



MURDER ON THE CIRCULAR EXPRESS

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An important diplomat or politician from a multi-factional crisis team was murdered. Evidence points to an opposing faction. Find a swift and discreet resolution before a crisis engulfs the Human Sphere.

LOCATION: Circulars, Large Interplanetary Spacecraft, Overland Rail, Orbital Elevator, Acheron Blockade, Caravansary.

TWISTS: The main adversary is a close friend or relative, or the murder is a double-bluff. (i.e. The original suspects are the true suspects.)

OBSTACLES: Diplomatic Immunity, Information Protection (Passenger Manifest, Cargo Details), Corsair Attack, Faction Hostilities, Security Personnel, Sabotage (Equipment and Data), Villain and Assistants.

ADVERSARIES: Combined Army Infiltrator – Speculo Killer or Septisorised Human (Nemesis), Septisorised Humans (Troopers or Elites) or Vengeful Sympathizers and Mercs (Activists and Spec Ops).

OBJECTIVES

Main Objective: Solve the murder before political tensions explode.

Secondary Objectives: Prevent further acts of terrorism, hide Combined Army involvement (if any), and capture or neutralize any extras involved.



GONE FISHING!

GONE FISHING!

Paradiso teems with life, much of it uncatalogued. The team accompanies an exploratory mission seemingly intent on braving the dangers of the planet to address this. Uncovering the real goal – harvesting VoodooTech – places everyone in danger.

LOCATION: Paradiso, remote alien locations, unexplored region of space.

TWISTS: The exploration team is in league with the Combined Army (not just harvesting their tech), or the PCs uncover corruption that goes all the way to the top.

OBSTACLES: Extreme Piloting Conditions, Underwater Exploration, Combined Army, War Zone, Pirates and Mercs, Faction Hostilities, Jungle Survival.

ADVERSARIES: The Exploration Team, Combined Army Patrols, CSU operatives, Flora and Fauna (all a mixture of Troopers and Elites).

OBJECTIVES

Main Objective: Prevent the harvesting and distribution of VoodooTech.

Secondary Objectives: Uncover the depth of deception, recover a new species possessing miraculous properties, and survive the jungle.



ONLY THE BEST

ONLY THE BEST

A critical element or component is required for an innovative trial piece of technology. A supplier must be sourced and negotiated with before the process can continue.

LOCATION: A large private estate on any core planet.

TWISTS: The negotiating team has been lured into a trap, or a rival organisation muscles in on negotiations.

OBSTACLES: Sourcing a Credible Supplier, Arranging a Meeting, Rival Competitors, Negotiating the Deal.

ADVERSARIES: The Supplier (Triad Boss), Rival Competitor (Triad Boss and Thugs).

OBJECTIVES

Main Objective: Find a supplier and negotiate a deal.

Secondary Objective: Remain discrete and keep the trail clean.



RESUPPLY

RESUPPLY

A remote field team need to be resupplied, but conditions and restrictions mean that this can only take place by vehicular means. This is a life or death matter.

LOCATION: A contested planet or remote location on a planet with hazardous conditions.

TWISTS: The resupply request is a ruse – the remote team is already dead or captured, the resupply team becomes trapped by conditions, or a rival faction ambush the resupply en route.

OBSTACLES: Sourcing Supplies and Vehicles, Navigating to the Resupply Point, Local Weather Conditions, Outlaws and Bandits, Combined Army Patrols.

ADVERSARIES: Local Warlord (Pirate Captain), Weather Conditions, Random Patrols (Thugs or Combined Army troops).

OBJECTIVES

Main Objective: Resupply the remote team.

Secondary Objective: Defeat faction or person responsible for attacking the resupply.



ALIEN INFESTATION

ALIEN INFESTATION

A crucial outpost or civilian community has been overrun by an alien incursion. Secure the outpost and defend it from further attacks until it can be fortified to stabilise the area.

LOCATION: A planet with contested territories, such as Dawn or Paradiso.

TWISTS: A rival faction also stakes a claim, one of the team is an undercover saboteur, or a member of the overrun outpost or community is a high-ranking dignitary.

OBSTACLES: Navigating to the Outpost, Enemy Patrols, Extreme Temperatures and Fatigue, Automated Defences.

ADVERSARIES: Paradiso – Oznat Hunter (Nemesis-level) or Dawn – Antipode war-chief (Nemesis-level), Hungries, Morat patrols, Antipode Trinomials.

OBJECTIVES

Main Objective: Secure the outpost.

Secondary Objective: Defend the outpost until reinforced.



CORPORATE ESPIONAGE

CORPORATE ESPIONAGE

In a real-time event, a member of a rival faction is being pursued for allegedly undertaking covert action against a powerful corporation. The pursuit is rapidly escalating.

LOCATION: Any location with high-rise buildings and a civilian population.

TWISTS: Sensitive information implicates the corporation in illegal dealings, the covert agent is a deep cover O-12 operative, or the agent is gunned down or whisked away just as the chase ends.

OBSTACLES: Fast-paced Chase Switching between Rooftops and Sewers, Preventing Civilian Harm, Contending with Local Authorities.

ADVERSARIES: Covert Agent (Detective, Great or Similar), Local Authorities, Local Submondo.

OBJECTIVES

Main Objective: Apprehend the agent.

Secondary Objective: Secure any stolen data.



AERIAL INTERCEPTION

AERIAL INTERCEPTION

Several unidentified aircraft breached restricted airspace, their objective and intent unknown. The team has been scrambled to ascertain these details and neutralise any potential threat.

LOCATION: Any location with restricted airspace and a civilian population.

TWISTS: Tie this plot in to other plots and their twists, such as Corporate Espionage, Shopping Spree, Point of View, etc.

