

# UNDERCURRENTS

...A GUIDE TO THE ON-GOING COLONIZATION OF POSEIDON.

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## A VIEW FROM ORBIT

Hello, faithful readers. We know issue #3 is long overdue, but we have been a little busy ; ). There are many things in the works here at Biohazard, and your patience is about to be rewarded. Archipelago is at the printer at this very moment, and Undercurrents #4 will be available by mid-August. We have also begun production on the next two products in the Blue Planet line, Access Denied and Fluid Mechanics.

Access Denied is a game screen and adventure booklet combo and was enthusiastically requested by Blue Planet players. You asked for it and now you're gonna get it! The coolest thing about the project is that we have posted submission guidelines on our website, and have opened the project to player contributions. So, if you would like to contribute to the development of the Blue Planet universe, check out the guidelines, fire up your imaginations and let us hear from you. Access Denied is scheduled for an August release.

Fluid Mechanics has gone through a number of name changes, but the project remains the same. This book is the total guide to the technology of Blue Planet and is a must for anyone who plays the game. Not only will FluMech contain descriptions of the latest in computers, bioengineering, cybernetics, survival gear, vehicles, and weapons, it will also con-

tain detailed information on how the various technologies function within both the setting and mechanics. Fluid Mechanics powers up in the fall of '98.

Summer is also the season for the big conventions - Origins in July and GenCon in August. We hope to see as many of you at them as possible, so if you can make it, be sure to come by the Biohazard booths (Origins #323, GenCon #839). As an added incentive for you to drop by, and also as a reward for your patience in awaiting Archipelago, we offer the following certificate. It is good for 2 corporate scri...er...ah, US dollars off any purchase from Biohazard Games. Cut it out or photocopy it, pass it around to your friends or use it in a mail order. The certificate is good only through August 31st, '98 so don't be caught with your swim suit around your ankles. Note also that this coupon is good only for purchases directly from Biohazard Games - retailers will not honor its use.

## ON THE HORIZON

### THE COMING STORM

To some, the Global Ecology Organization is the symbol of salvation and the savior of humanity. To others, it is an obsolete, bureaucratic relic whose time has passed. To still others, it is the lesser of many evils, but still the best chance humanity has to recover its future and leave behind the sins of its past. Regardless of one's perspective, the GEO is a

commanding force whose fate concerns everyone in the known systems.

Since the first days following the ratification of the GEO Charter in 2100, there has been opposition to the organization's existence. In the early years, anti-GEO sentiments were mumbled and always spoken "off the record." After all, no one could deny the effective war the GEO was waging against the Blight. With the eradication of the Fischer Virus in 2120, and the re-establishment of the United Nations in 2156, the dissenting voices have grown louder. Now, they even debate the GEO's uncertain future on the floor of the organization's own General Assembly.

The balance of power in the known systems is tenuous at best, and everyone - Incorporate, Independent, and GEO citizen alike - is well aware of this fact. Consequently, there is justifiable fear of what may happen if ratification of the GEO Charter should fail. What drastic power struggle might result, and what might that struggle do to the Earth's fragile economy, dwindling resources, and ailing ecology?

For the time being at least, it seems the world is unwilling to risk finding out. Only three weeks ago, at its thirty-third ratification convention, the membership of the United Nations chose once again to ratify the organization's charter, empowering the GEO for another three years. Still, dissent continues to grow and an increasing number of Independents, and even full member nations, are beginning to think the GEO may have outlived its purpose.

On Poseidon, the ratification of the GEO Charter has met with anger in some quarters, and relief in others. The Incorporate, rightly interested only in the welfare of their own citizens, feel that the GEO is an unnecessary and meddling hindrance to the proper development of the colony world. Many newcomers feel that the GEO is the only thing standing between the Incorporate and a tragic reenactment of Earth's history. Though they do not generally see eye-to-eye with the GEO, most natives also recognize that the organization represents the only force currently capable of protecting their adopted home from the excesses of the Incorporate.

## CERTIFICATE OF APPRECIATION

This coupon is a thank you to the players of Blue Planet, and is good for \$2.00 off any convention or mail order purchase from Biohazard Games.

Good through August 31st, '98.  
One per customer please.



So, in 2199, as the GEO is poised to begin its one-hundredth year in power, it faces a future that is far from certain. On Earth, where support for the GEO is waning, many in the political arena are planning for a future without the organization. On Poseidon, where there seems to be an increasing need for the authority the organization offers, there is a grudging but growing acceptance of the GEO's presence. Whatever one's perspective, the beginning of the new century will demand much of the organization. The question is not will the GEO be challenged - the question is, instead, will the GEO survive?

