod to the great period of enlightenment in humanities past, namely the end of the second millennium, each of these towers was named in honour of a pivotal figure, from the arts to politics...



Unfortunately, community spirit was not all that fostered in these towers. A burgeoning population, coupled with rising unemployment and boredom, created a perfect environment for crime families and gangs to thrive. Despite the Imperial Governor's best efforts to distract the masses with cheap entertainment, a more direct response to crime was required and so the law was given greater powers to act as judge, jury and executioner.

Whilst judges are usually successful in quelling the worst anti-social behavior, the planet is entering its biennial season of resource-shipping to the empire, signaling an influx of miners to the CiTis' pleasure zones, in need of release and with the means to pay for it. Gangs wait for, ready to make sure they don't miss out on the bounty, using all resources at their disposal to get a cut of the action, even as the Governor aims for impress the senior echelons of the empire with their efficiency.



It is up to the Judges to maintain order amongst the madness, meting out justice and holding the line against the lawless. For many years both sides have played out this scenario, which begs the question; why have the empire chosen now of all times to send the inquisition? What possible interest could they have on a backwards planet where some simply want to make a quick credit whilst some just want to see the world burn...?

Players are invited to submit applications for Megamunda for the following roles

- **Planetary Governor and court** (3-4 players) team – Providing leadership to the four CiTi's with the help of auditors and a military liason. You will be able to dispense resources and advice to the judges, whilst keeping those nice people from the inquisition onside.
- **The Law** – Police judges, a team of (8-10) but spread around the four cities. Working hard on the frontline, your role will be to maintain law and order in your CiTi, taking whatever actions you deem necessary. This will involve taking on gang activities, searching for contraband, intercepting fugitives and doing a little detective work! Please be aware that there will be traditional card and dice aspects to the role but also rational, lateral and problem solving elements. (You are coppers!)
- **The Gangs** – 5 major gang houses (8 in a team) spread over the four cities (2 in each). Whether it's jacking up bar prices, running body-mod shops or indulging in a little gun running whatever turns a quick credit eh? From the tower to the streets, this is your time to shine, becoming a major player and making sure everyone knows it. Mind you, taking over rival businesses, whacking those goons from Tower 5 and having the odd rumble with the judges is only a part of the plan, after all you're a people person. What better way to get the masses onside then entertaining them with the next best game show, skysurfing or the ever popular eating competitions....
- **The Inquisition** – A team sent from the central hub of empire (3-4 players). Your role has always been to enforce the empire's will and to remind planets of their responsibilities. This particular planet has always been a great provider of material and resources, but has recently become interesting. Please be aware this role will call for significant rational, lateral and problem solving elements.



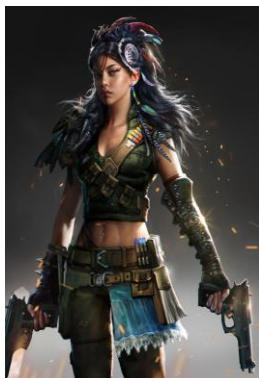
Megamunda is obviously a sci fi game and as such a certain amount of roleplay and costume is encouraged. Those representing the Law will receive their shields of office on the day and the best Stallone impressions will be noted throughout the event.

The gangs, as stated, are split into five major houses each with a certain look, how you interpret that look is up to you but here's some inspiration

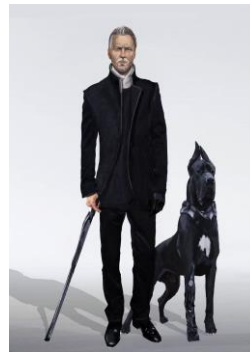
#### **Cosmic Punks/Doomsday Dogs – Style: Punk**



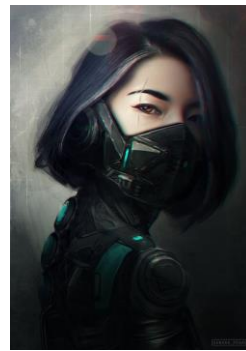
#### **Troggies/Brotherhood of Darkness – Style: Scavenger**



**Futsies / Van der Saar – Style – Black/Sophisticated**



**Bandidos /Mawdor – Style -Masked**



**The Neon Knights/Full Metal Jackets – Style – Neon Glo/Futuristic**