OBSTACLES: Potential Civilian Casualties, Weather Conditions, Faulty Aircraft, Military Intervention, Confined Airspace.

ADVERSARIES: Main Adversary Dependant on Plot Tie-in, Ace Pilots, Military Commanders.

OBJECTIVES

Main Objectives: Discover the identity and destination of unknown craft.

Secondary Objective: Stop or divert the flight, avoiding civilian casualties.



EXPLORE & CATALOGUE

EXPLORE & CATALOGUE

For any number of reasons – colonial expansion, research, future offensive planning, recovery – a previously uncatalogued region of the wilderness needs to be explored and defined.

LOCATION: Any planet with unexplored regions of wilderness, or a previously explored region that has lost touch.

TWISTS: Excellent for sandbox missions. Another survey team is exploring the area, or the real agenda is to seize a rare and protected natural resource.

OBSTACLES: Other Survey Teams, Indigenous Species, Combined Army Infiltrators, Covert Outposts, Deadly Flora, Disease and Poison.

ADVERSARIES: A Survey Team of Equal Strength and Skill, Indigenous Species.

OBJECTIVES

Main Objectives: Explore the region fully and report findings.

Secondary Objective: Befriend or avoid harming any indigenous species.



DEEP SPACE SALVAGE

DEEP SPACE SALVAGE

Contact was lost with a long-range scientific exploration vessel, although the vessel has since been found in a remote region of space. To discover what happened, the ship must be boarded.

LOCATION: Human Edge, the Paradiso system, or a remote system adjoining a known region of space.

TWISTS: The AI controlling the ship's functions has gone insane, or the ship's crew were driven mad by an event or disease.

OBSTACLES: Zero-G Environment, Spaceship Combat and Manoeuvres, Corsairs and Pirates, Mercenary Salvage Teams.

ADVERSARIES: The AI Controlling the Ship, Mercenary Salvage Teams, Corsairs, Pirates.

OBJECTIVES

Main Objective: Discover the means of the ship's demise.

Secondary Objective: Recover any uncorrupted data.



THE MEXICAN FALCON

THE MEXICAN FALCON

A priceless Nomad Nation souvenir harkening back to the days of the 1st Radical Bakunin Manifesto has disappeared, with the G5 Nations suspected. It must be recovered and returned as quietly as possible.

LOCATION: A tour of all three motherships, possibly during a riotous Krug.

TWISTS: A radical faction within the Nomads, which is saying something for the Nomads, has stolen the piece and is constantly moving it from ship to ship.

OBSTACLES: The Rich, Varied and Colourful Societies of the Three Nomad Motherships, Possibly Mid-Krug Gathering.

ADVERSARIES: A Radical Faction of the Nomad Nation, The Social Nuances of the Nomad Nation.

OBJECTIVES

Main Objective: Recover the souvenir.

Secondary Objective: Cover up any involvement of the radicals.



ALIEN NATION

ALIEN NATION

The Tohaa have been very secretive concerning their recent activities at an undesignated base on Paradiso. Their diplomats are brushing aside all concerns, so clandestine investigation is required.

LOCATION: Paradiso, or a remote system with known Tohaa presence.

TWISTS: The Tohaa aren't actually hiding anything; a Combined Army infiltrator has influenced the situation to spark a diplomatic incident.

OBSTACLES: Tohaa diplomacy, alien environments, alien social nuances.

ADVERSARIES: Nemesis-level Combined Army infiltrator, Tohaa patrols.

OBJECTIVES

Main Objective: Reveal the Combined Army Infiltrator.

Secondary Objective: Prove the Tohaa are innocent.



HONOUR THE FALLEN

HONOUR THE FALLEN

A Combined Army offensive has overrun defensive lines, resulting in massive loss of life. The body of a high-ranking officer must be recovered before the Combined Army realises the value of its secrets.

LOCATION: A known conflict zone on Paradiso.

TWISTS: The team have been sent into a trap by a Combined Army infiltrator, or the officer is alive, well, and enjoying life thanks to being septisorised.

OBSTACLES: Combined Army Patrols, Decimated Warzone, Finding and Removing the Cube.

ADVERSARIES: Umbra Legate, Combined Army Patrols, Mercenaries.

OBJECTIVES

Main Objective: Recover the officer's Cube.

Secondary Objective: Disrupt Combined Army presence.



DESPERATE DEFENCE

DESPERATE DEFENCE

A chain of high-profile deaths signalled the launch of a major fleet action. The characters are not only caught in the middle of battle but must also take command of their current vessel to ensure survival.

LOCATION: The Acheron Blockade or similar site of large-scale fleet action.

TWISTS: To gain control, the vessel's security system must be overcome, all while an assassin targets the team.

OBSTACLES: Vessel Security Systems, Large Scale Spaceship Combat, Rescue Missions, Boarding Parties.

ADVERSARIES: Speculo Killer (or similar type of assassin), Enemy Spaceships, Boarding Parties.

OBJECTIVES

Main Objective: Take control of the ship.

Secondary Objective: Assist in the combat or collect survivors.



FRIENDLY NEIGHBOURS

FRIENDLY NEIGHBOURS

A contact at a remote location has information relating to local Submondo activities. The information needs recovering, but the environmental conditions and local policies require an overland expedition.

LOCATION: Bourak or a planet with remote wilds and temperature extremes.

TWISTS: The contact has been compromised by the Submondo organisation, or the local authorities are also involved.

OBSTACLES: Overland Travel, Environmental Conditions, Locating the Contact, Submondo Attacks.

ADVERSARIES: Submondo Leader (equivalent to Triad Boss), Submondo Goons, Local Red Tape.