## **BISHOP BOMBING TIMESNET/HAVEN 9.20.99**

TimesNet is pleased to announce that reports made earlier this morning that Colonial Administrator John Bishop had been killed in a late night bombing at Government Center have proven premature. Though Administrator Bishop was badly injured in the explosion and pronounced "terminal" upon arrival at nearby medical facilities, doctors were able to revive him and restore his vital signs. Though the extent of his injuries remains undisclosed, sources say that Mr. Bishop is in critical condition and that his doctors are considering placing him in medical IHMS until replacement structures can be cultured.

GEO authorities are currently on full alert, and Government Center has been placed off limits to all unauthorized personnel. It is rumored that Marshal Church has been put in charge of the investigation, and that a platoon of GEO Shock Troopers is on standby should their assistance be required in the apprehension of suspects.

Speculation is rampant regarding the motivation for the attack, coming as it has so soon after the ratification of the Global Ecology Organization's charter. Though no one has yet claimed responsibility for the assassination attempt, there is no lack of suspects. Many assume those with the most to gain are the Incorporate interests, but such conclusions ignore the public stance of such radical groups as Blue Water Circle and Free Poseidon! In the opinions of some political analysts, such native isolationists also stand to gain from chaos within the GEO's Office of Colonial Affairs.

On a sadder note, we are sorry to confirm that six Government Center employees, two Peacemaker guards, and Mr. Bishop's eldest son were not as fortunate as the Colonial Administrator, and were killed in the explosion. Eight other indi-

viduals, including an as yet unidentified member of the Bishop family, were also badly injured in the blast.

We will continue to provide updates on the situation as more information becomes available, so please query this feed for further developments. - Samantha Murphy, TimesNet/Haven

## **MOST WANTED**

### **MR. REASON**

Considering his infamy, few people actually know the elusive Mr. Reason. Ask anyone who has heard of him, however, and they will describe the man as the ruthless head of a major Poseidon crime syndicate. Ask those that think they know him, and they will describe him as the ruthless, remorseless, calculating head of a major Poseidon crime syndicate. Ask the four living individuals that really do know Mr. Reason, and they will describe him instead as a dedicated GEO operative.

"Reason's Clan" is one of the most enigmatic and feared crime syndicates on Poseidon, and one of the dominating forces in the criminal warrens of Nomad. The Clan is known for its vicious efficiency, unbreakable loyalty, and uncanny information network. The Clan is also eccentric, demonstrating true honor among thieves and a strange reticence about endangering the innocent. The Clan has a wide range of interests in all sorts of illegal activities, both in Nomad and throughout Poseidon. They are clever and discrete, and more often seem to take advantage of other predators, such as the Gorchhoff family, than of honest folk.

In reality, Reason and his inner circle are not criminals at all. They are instead dedicated agents of the GEO. Mr. Reason and his seven fellow operatives were originally inserted into the growing Nomad underworld nine years ago by a cunning and foresighted Magistrate. They were given orders to infiltrate the black market, and establish a power base within Poseidon's criminal circles. Cloaked in the guise of a "rival syndicate," the operatives were to use their deep cover to gather intelligence on criminal operations from within, and to do what they could to hamper such activities. Reason and his compatriots have since built a formidable and sophisticated criminal organization, and to date have been uniquely successful in their objectives.

In the intervening years, three of Reason's original team members have been lost to

the mission. Two were killed in violent confrontations, but Reason was forced to "dispatch" the third himself. This agent, twisted by the intense pressure under which they were operating, lost his perspective, becoming one of the very people the group was dedicated to fighting. With the entire team's cover, and of course their lives, hanging in the balance, Reason had no choice.

Unfortunately, this ruthless act is only one on a shocking list of crimes Reason and his team have committed in the line-of-duty. The Clan has been responsible for over a hundred deaths in the past decade, many of them innocent bystanders, and even other GEO lawmen. Though the operatives rarely do their own dirty work anymore, their inner torment is no less for that fact, and the team members know they will never be able to escape the ghosts.

Mr. Reason is...well...a man of reason, and has a distinct preference for resolving "issues" through intelligence and negotiation. He maintains that such methods are good for business, and they are certainly in the best interests of the team. He is not, however, above using brutal and demonstrative violence when negotiations fail. Reason's hands are decidedly bloody, and his team is living proof the GEO believes that the ends can justify the means.

Currently the Clan operates out of its home territory in Nomad. Like each of the major gangs in this black-market town, Reason has won a collection of rafts and floats in Nomad's arcane arena of turf warfare. The Clan's turf is not the largest, but it is strategically located and contains several of Nomad's more profitable businesses, operations, and rackets. Reason and his team currently reside in a refurbished and well-guarded warehouse in the heart of their hard-won territory.

