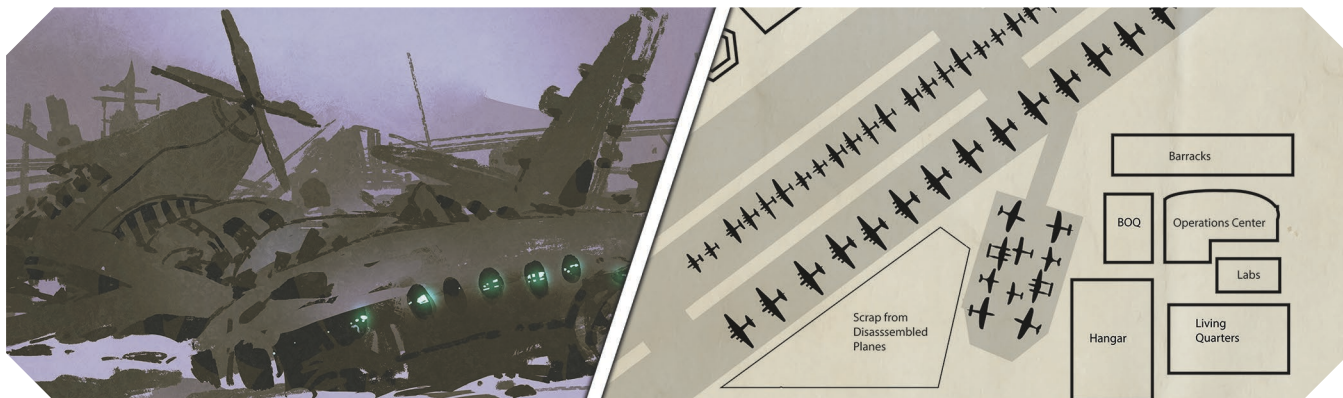


GURPS®

Fourth Edition

Encounters: The Mysterious Airfield™



Written by **CAROLYN IVY STEIN**
and **STEPHEN KENNETH STEIN**

Edited by **NIKOLA VRTIS**

Cartography by **CAROLYN IVY STEIN**

Illustrated by **TITHI LUADTHONG**

GURPS System Design ■ **STEVE JACKSON**

GURPS Line Editor ■ **SEAN PUNCH**

GURPS Project Manager ■ **STEVEN MARSH**

Production Artist ■ **NIKOLA VRTIS**

GURPS FAQ Maintainer ■

VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ **PHILIP REED**

Chief Creative Officer ■ **SAM MITSCHKE**

Chief Operating Officer ■ **SUSAN BUENO**

Director of Sales ■ **ROSS JEPSON**

Page Design ■ **PHIL REED** and **JUSTIN DE WITT**

Art Direction and Prepress Checker ■ **NIKOLA VRTIS**

Reviewers: Roger Burton West, Douglas H. Cole, Miles English, Ryan English, Clayborne Willard Sherman Fare, Konrad Bennett Hughes, John Jones, Phil Masters, Eva Papier, James R. Payne, John D. Payne, and Matt Riggsby

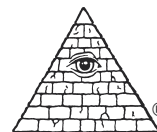
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STEVE JACKSON GAMES

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CONTENTS

| | | |
|---------------------------------------|--|---|
| INTRODUCTION 2 | Chronology of Venus Field AFB With Select World Events. | Adventure Seeds |
| About the Authors | 5 | Supervillain Lair (1967-1968) |
| 1. VENUS FIELD | THE TRANSFORMATION | Adventure Seeds |
| AIR FORCE BASE 3 | OF VENUS FIELD 6 | Relics of the Past (1968 to Present) |
| The Boneyard | Post-WWII Boneyard (1947-1950) | Adventure Seeds |
| Types and Storage of Planes | Adventure Seeds | MAP OF VENUS FIELD |
| About GURPS | Cold War Experimental Lab (1951-63) | AIR FORCE BASE 9 |
| Building Stats | Adventure Seeds | 2. BASE PERSONNEL 10 |
| Base Features | Rogue Agency (1963-1966) | Staff and Scientists |
| Research Base | | The Children. |

INTRODUCTION

In 1948, with World War II in the rearview mirror and the Cold War beginning, the U.S. military established several research sites. The most secretive? Venus Field: an aircraft boneyard hiding a secret lab.

There are unsubstantiated (some say crazy) rumors of experimental planes and of precocious children who steer planes with their minds. The brass needs to know whether this is true or just a smokescreen. That's where you come in. We need someone to walk into the desert and separate the lies and legends from fact.

After World War II, the United States established several bases to house surplus aircraft. Located in the desert Southwest, where the dry climate limits rust and corrosion, these “boneyards” housed thousands of unneeded aircraft. The best known is on Davis-Monthan Air Force Base near Tucson, Arizona, which remains in operation today. For a time, many others operated. While not found on any map or document,

one was Venus Field Air Force Base, located in southern Nevada within the Desert National Refuge.

As the Cold War heated up, the U.S. government established a secret research facility beneath Venus Field. Expanded repeatedly, the facility provided a home and resources for scientists working on a host of different – and increasingly strange – projects. The more far-fetched a scientist’s ideas, the more likely they were to secure a place at Venus Field and funding from its mysterious benefactors.

Venus Field’s 22-year operational history (1946 through 1968) supports many different scenarios, genres, and styles of play. This is a setting for adventures ranging from action, military, and espionage (using the **GURPS Action** series) to retro-science fiction and horror (with **GURPS Horror** or **GURPS Monster Hunters** and inspiration from **GURPS Cliffhangers**). In an ongoing campaign, characters might visit the base several times, witness its changing nature, and influence those changes.

This supplement is organized chronologically with adventure seeds for each period of Venus Field’s history: immediate post-WWII years, early Cold War, its takeover by a rogue government agency, its years as a supervillain’s lair, and the aftermath of its destruction and abandonment.

ABOUT THE AUTHORS

Steve and Carolyn Stein have played **GURPS** since the 1980s and have published in a variety of venues and genres. Their article on the Pharos Lighthouse appeared in *Pyramid* #3/116: *Locations*, and they have since written two articles for *Pyramid* #4. Steve is an award-winning expert in naval history and the author of numerous articles and several books, including *The Sea in World History: Exploration, Travel, and Trade* (ABC-CLIO, 2017), which Booklist called “a spectacular addition to maritime history.” Carolyn is a freelance author who writes both fiction and non-fiction. Her first Arctic fantasy book, *Lightning Scarred and Other Stories*, is now available on Amazon.



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