OBJECTIVES

Main Objective: Make contact with the agent and recover the info.

Secondary Objective: Uncover any local corruption.



THE WRONG MARK

THE WRONG MARK

Imperial Agents have mistakenly apprehended an undercover O-12 agent whose credentials have been tampered with. Diplomacy and negotiation will be required to secure their release, top-rate detective work to uncover who interfered and why.

LOCATION: Any busy city on Shentang or Yutang, or with significant Yu Jing presence.

TWISTS: The arrest wasn't a mistake, but finding out why the StateEmpire targeted the agent is not without risk.

OBSTACLES: StateEmpire Bureaucracy, Heavy-Handed Imperial Agents, Sectorial Friction.

ADVERSARIES: Imperial Agent (Crane Rank), Yu Jing Diplomats, Rebel Groups.

OBJECTIVES

Main Objective: Secure the agent's release.

Secondary Objective: Discover the source of interference.



BURN OUT

BURN OUT

An O-12 agent due for R&R has gone off the grid. Their most recent communications cited stress and implied a borderline psychotic episode. Find the agent, approach with extreme caution, and return to O-12 care.

LOCATION: Any large city from within any faction system.

TWISTS: The agent has gone rogue and is threatening to expose their covert past.

OBSTACLES: Tracking the Agent, Avoiding Lethal Traps, Apprehending and Recovering the Agent.

ADVERSARIES: Nemesis-Level O-12 Covert Agent, Local Law Enforcement, Hired Bodyguard or Sympathetic Agents.

OBJECTIVES

Main Objective: Bring the agent in unharmed.

Secondary Objective: Secure any covert data.



NO TRACE

NO TRACE

An observation post supporting an undercover operation has been ransacked, its operators murdered. The scene must be secured, data interrogated, and perpetrators uncovered.

LOCATION: Any large city.

TWISTS: A law-enforcement agent ordered the attack to cover their own trail of corruption.

OBSTACLES: Interrogating the Damaged Data, Revealing the True Perpetrator, Non-Violent Diplomacy.

ADVERSARIES: Great Detective, Corporate Goons, Law Enforcement Officers, Hired Mercenaries.

OBJECTIVES

Main Objectives: Uncover and apprehend the perpetrator.

Secondary Objective: Recover the damaged data.



TRANSTARTARIC TROUBLES

TRANSTARTARIC TROUBLES

An infrequently travelled section of Dawn's Transartaric Railway has been experiencing an increasing number of Antipode attacks. Something has the natives riled, and the situation needs to be defused before Ariadna retaliate with genocidal force.

LOCATION: A remote location on Dawn with Transartaric links.

TWISTS: An illegal mining operation is being undertaken, which forced the Antipodes into action.

OBSTACLES: Calming the Antipodes, Uncovering the Mine, Wilderness Survival, Diplomatic Crisis.

ADVERSARIES: Antipode Warchief, Antipode Warriors, Corporate Security Units.

OBJECTIVES

Main Objective: Prevent further Antipode attacks, preferably non-violently.

Secondary Objective: Discover the reasons for their attacks.



POLITICAL MIRE

POLITICAL MIRE

A radical group masquerading as lobbyists has taken hostages inside a well-known political institution, though their intent remains unclear. ALEPH has recommended O-12 intervention, and PanOceania has accepted.

LOCATION: San Pietro, Neoterra, or a similar political centre.

TWISTS: The radical group are posing as Nomads, though they're actually corporate sponsored.

OBSTACLES: Making Contact, Rescuing the Hostages, Discovering True Allegiances, Political Red Tape.

ADVERSARIES: Elite Radicals, Disgruntled Law Enforcement, Aggressive Diplomats.

OBJECTIVES

Main Objective: Rescue the hostages.

Secondary Objective: Reveal the true perpetrators.



ENERGY 68%

HEAT: CRITICAL

WARNING INTERNAL NETWORK COMPROMISED
unlawful data intrusion detected

VIRAL AGGRESSION

VIRAL AGGRESSION

Military assets in a contested warzone are facing a deadly threat – a quantronic virus that shuts down systems without warning. The source of the virus must be traced, and the threat eliminated before too much ground is lost.

LOCATION: Paradiso or similar contested warzone.

TWISTS: The Combined Army were immediate suspects, but the virus is actually homegrown.

OBSTACLES: Interrogating the Virus, Avoiding Infection, Discovering Its Source, Preventing Further Infection.

ADVERSARIES: Nemesis-Level Hacker, Elite Hacker Teams, Hired Mercenaries.

OBJECTIVES

Main Objective: Discover the source of the virus.

Secondary Objective: Discover the intent of its creator.



UNDER CONSTRUCTION

UNDER CONSTRUCTION

A new orbital elevator has been plagued with delays and staff shortages. O-12 have launched an investigation to smooth production and investigate reports of criminal activities.

LOCATION: Any faction planet with an orbital elevator.

TWISTS: Local Submondo have been subverting the workforce, likely in an attempt to gain illegal privileges.

OBSTACLES: Dangerous Construction Site, Uncooperative Employees, Convoluted Financial Trail.

ADVERSARIES: Submondo Leader (equivalent to Triad Boss), Local Red Tape, Construction Bots and Remotes.

OBJECTIVES

Main Objective: Investigate the operation.

Secondary Objective: Smooth production.



THE SOURCE

THE SOURCE

A deadly synthetic drug has made its way on to the open market via medical supplies intended for trauma teams. The means of supply and its source need to be uncovered and shut down.

LOCATION: Any large city with Submondo connections.

TWISTS: The synthetic drug is the result of stolen data from corporate experiments.

OBSTACLES: Compromised Medical Equipment, Investigating Corporate Supply Chain, Corporate Executives.