To protect his cover, Mr. Reason's past has also been highly classified. Born in China to a well placed Biogene family, Reason originally earned a degree in finance, with the intention of joining the company's ranks. A persuasive recruiter convinced Reason to join the GEO instead, where he was offered a position with the Justice Commission. Reason's first job was investigating public securities fraud, and he proved both an able investigator and a keen observer of the criminal mind. Eventually his abilities got him transferred to the JC's Syndicate Task Force as an analyst in the Asian office. It was Reason's performance while serving with the task force that recommended

him for his current and unique assignment.

Despite his circumstances, Mr. Reason is a man of taste and refinement. His personal chef is said to be one of the best on Poseidon, and his wardrobe would be the envy of any Biogene executive. His quarters are tastefully decorated in the most current style, and he is rumored to have the finest wine cellar on this side of the wormhole. Reason has cultured tastes in music and is known to frequently divert himself with classical literature.

Reason is a stout man of Asian decent. Though he is currently taking longevity treatments, they did not begin until he had taken on the fine lines and distinguishing gray of middle age. Though all GEO file images of the man remain classified, the files are out of date as Reason has undergone several sessions of moderate body sculpting in his time on Poseidon.

**Species:** Human, Modified  
**Profile:**

Origin – Independent China, Earth  
Background – Byzantine  
Education – Undergraduate Degree (Accounting)  
Goal – Accomplishment  
Motivation – Professionalism  
Attitude – Disciplined  
Profession – Gangster/Covert Operative

**Mental Attributes:** Awareness 75, Charisma 40, Education 55, Experience 65, Initiative 55, Intellect 60, Will 60.

**Physical Attributes:** Agility 45, Appearance 40, Constitution 55, Dexterity 60, Endurance 40, Speed 50, Strength 35.

**Modifications:** Spyware, Uplink Neural Jack, Implanted Micro Computer

**Skills:** Athletics 20, Commerce 20, Firearms 40, Subterfuge 60, Law 20, Persuasion 60, Bribery 40, Fast Talk 35, Hacking 20, Computer Operation 20, Colonial Culture 40, Street Culture 60, Acting 40, Handgun 20, Martial Arts 40, Pharmacology 40, Jump Craft 40.

## DIVE IN TRIPLE PLAY

by JEFF BARBER

– wherein the game goes down the drain...

This issue's scenario outline is a uniquely versatile adventure that can be incorporated into almost any ongoing campaign. With a little creativity, it can even be expanded into a stand alone game. The scenario offers three alternate situations, each centered around a small mining complex. Though the complex remains the same, what's actually going on within is the choice of the game moderator.

### AT BAT

One of the player characters is asked for help by a desperate acquaintance. Perhaps it is a family member, or an old friend. Maybe it is simply a businessman who has posted a classified ad on CommCore. Whoever it turns out to be, the desperate person has a problem, and the players are his last hope.

The "friend" turns out to be the manager of a small colony effort on a rather remote island. The colony subsists as a tiny mining operation, harvesting component minerals for industrial alloys. Recently, a team of twelve miners was sent to pump dry a tunnel system that had gone unused over the past year. The mine has been shut down since a small earthquake altered the surrounding water table and flooded the mine with seawater. When the team failed to report back, a second party was sent to investigate. Finding only a few ravaged body parts and some bloody equipment, the second group hastily returned to the settlement with their report. Several armed miners then volunteered to return and investigate further. When they also failed to return, the miners fearfully refused to make another foray.

A marginal operation at best, the small colony has invested most of its liquid assets in equipment to pump out and salvage the once productive mine. If they cannot get the system operational again, their investment will be lost and the colony will most likely be ruined. Herein lies the role of the characters. They have been asked, begged, ordered or paid, as the case may be, to investigate the mine shafts, discover what has happened and, if possible, clear the mines of the unknown hazard.

The possible reasons for the missing miners are described below. At this point, the game moderator has a decision to make and should base his choice of plot on the interests and motivations of his particular players.

### FIRST BASE

The flooded mine has become the nesting lair for a very old and very large stone snake (Arch 83). The mine was opened to the sea by the earthquake that flooded it, and the creature has found access to the mine's shafts from its coastal hunting grounds. Driven by instincts, the creature decided the abandoned mine was the perfect place to lay its eggs.

When the first party of miners arrived, the protective mother attacked and killed them, dragging most of their body parts into the egg cavern to feed her soon-to-be-hatched young. By the time the armed miners began to search the upper tunnels for their missing comrades, the young stone snakes had hatched and were hungrily hunting for their next meal. The miners did not last long.

When the player characters come on the scene, the young animals are ravenous and will attack anything that moves. Dealing with the starving offspring should prove hard enough, but things will get truly horrifying only when mamma comes back from her daily hunt - unsuccessful and hungry. Use the stone snake's stats at one-fifth the adult levels for the hunting young, and remember, mamma is big. Ah...really big.

### SECOND BASE

The mines have been taken over by a band of cutthroats who are using the remote island and the conveniently abandoned mine shafts as an ideal place to hide their booty. Surprised by the unsuspecting miners, the pirates reacted violently, and killed the entire party. Assuming others would soon follow, the pirates ravaged the bodies to make the deaths appear to be the work of some unknown predator. The freebooters subsequently ambushed and killed the miners armed party, "disposing" of them in similar fashion.

The pirates need time to arrange for the relocation of their loot and hope their “animal act” will keep the remaining miners off-balance long enough for them to get away clean. Either way, they are now wary and have planted watchdogs (BP 206) near the mine entrances and are hiding in the few dry tunnels of the upper level. They are heavily armed and on-edge, waiting for transportation and the chance to get themselves and their ill-gotten gain “off this damn rock.” Use the freebooter template (BP 272) for the pirate NPCs.

### THIRD BASE

The third option for this adventure is that the earthquake that flooded the mine also opened the tunnel system to a sea cave containing an aboriginal cache. Here a small group of aborigines has been collecting and studying stolen pieces of human technology in an effort to learn more about their bipedal visitors. Over the past year, they have expanded into the mines from their small cavern, and have begun secreting their collection of human equipment in the deeper shafts of the mine.

When the first group of miners arrived, it surprised the aborigines, and they responded with a barrage of

chemoempathic compounds, turning the miners against each other. Several of the compromised miners literally tore each other apart before the aborigines regrouped and drugged the rest into deep comas. The remaining miners, including the armed party that came to investigate, now lie unconscious in a secluded chamber within the unflooded level of the mine. Though two have died of dehydration and several more are in danger of doing so, most remain alive in their dark prison.

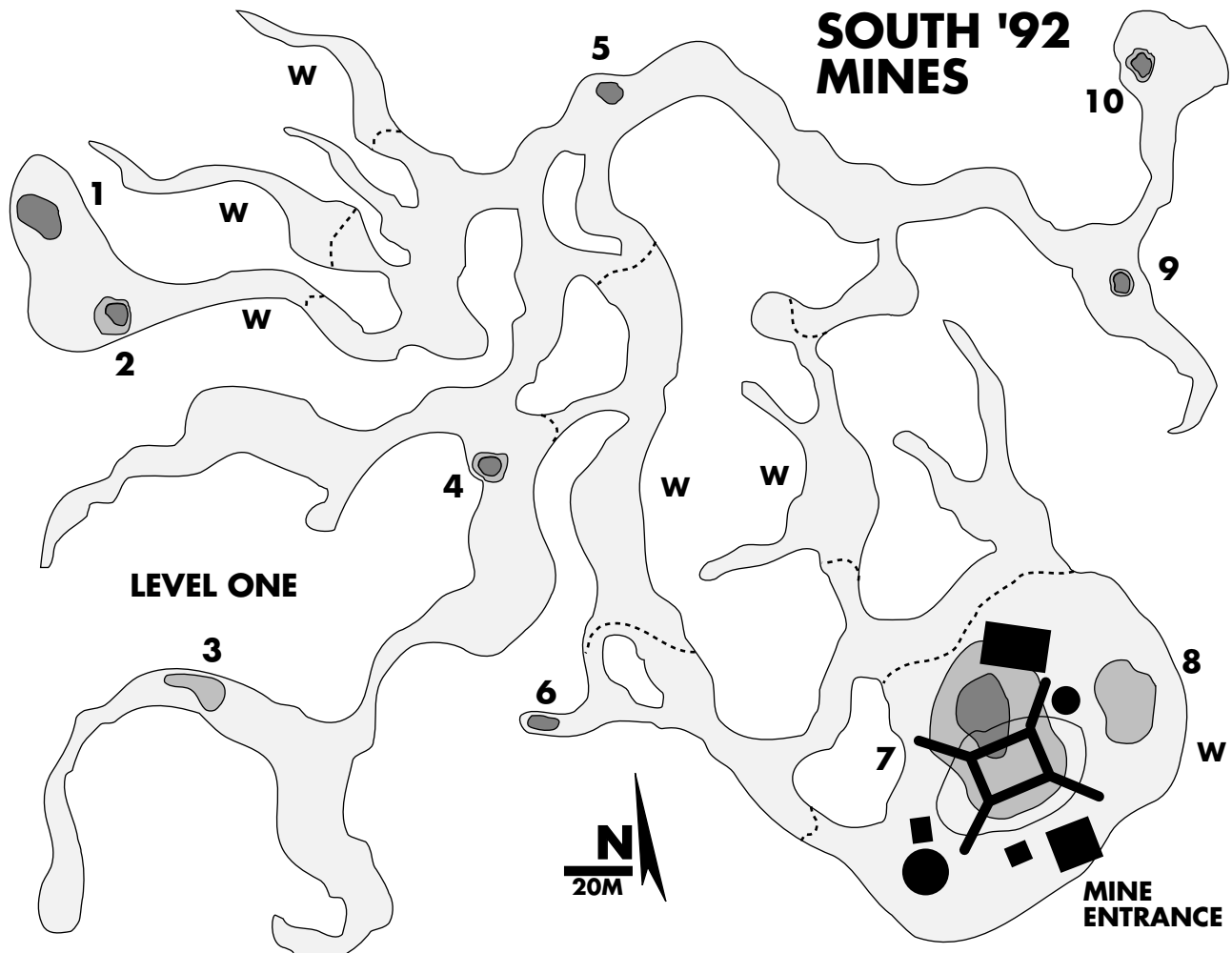
In the meantime, the aborigines, certain that more humans will soon follow, have decided to hide the evidence. They have activated a swarm of assemblers and begun hiding their cache with new layers of rock, covering their collection of human equipment and sealing off certain tunnels. If the players are slow to arrive and begin exploring the mine shafts, it is possible that both the cache and the missing miners will be completely sealed within the living rock.