ADVERSARIES: Kyrgyz Mafia Chieftain (or similar crime boss), Mafia Goons, Corporate Security.

OBJECTIVES

Main Objectives: Discover and shut down the supply.

Secondary Objective: Uncover the intent of the original experiments.



HOT AIR

HOT AIR

A gas collection facility has been out of contact for several days. The team is tasked with finding out why and assisting with any problems that might have caused the loss of communication.

LOCATION: Saturn or a similar gas giant.

TWISTS: The facility has been overrun by corsairs intent on plunder and murder.


OBSTACLES: Boarding Action, Zero-G, Close Quarters Combat, Facility Defences.

ADVERSARIES: Corsair Warlord, Corsair Warriors, Facility Defences.

OBJECTIVES

Main Objective: Secure the facility.

Secondary Objective: Capture or kill the corsair leader.

A futuristic submarine is shown in a vibrant, alien underwater environment. The scene is dominated by deep blue and purple hues, with bright, ethereal light beams filtering down from above. The submarine, which has a sleek, metallic design with glowing blue accents, is positioned in the center of the frame, moving through the water. The surrounding environment is filled with complex, organic-looking structures and glowing elements, creating a sense of a rich, mysterious ecosystem. The overall atmosphere is one of exploration and discovery in a fantastical aquatic setting.

COOL WATERS

COOL WATERS

Several Helot clutch havens have been raided for eggs. The team is dispatched to liaise with Helot representatives and assist with investigating the matter.

LOCATION: Varuna.

TWISTS: Ateks are initially blamed, though corporate experimentation is later revealed.

OBSTACLES: Underwater Investigation, Helot Diplomacy, Atek Unrest, Corporate Security.

ADVERSARIES: Corporate Executive, Corporate Security, Ateks, Underwater Creatures.

OBJECTIVES

Main Objective: Uncover the egg thieves.

Secondary Objective: Assist the Helots with clutch haven defences.



SHOPPING SPREE

SHOPPING SPREE

Markets are not uncommon, but where there's a market, there's bound to be trouble. One market is plagued by thefts, but the culprits keep eluding regular security. A team of agents has been dispatched to assist in their capture.

LOCATION: Any urban marketplace.

TWISTS: The thieves are tech-specialists gathering supplies for a radical splinter cell. Blowing up the marketplace will issue a statement.

OBSTACLES: High-tech Stealth Technology, Terrorists, Timed Bomb Explosion.

ADVERSARIES: Splinter Cell Terrorists and Their Leader, Thieves and Splinter Cell Goons.

OBJECTIVES

Main Objectives: Catch thieves and discover their plan.

Secondary Objectives: Uncover splinter cell plan and stop it.



OLD IS NEW

OLD IS NEW

Not every colony succeeds in the Human Sphere, with many cases where human civilization lost to nature, the environment, or an indigenous species. Something important was left behind, however, and needs a specialised survey team for recovery.

LOCATION: Any abandoned jungle planet, or an abandoned part of a jungle planet.

TWISTS: The tech to be picked up is prized amongst smugglers and mercs, as it's an illegal weapon prototype. They've got word too.

OBSTACLES: Druze Soldiers and Wildlife.

ADVERSARIES: Druze Soldiers and Anaconda TAG, Wildlife.

OBJECTIVES

Main Objectives: Capture and secure weapon prototype.

Secondary Objective: Keep Druze from obtaining it.



BUSHWACKERS

BUSHWACKERS

Bourak markets are notorious places for smuggling and illegal trades – hawking even VoodooTech. A team has been assembled to locate the illegal traders and secure the alien tech.

LOCATION: Bourak.

TWISTS: Submondo goons watching over the transaction are ready to shoot if they sense anything suspicious, including their trading partners.

OBSTACLES: Assassination Attempts, Submondo Interest in the VoodooTech.

ADVERSARIES: Submondo Heavy Weapon Experts and Assassins, Submondo Goons.

OBJECTIVES

Main Objectives: Stop the trade and acquire the VoodooTech.

Secondary Objective: Stop the Submondo members from escaping with the tech.



FUELING THE RESISTANCE

FUELING THE RESISTANCE

Few rebellions ensue without an ounce of blood being spilled. A city-wide rebellion is happening, and a team of agents is called in to quell it, keeping the civilians out of the crossfire and innocents from being slaughtered.

LOCATION: Any human settlement where a rebellion is possible.

TWISTS: The resistance forces are supplied by an underground arms dealer, so they're heavily armed for a ragtag gang of rebels.

OBSTACLES: Resistance Sympathizers, Disgruntled Arms Dealer, Civilian Casualties.

ADVERSARIES: Resistance Leader, Resistance Members.

OBJECTIVES

Main Objective: Quell the rebellion.

Secondary Objective: Find the source of the underground arms.



PAINSTAKING RESEARCH

PAINSTAKING RESEARCH

A recent Combined Army attack hit a remote scientific colony, and some of the scientists might still be alive or held hostage. A team has been dispatched in hopes of retrieving them and their research on the EI and CA.

LOCATION: Any remote human settlement where a CA attack is probable.

TWISTS: None of the scientists were kept alive, so the agents have to find the research.

OBSTACLES: Merc Teams, Indigenous Species, Combined Army Infiltrators, Deadly Flora, Disease and Poison.

ADVERSARIES: Charontid and Other EI Aspects, Combined Army Troops.

OBJECTIVES

Main Objective: Secure the research done by the scientists.

Secondary Objective: Find the scientists.



ASSASSINI!

ASSASSIN!

Rumours of an assassination plot run rampant, targeting an important political leader. Mass chaos will ensue if they die, since they hold the factions together. A team of agents is sent to stop the assassin.