### HOME FIELD ADVANTAGE

Obviously, the layout of the mine system may play an important role in any of these possible situations, so a few words

about the maps are merited. The mine tunnels were cut with small automated diggers and man-portable tools, and are therefore rather cave-like in appearance. There is a small collection of bioplastic sheds and the frame of an ore elevator at the main entrance to the shafts. The mine manager has detailed maps for the mine system that he can provide to the characters should they request them. Our suggestion is that you take the maps to your local Kinko’s and have each level enlarged on their Zoomer. This will make them suitable for use with most miniatures.

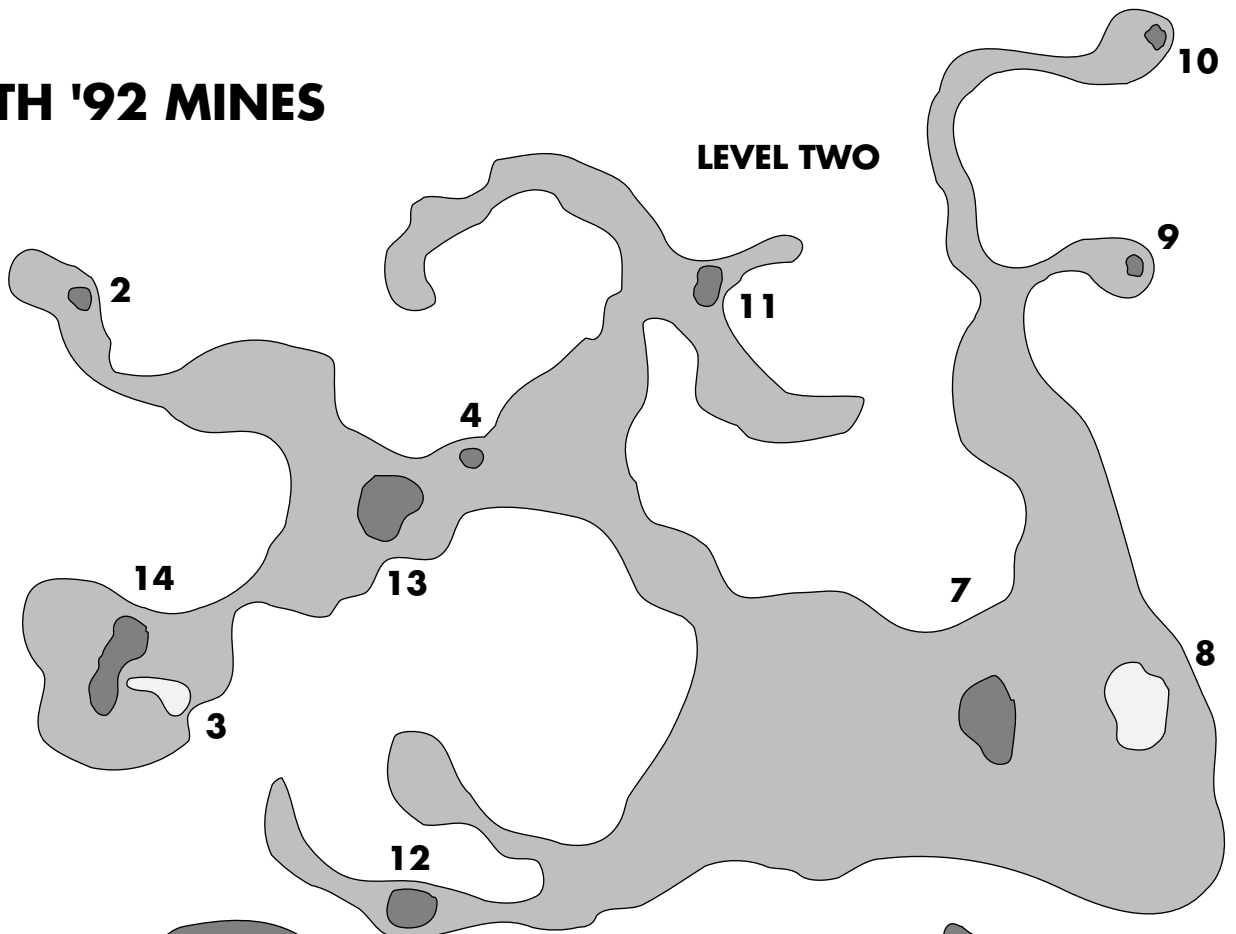
The tunnels were dug in roughly three levels, each about ten meters deeper than the previous. Vertical shafts of various sizes interconnect the different levels. On the maps, connecting shafts are indicated by matching numbers on each level. If a shaft number is missing from a given level, that shaft does not connect to that level. Most of the first level is dry, but the remainder of the tunnels are flooded with cold seawater. The dotted lines on the level-one map indicate the edges of the flooded portions, and the small “W” indicate on which side of the line the water has collected.