LOCATION: Major faction planets like Neoterra, Dawn, or Bourak.

TWISTS: The rumors are true, but they aren't human assassins, rather Speculo Killers.

OBSTACLES: Tracking the Alien Assassins, Political Maneuverings, Mass Hysteria.

ADVERSARIES: Lead Speculo Killer, Minor Speculo Killers.

OBJECTIVES

Main Objective: Prevent the assassination of the politician.

Secondary Objectives: Eliminate the assassins and determine their motives.



CORPORATE RETREAT

CORPORATE RETREAT

At a lakeside resort, high ranking members from a powerful corporation enjoy their yearly retreat. A team has been assembled to snatch and grab the corporate leaders on charges of money laundering for a Submondo organisation.

LOCATION: Acontecimento, Neoterra, Yutang, Bourak, or any secluded location on a main planet.

TWISTS: The affiliated Submondo organisation has given orders to execute their corporate partners before the truth can be revealed.

OBSTACLES: Submondo Goons, Corporate Security.

ADVERSARIES: Corporate Boss and/or Submondo Force Leader, Corporate Security, Submondo Goons.

OBJECTIVES

Main Objective: Capture the corporate board members responsible for the laundering operation.

Secondary Objectives: Uncover proof of the link between the corporation and Submondo group. Recover the personal data devices of the corporate leaders.



COVER UP

COVER UP

A powerful corporation experimenting with chemical weapons has staged a false flag terrorist attack. Using the attack as cover, they hope to conceal the mass deaths caused by an accident at one of their research facilities.

LOCATION: Any city or orbital in the Human Sphere or Human Edge.

TWISTS: A group of hacktivists has uncovered the accident and used links with the Nomad Nation to attack and stop the cover up.

OBSTACLES: False Flag Attack, Mercenary Outfit, Chemical Weapons, Civilian Casualties.

ADVERSARIES: Corporate Soldiers and Security Agents, Mercenaries.

OBJECTIVES

Main Objectives: Initially, stop the attack. Once the truth is revealed, discover the purpose of the diversion.

Secondary Objectives: Catch the corporation in the middle of the cover up and reveal them for the mass murderers they are.



THE WHISTLE BLOWER

THE WHISTLE BLOWER

Niàn Zhēn began her career as a PA in the Interspace Trust Corporation. She started informing to O-12, her conscience plagued by corporate misdeeds. Just a week ago, she sent a message to her contact claiming to have discovered something terrible.

LOCATION: Yutang, any planet with a Yu Jing presence.

TWISTS: The information details a subversive information sharing arrangement between Tunguska Nomads and the Yu Jing State Empire, using Interspace Trust as the intermediaries. A Spektr unit was sent to kidnap her.

OBSTACLES: Niàn Zhēn Arrested by the Yǎnjīng, Prisoner Transport Chase and Rescue, Information Retrieval.

ADVERSARIES: Yǎnjīng Imperial Agents, Yu Jing Military, Police and Corporate Security, Spektr Soldiers.

OBJECTIVES

Main Objectives: Recover Niàn Zhēn and get her safely offworld.

Secondary Objectives: Recover the information Niàn Zhēn is holding, or if impossible, kill Niàn Zhēn before she is forced to reveal her deep-cover O-12 contact.



THE FIRE OF GREED

THE FIRE OF GREED

A small industrial town on Ariadna is beset by a ravenous forest fire. An ongoing conflict between the mining conglomerate Rica Tero and the local population has hindered all efforts to either deal with the fire or rescue the locals.

LOCATION: Ariadna.

TWISTS: A trapped local is an undercover WarCor trying leak explosive rumours such as: Rica Tero started the fire, the Ariadnan government stood by because of bribery, and O-12 illegally interfered in a domestic matter.

OBSTACLES: Forest Fire, Flora and Fauna, Heavily Armed Security in Town, No Air Travel, Roaming Security in Forest, WarCor.

ADVERSARIES: Heavy Security in the Town, Security at the Perimeter, Animals Driven Wild by the Fire, WarCor.

OBJECTIVES

Main Objectives: Get through the perimeter to the town, and deal with the security forces preventing the locals from accessing the bunker.

Secondary Objective: Gather proof that the Rica Tero is deliberately interfering with the rescue of the town's population.



POINT OF VIEW

POINT OF VIEW

POV, a social media start-up, pushed subversive, anti-authoritarian messages. When the Hexahedron team arrived to investigate, a series of explosions tore them to shreds. Drone footage filmed it, streaming in real-time to Maya. It's been shared, growing an anti-authoritarian movement.

LOCATION: Any city or populated area in PanOceanian space, Bourak or anywhere in the Yu Jing StateEmpire, Nomad space, involving the Observance.

TWISTS: The attack was instigated by a rival company to push POV out and assume control of their programs, algorithms, and platform.

OBSTACLES: Infowar, Hexahedron Hostages, POV and Rival Security Teams.

ADVERSARIES: Infowar Specialist and Anti-authoritarian Dissident Marco Rollins, POV and Infowar supporters.

OBJECTIVES

Main Objective: Find and eliminate the attackers.

Secondary Objectives: Recover the surviving team members.



TWIN BLADES

TWIN BLADES

Two rogue post-humans have been tearing up the streets, waging a violent war against criminal groups. Authorities are struggling to respond to their brutal, sudden ambushes. Stop them before there are civilian casualties, or anyone else becomes a vigilante.

LOCATION: Any city in the Human Sphere.

TWISTS: The post-humans were twins, caught, abused horrifically, and then killed by a drug-trafficking ring. Can the "Twin Blades" convince others the war is just?

OBSTACLES: Twin Blades' Bodhisattva Model Lhosts, Drug Traffickers, Sympathisers, Linking the Post-Human's Previous Trauma.

ADVERSARIES: The Twin Blades, Criminal Thugs and Leaders, Civilian and Authority Sympathisers.

OBJECTIVES

Main Objectives: Find the Twin Blades and eliminate them or bring them into custody.

Secondary Objectives: Discover the purpose of the crusade, find and deal with the drug traffickers who killed the twins.



THE PROGENY

THE PROGENY

An experimental Recreation has gone awry, and now an unstable personality is loose in a top-of-the-line Lhost. The team must retrieve or deactivate it before someone else does or it causes untold harm.

LOCATION: Densely populated cities, Remote research facilities, Paradiso, Customs facilities.

TWISTS: The experiment isn't a Recreation, but an Aspect of ALEPH that is self-aware and independent. Countless military and political secrets are stored within its mind, making retrieval is a top priority.

OBSTACLES: Nomad Anti-ALEPH Squads, Combined Army teams, Restricted Information (Personality of the Re-creation, Exact Nature of the Lhost), Faction Black Operatives, Difficulty in Tracking the Lhost, Crowded Locations, Security Personnel.

ADVERSARIES: Reverend Moira or Combined Army Infiltrator – Septisorised human (Nemesis) or Speculo Killer, Security Personnel and Faction-Based Black Ops Units.

OBJECTIVES

Main Objective: Retrieve the Recreation.

Secondary Objectives: Prevent the release of sensitive info, complete main objective without revealing the mission to the public.



THE PANDORA JOB

THE PANDORA JOB

A leak within a top-secret facility means a collection of the best have a chance to break in for vital secrets, incredible wealth, or powerful technology, if they can brave the facility's defences.

LOCATION: Highly classified facilities, military bases, research stations (remote or urban), corporate headquarters, political buildings.

TWISTS: Not the only team sent, they must contest with another group to retrieve the information without setting off the facility's alarm.

OBSTACLES: Advanced Security Programs, Guards and Patrols, Stealth Requirements, Alarms and Traps, Interference (Equipment Malfunction).

ADVERSARIES: Head of Security – Triad Boss, SWAT Officer, or Faction-based Nemesis, Rival Teams, Security (Druze Shock Teams and Thugs), Police, or Spec Ops.

OBJECTIVES

Main Objectives: Locate and retrieve primary objective before rival team.

Secondary Objectives: Avoid alerting facility's defences, expose or disable rival team, and retrieve secondary caches.



WITCH HUNT



WITCH HUNT

After an infiltration mission gone wrong, a team of operatives has found themselves trapped on world in hostile territory. The team must evade patrols, intelligence teams, and surveillance networks to reach a safe extraction point.

LOCATION: Any major city or town.

TWISTS: The operations failure wasn't accidental, it was counted on. The agents have been betrayed by a rogue element used to implicate their nation and can't rely on allied assistance in case information is leaked.

OBSTACLES: Military Forces within the City, Surveillance Programs Actively Seeking the Team Out, Limited Resources.

ADVERSARIES: Lead Investigator – Great Detective (Nemesis), Police (Troops), Soldiers and Similar Troops (Troops and Elite), and a few Military Vehicles including TAGs.

OBJECTIVES

Main Objective: Extract from the city without being captured.

Secondary Objectives: Ensure intelligence remains secured, cause as few incidents as possible.



KNEE DEEP

KNEE DEEP

A Combined Army advance stumbled on a research facility dedicated to testing new innovations against the alien menace. The head of research, Imari Okafor, was able to escape capture, but is now being hunted. Her retrieval is of paramount importance.

LOCATION: Jungles of Paradiso, research facilities, destroyed towns.

TWISTS: The Combined teams were part of an orchestrated effort to destroy Okafor's research studying potential solutions to the EI's VoodooTech. Aware of the rescue effort, the Combine have moved in force to cut off aerial escape.

OBSTACLES: Combined Army Patrols and Death Squads, Hazardous Wildlife.

ADVERSARIES: Daturazi Witch-Soldier, EI-Avatar, Morat Retrieval Teams, Death Squads, and Heavy Vehicles.

OBJECTIVES

Main Objectives: Secure and extract head researcher Okafor.

Secondary Objectives: Evade Morat patrols rather than engage, retrieve any captured intelligence, find alternate extraction point after increased Combine resistance.



ANOTHER DAY IN PARADISE

ANOTHER DAY IN PARADISE

An old friend, retired private investigator Angelo Prestov, called asking for help. A friend of his, a young waitress called June, was killed under suspicious circumstances on Varuna. Prestov wants justice, but the threads of the crime may run deep.

LOCATION: Varunan coastal locales, bars and nightclubs, docks, criminal hideouts.

TWISTS: Due to her criminal boyfriend's bragging, June overheard the plans of the local crime lords and businessmen to take over the docks and spaceport of Varuna to export vast amounts of the drug Varunan Blue. The plan can still be stopped.

OBSTACLES: No O-12 Support, Evidence Tampering and False Stories, Gangs 'Encouraging' Silence.

ADVERSARIES: Financier of the Operation (Silk Lord), Thugs, Corrupt Police Officers, Mercenaries and Assassins.

OBJECTIVES

Main Objectives: Solve the murder of June, and expose her murderers' plot.

Secondary Objectives: Discover which companies are working with the local crime groups, find and dismantle the drug operation at the source.



INSTALLATION 14

INSTALLATION 14

A collection of Cubeless and Cube-damaged war prisoners have been transported to an El forward prison camp where they are subjected to intense labour and experimentation. A group needs a few skilled individuals to ensure a successful rescue.