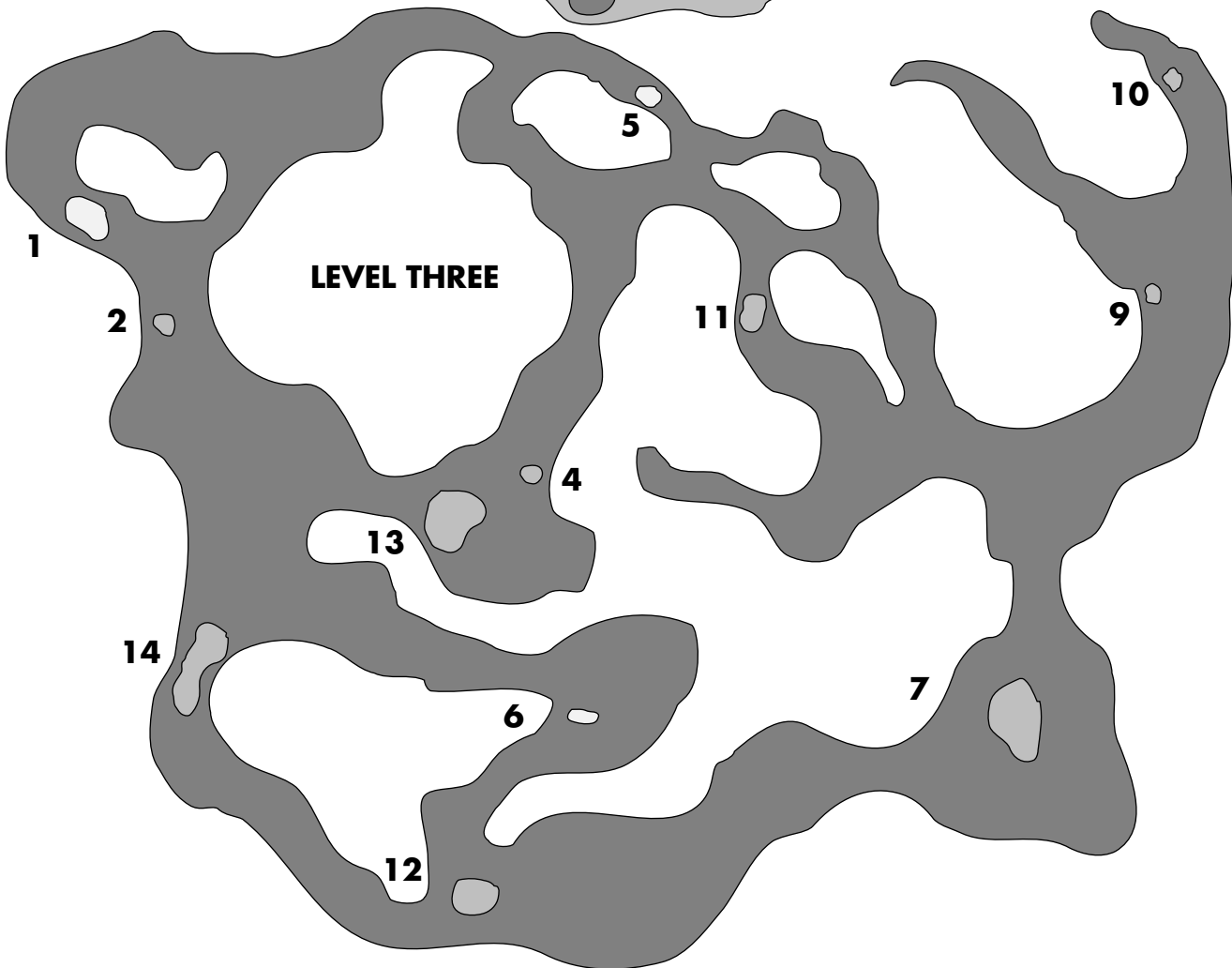
# SOUTH '92 MINES



## LEVEL TWO



## LEVEL THREE



## COLONIAL CONTRIBUTION

### AVATAR CONSOLIDATED

**Location:** Poseidon

**Focus:** Biological modifications, pharmaceuticals, and genetic engineering.

**Assets:** 9 billion scrip

**Colonial Holdings:** Avatar City, Islas Bonitas, Prime Meridian.

While small compared to the massive Incorporate states, such as Anasi and GenDiver, Avatar is quite large for a company based wholly on Poseidon. Avatar produces a wide range of biogenetic modifications for the human body as well as a multiplicity of pharmaceutical products. Unlike most of the Incorporate, Avatar is careful to maintain its "eco-friendly" reputation and claims to conduct its research and production in a manner that does not impact the surrounding environment. The Incorporate disdain the small company, regarding it as little more than a marginal competitor. Despite this disrespect, the Avatar Board of Directors has strong connections with many important GEO officials on Poseidon, preventing Avatar's giant competitors from ignoring them completely.

Control of the corporation is exercised by its 234 shareholders, all of whom are residents of Poseidon. In fact, in order to purchase stock, should it become available, the potential buyer must be a Poesidoner of ten years and may not own stock in any competing company. This idiosyncratic method of control is rigidly exercised and monitored by the Market Dealings and Affairs Committee. In charge of the day-to-day running of the corporation is the Senior Adjudicator, currently Mr. Herren Findler.

In addition to a consolidated production department, Avatar is split into myriad individual units, each researching or developing a specific product line. Preeminent among these is the Survival Techniques Design Group, which receives five times the funding of any other unit. Survival Techniques is devoted to designing biomods to enable humans to survive in almost any environment. A complex process, Avatar has been working on a project to design an integrated suite of biomods which will allow a person to survive a range of extremes - from desert conditions to the depth of the sea.

#### Access Denied

Unbeknownst to the GEO and the Incorporate, Avatar has a secret agenda. The company was founded by wealthy expatriates from Earth just after Recontact. Initially, the company was set up as a simple biogenetics firm, intended to undercut the Incorporates to turn a profit. As the colonization of Poseidon has continued and exploitation of the