LOCATION: Barren moon, asteroid belt, Combine facility.

TWISTS: Before the escape: A sepsitorized prisoner must be found and silenced.
During the escape: A critical component (a password, a keycard) malfunctions.
Close to success: The escape is an experiment designed to measure reactions.

OBSTACLES: Hostile Guards, Severely Limited Resources, Planted Spies, Constant Physical Overworking.

ADVERSARIES: The Warden (Umbra Legate), Morat and Shasvasti Guards, Patrolling TAGs.

OBJECTIVES

Main Objective: Escape Installation 14.

Secondary Objectives: Secure any useful information about the Combine, secure escape for as many prisoners as possible.



THE BREAK OUT

THE BREAK OUT

The guards protecting the transport of an extremely dangerous pirate captain have been brutally killed. All the clues point to his ship crew. He must be found, as news of his breakout could spread panic among merchants in this region.

LOCATION: Any prison facility in any planetary system, a dark system, a prison moon.

TWISTS: Not freed by his own crew, the captain was an agent of a rival power that dispatched a special forces team to free him before the secret could be revealed.

OBSTACLES: Corrupt Prison Officials, Rival Power and Agents, Allies of the Pirate Captain.

ADVERSARIES: Pirate Captain, His Second-In-Command, Pirate Crew, Bribed Officials, Allied Pirate Crews, Special Forces and Agents from a Rival Power.

OBJECTIVES

Main Objectives: Find and retrieve or execute the escaped pirate leader.

Secondary Objectives: Capture or kill the remains of his crew, and if twist is used, uncover the truth and retrieve him so he may be interrogated.



FRENZY

FRENZY

A high-tech posthuman has gone on a frenzy, waging a one-woman war against the gangs that killed her. Her attacks are sudden, highspeed, and violent. Panic is taking hold of the city as the body count grows.

LOCATION: B? s? zoku gangs, Kum Bikers, gang members from any criminal group.

TWISTS: She seems like a vigilante on a mission, but either ALEPH or the nation-state where the adventure is set is supporting her spree.

OBSTACLES: Uncooperative Submondo and Local Authorities, Rival Gangs.

ADVERSARIES: The Posthuman, Gang Members, Local Law Enforcement.

OBJECTIVES

Main Objectives: Find the posthuman and put an end to the killing spree.

Secondary Objectives: Uncover her motivations and bring her murderers to justice.



THE MEET UP

THE MEET UP

The leaders of a few big Submondo groups are having a rare meet-up. Local law enforcement has uncovered this, and a special team has been dispatched to quietly seize one of the transport shuttles to take down the kingpins.

LOCATION: Any populated system or on a station in the Human Edge.

TWISTS: The tip-off came from one of the Submondo groups to use law enforcement assets to remove their rivals. Or: It's a trap set by the Submondo groups to reveal a mole.

OBSTACLES: Stealth, Security Personnel, Rival Team, Hacking Skills.

ADVERSARIES: Submondo Kingpins, Gang members, thugs and body guards.

OBJECTIVES

Main Objective: Take down the kingpins.

Secondary Objective: Recover as much data as possible to aid further investigation.



BIOHAZARD AEDEN

BIOHAZARD AEDEN

Bioengineering was running an experimental lab in a remote location. Less than a week ago, they broadcasted an emergency containment breach warning. Something went horribly wrong with one of their experiments. Nothing has been heard since.

LOCATION: Any remote location, moon, or station.

TWISTS: Aeden has been purchasing VoodooTech on the black market to use in their experiments. AND/OR: The emergency broadcast was on an open channel. O-12 is concerned mercenary outfits and spec ops crews from other hyperpowers may investigate.

OBSTACLES: Advanced Security and Defence Systems, Hacking Damaged Mainframes, Dealing with the Experiment, Survivors.

ADVERSARIES: The Experiment – A Deranged Beast Form, Zombie, Monster, Spec Ops teams, Survivors, Automated Defence Systems, Mercenaries.

OBJECTIVES

Main Objective: Recover their research to work out what went wrong.

Secondary Objectives: Deal with the experiment, make sure the research doesn't fall into the wrong hands.



TO TIP THE SCALES

TO TIP THE SCALES

A wanted war criminal, Sergei Kertzov, has captured a deep cover Bureau Noir Agent. The agent sent a report stating a recent attack on an Ariadnan mining settlement was an attempt to incite civil war with more attacks planned.

LOCATION: An outpost or settlement anywhere in the Human Sphere or Edge, Svalarheima.

TWISTS: Sergei Kertzov is sponsored by a specific national or corporate power in the Human Sphere to instigate a civil war, which would manipulate the Teseum trade.

OBSTACLES: Tracing Agent's Identity, Tracking and Infiltrating Mercenary Base, Skirmishing between Factions, Civilians.

ADVERSARIES: Sergei Kertzov, Members of his Mercenary Outfit.

OBJECTIVES

Main Objective: Recover the information the agent had found.

Secondary Objectives: Recover the agent, find the targets of the future attacks.



COLLECTION FEE

COLLECTION FEE

A wealthy merchant's ship was discovered in a remote system, all inside dead. Its interior, a biological pastiche of spore and strange fungi. They were a collector of alien artifacts; was there something in the collection that went wrong?

LOCATION: An asteroid field, moon, remote location, Paradiso, unexplored planet.

TWISTS: A character or NPC is infected with spores; the infection must be contained and a cure found. A criminal group or government agency thinks the fungus could be developed as a biological weapon.

OBSTACLES: Identifying and Synthesising a Cure, Alien Environments, Damaged Ship Systems, Military or Criminal Groups.

ADVERSARIES: Fungus, Mercenary or Military Outfit.

OBJECTIVES

Main Objective: Uncover the source of the fungi and synthesise a cure.

Secondary Objective: Uncover the source of the artifact, ensure area is secured.



THE PRICE OF WAR

THE PRICE OF WAR

An engineering crew and their families have been captured in a surprise Combined Assault. WarCor footage shows the group being escorted under heavy guard before cutting off suddenly. A team has been assembled to rescue them.

LOCATION: Paradiso, any moon or remote location exchanging Combined with Mercs.

TWISTS: The footage was released so that the enemy can capture the PCs for interrogation. OR: One or more of the civilian's cubes have been infected. They must all be executed.

OBSTACLES: Find the Combined/Merc Patrol, Plan a Sudden Attack, Execute Attack, and Manage Evac under Fire.

ADVERSARIES: Morat or Merc Commander, Combined/Merc Unit.

OBJECTIVES

Main Objectives: Find, recover, and evacuate the civilians.

Secondary Objectives: Eliminate as many of the Combined/Merc group as possible, find out what their aims were in taking the captives.



WOMAN DOWN!

WOMAN DOWN!

An exploration ship on a long-range survey mission sent a tight wave communication three weeks ago, announcing an unprecedented discovery. While surveying a system en route home, the exploration ship went down. Emergency beacons sent back damage reports, then nothing.

LOCATION: Any unexplored system, on behalf of any national interest.

TWISTS: The communication was intercepted, and a second team is racing to get there first. OR: The lone survivor has been taken by native fauna.

OBSTACLES: Finding Wreckage, Survey for Cause of Crash, Hostile Flora and Fauna, Unexplored Environment.

ADVERSARIES: Hostile Flora and Fauna, Rival Team.

OBJECTIVES

Main Objectives: Survive, and find and recover the lone female survivor, recover the ship's exploration history.

Secondary Objectives: Find what caused the exploration ship to crash, fight off ravenous wildlife, secure extraction.



COUNTDOWN

COUNTDOWN

During a conflict with a Combined Army dreadnaught, a Morat death squad boarded a human vessel and planted a devastating explosive. Although the vessel was able to disengage, the bomb and death squad are still aboard and must be destroyed.

LOCATION: A large spacecraft or orbital station.

TWISTS: The Morats aren't the only death dealers aboard. The bomb was a diversion to send a high-ranking officer directly towards a Shavastii assassin. The team must decide whether to split up or stay together.

OBSTACLES: Hacked Security Systems, Morat Operatives, Shavastii Assassins, Time Pressure, Damaged or Sabotaged Ship Systems.

ADVERSARIES: Morat Däturazi Witch-Soldier (Nemesis), Speculo Killer Assassin (Nemesis), Morat Death Squad (Elites).

OBJECTIVES

Main Objectives: Discover the bomb and diffuse or remove it.

Secondary Objectives: Track down the assassin, prevent the murder of the high-ranking officer.



WARNING
HOSTILE FORCE
NEARBY

WOLFE CLEAN

WARNING
HOSTILE FORCE
NEARBY

CONTACT!

CONTACT!

On a scouting mission in planetary orbit, the team's ship is ambushed and shot down. They escape to the planet's surface behind enemy lines in the wilderness. The team must either escape or wait for extraction, hostile forces drawing closer.

LOCATION: Wilderness of a planet, with towns and outposts the team can use as cover or raid.

TWISTS: Much to their luck, the team is stranded near a forward operating base that has plans for an upcoming offensive. The team can steal these plans and strike a blow against their foes.

OBSTACLES: Enemy Forces, Loyal Townsfolk, Enemy Outposts, Stealth Requirements, Lack of Equipment Due to Crash.

ADVERSARIES: Local commander (Nemesis, most related to the adversary faction), Soldiers (Troops and Elites), Civilian Militia (Troops)

OBJECTIVES

Main Objective: Extract from the enemy territory.

Secondary Objectives: Remain undetected, secure intelligence.



ALL ALONE

ALL ALONE

A deep cover Bureau Noir agent is stranded in an empty outpost, his ship severely damaged. Having uncovered vital information on a weapons smuggling ring, he needs extraction before members of the criminal group return.

LOCATION: Any moon, asteroid or uninhabited location.

TWISTS: The outpost has been attacked by Shrike Tardigrades, who return as the team arrives. A rival group aims to steal the cache of weapons in the outpost. The smuggling of the highly illegal weapons is state sponsored.

OBSTACLES: Tracking the Beacon, Zero-G Environment, Spaceship Manoeuvres, Outpost's Defence Systems, Shrike Tardigrades, Criminals or Rival Operatives.

ADVERSARIES: Shrike Tardigrades, Smugglers, Rival Crime Syndicate, Automated Defence Systems.

OBJECTIVES

Main Objective: Recover the agent.

Secondary Objective: Remain undetected if possible, leave no trail.



RESCUE

RESCUE

A team of operatives on an industrial espionage mission tripped alarms and came under heavy fire. One member was stranded in the evac. They must be rescued before they break and reveal sensitive information.

LOCATION: Any major planet in the Human Sphere, a remote location on the surface.

TWISTS: The operatives were sent by a rival nation, which could lead to war. The operatives were sent by O-12, which could cause chaos in the Öberhaus. The operatives were sent by the corporation's own, which could lead to political disaster.

OBSTACLES: High-end Infowar Defences, Well-Paid and Equipped Guards, Automated Defence Systems, Time Pressure.

ADVERSARIES: Corporate Executive, Head of Corporate Security, Guards, Automated Defence Systems, Infowar Defences, Hackers.

OBJECTIVES

Main Objective: Resuce or silence the stranded team member.

Secondary Objective: Recover any information relating to Submondo operations in the area.