planet grows more and more rapacious, the original founders of the corporation have turned to clandestine research in order to help the natives protect their planet. Consequently, much of the budget devoted to the STDG is being spent on the development of military grade biomods for the natives.

Avatar has also attempted to develop various sorts of biological weapons - modified organisms with specific military applications and limited life spans. Their greatest success to date has been the formulation of a particularly virulent strain of fast fungus, codenamed Crumplebug. The growth rate of this modified strain is phenomenal, astounding even the scientists who developed it. When the fungus is sprayed on any organic substance it attacks the material, digesting it with amazing ferocity. Test samples were able to eat through one centimeter of industrial plastic in less than sixty seconds. To say this organism represents a threat to life is an understatement, hence the fact that it has been engineered with a limited life span of less than one hour. Avatar's tactical doctrine calls for the use of Crumplebug to saturate bioplastic installations and facilities in an attempt to cripple Incorporate defenses and production.

Contributed by Malcolm Craig  
Falkirk, Scotland

## CUTTING EDGE

### AUNTIE SUSIE

Originally developed in a Biogene pharmaceutical lab on Earth, Anti-Senescence Serum was intended as a synthetic version of the longevity therapy derived from xenosilicates. Despite promising results early on, researchers failed to design a safe and reliable therapy using the compound. Though Biogene Security remains at a loss as to how it happened, the specifications have since reached the streets and are now being used to manufacture the increasingly common, highly illegal drug known as Auntie Susie.

Auntie Susie is meant to arrest the aging process in a manner similar to traditional Long John therapy. Unfortunately, the substance remains extremely unpredictable, and using it is rather like playing Russian roulette. In theory, small sequences of artificial DNA act like genetic promoter sequences in the target cells, serving to activate intrinsic repair mechanisms, halting the aging process. In practice, however, the results are often debilitating and even lethal. Frequently, the artificial sequences override the expression of key genes, leading to the malfunction of target cells.

Typically, these malfunctions are marginal and can be treated with medical therapy. Occasionally the consequences are more ex-

treme, however, as the artificial DNA sequences become incorporated into the target cells' chromosomes, initiating the development of cancerous tumors and somatic mutations. At best, these mutations are unpredictable, leading to broad-spectrum medical problems. At worst, they are sudden, painful, and lethal killers.

Despite these risks, there is a growing black market for Auntie Susie as those without the means to undergo reliable longevity therapy turn to this dangerous alternative. In some regions on Earth, the serum has become such a problem that Peacekeeper detachments have been assigned to assist the Justice Commission in the eradication of manufacturing and distribution centers.

Auntie Susie has just begun to appear in the black markets of Poseidon, and the drug has yet to become a wide-spread problem. Though longevity treatments are less expensive on the colony world, the substantially lower price and availability of this illegal alternative would most likely create a lucrative market. Local Justice Commission officials are already developing plans to halt the spread of this dangerous substance.

If a character chooses to risk using Auntie Susie, he must roll on the following table once for each dose he takes, and suffer the consequences described.

**0-80** The serum appears to work normally, enhancing the vigor of the user's physiology and arresting the aging process for approximately four months. At this time another dose, and another roll, is required to maintain the effect.

**81-90** The physiological interference caused by the artificial DNA leads to one of several metabolic disorders that can only be treated with clinical therapy. Failure to obtain treatment leads to metabolic failure and death, typically in two to three months.

**91-95** Somatic mutations lead to rampant and fast growing cancers that spread quickly. Though treating such a condition is an expensive proposition, failure to do so typically results in death within four weeks.

**96-100** The physiological response is quick and terminal. The user dies painfully within twelve hours, despite any medical attention they may receive.

Form: Inhaler

Dosage: Once approximately every four months.

Availability: Rare and highly illegal.

Cost: 250cs per dose



**Trident Fish (*Salmonidus poseidonus*)**

**Range** Planetwide  
**Habitat** Juveniles - Mid-depth benthic zones, Adults - Surface waters  
**Length** 2 to 3 meters  
**Weight** 25 to 50 kilograms  
**Frequency** Common  
**Resource Value** High. Trident fish are an extremely important and efficient food source in the native economy.  
**Threat Level** Minimal  
**Movement** 8 / 20  
**Awareness** 100 / 6  
**Initiative** 40 / 7  
**Intellect** 50 / 2  
**Agility** 15 / 3  
**Constitution** 75 / 5  
**Endurance** 70 / 6  
**Strength** 75 / 5  
**Rounds** 2  
**Attack** Bite - 45  
**Damage Ranks** 0/25 1/50 2/100  
**Damage Scale** 1  
**Armor** None

The trident fish has been called the tuna of Poseidon. Swimming in massive schools, the animal is very common and almost entirely edible. The skeleton is relatively simple, giving the species a high meat to body mass ratio, and making the fish absurdly easy to clean. The meat of the trident fish is blood red when raw, yellow and flaky when cooked, and though its flavor is unique, most people find it delicious. Twenty to forty kilograms of meat can be obtained from a typical adult fish.

Adult tridents have a unique body symmetry derived from their strange juvenile development (see below). Most have highly reflective silver skin with vertical bars ranging from midnight blue to aquamarine. Trident fish are currently believed to be one of the fastest fish in Poseidon's oceans.

**Behavior** The trident undergoes a significant morphological transformation upon reaching sexual maturity. The juvenile form is a benthic animal and triangular in cross-section. Juveniles typically swim point - or "keel" - downwards, and their broad, flat backs are covered with multiple eye-spots which face upwards to guard against attack. When the juveniles are ready to mate, two males and a female will enter what is referred to as a "breeding trio," swimming with their keels touching along a common central axis. The fish then grasp each other with small hooks on the rays of their ventral fins. Within two weeks the three separate organisms undergo a remarkable, mutual transformation, literally merging together into what is believed to be a single organism. The ventral tissues of each fish invade those of its partners until the three have grown together inextricably.

Exchange of gametes occurs through a currently unexplained mechanism, and the newly formed hermaphroditic adult bears live young. Most populations of trident fish breed twice annually throughout their ten to fifteen year life spans. The mutable and interactive physiology of the species remains a topic of avid study for ichthyologists.

Though juvenile trident fish are bottom-dwellers, adults often congregate in vast schools, ceaselessly patrolling the rich surface waters as they hunt large zooplankton and small fish. The triple sets of outward facing eyespots make the trident fish extremely difficult to approach. Therefore, fishing methods have long been limited to drift netting, purse seining, and surface spearing.

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