

INFILTRATION

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed: Infiltration* campaign module compatible with SWADE. Changes are highlighted in red.

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RECRUITMENT

Lord Leohn has done an incredible job of creating a public past for the characters' false identities as they get into Gobai with ease and without question. Finding a way into Qatil, however, proves to be a bit more challenging.

Finding a way to be considered for recruitment into Qatil requires a Dramatic Task using **Persuasion**. The characters are allowed five actions (each action takes one day) and must make five successes within this time. The penalty starts at (-2) with the beginning of the Dramatic Task, but any failure received increases that penalty by 1 (to a maximum of -4). Each success and Raise counts as +1 successes and a Raise (regardless of how many) decreases the penalty by 1 (to a minimum of 0). Upon completing the Dramatic Task, the characters are brought into contact with Qatil's recruiter, Araimir Xildon. Cooperative rolls are allowed as normal.

ARAIMIR XILDON

Araimir Xildon is a ruthless gemini and the current recruiter for Qatil.

Attr: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (4)

Skills: **Fighting** d8, **Intimidation** d8, **Notice** d8 (+2), **Persuasion** d8, **Piloting** d6, **Shooting** d8, **Survival** d8, **Taunt** d8

Edges: Alertness, Command, Command Presence, Danger Sense, Extraction, Shock Trooper

Hindrances: Mean, Overconfident, Wanted (Minor)

Armor: Tactical jacket (torso +4)

Weapons: Hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto), assault rifle (24/48/96; 2d8; RoF: 3; Shots: 30; AP 2, Auto, 3RB), molecular knife (Str+d4+2; AP 2)

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SORTING

Qatil has a number of new recruits besides the characters. On the day the characters are requested to return, they find themselves surrounded by a dozen other new recruits, all looking to join Qatil's cause. They spend the first hour being berated by Xildon and ends with an explanation that their first day at camp is to sort the warriors from the 'pansies' (as he calls it, they're actually the group's support network which are vital to their operation). This is done by testing each

recruit's capabilities to see where their strengths and weaknesses are.

This sorting activity is done with a series of Dramatic Tasks of which every new recruit is required to perform. Which 'bucket' they're placed in depends on which task they perform the best. Each character is required to perform the following Dramatic Tasks with each one requiring five successes in six attempts with a (-2) penalty. Cooperative rolls are not allowed but failure simply means the character is weak in that function.

- Fighting
- Shooting
- **Research** (or Hacking)
- Stealth

If a character succeeds at more than one task, they are essentially assigned to special duty (for example, succeeding at Fighting, Shooting, and Stealth means the character will be an assassin). Succeeding at a single task means the character is assigned to simple duty (for example, succeeding at only **Research** means the character will perform research for the group). If the character fails all the tasks, they are assigned support duty such as carrying equipment during attacks.

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VUTUNSI DUGGAN

This rugged gemini is the current leader of Qatil. A scar across his right cheek, acquired during a raid on a corporate facility, is a constant reminder of his devotion to the organization.

Attr: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Skills: **Fighting** d8, **Intimidation** d10, **Notice** d8, **Persuasion** d10, **Shooting** d8, **Stealth** d4, **Streetwise** d6, **Survival** d8, **Tracking** d6

Edges: Charismatic, Combat Reflexes, Command, Command Presence, Danger Sense, Elan, Fervor, First Strike, Inspire

Hindrances: Greedy (Minor), Stubborn, Wanted (Major)

Armor: Tactical jacket (torso +4)

Weapons: Hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto), assault rifle (24/48/96; 2d8; RoF: 3; Shots: 30; AP 2, Auto, 3RB), vibro knife (Str+d4+4; AP 6)

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OBJECTIVE ROLES

While attempting to complete this objective, each character is designated a vital role. During the planning stages, players must choose what role their character will fill during the course of achieving the objective. When the action begins, characters will then make rolls according to the role they've chosen to determine if the mission is successful. Each character should assume a different role, although doubling-

up for making cooperative rolls is allowed for all roles other than infiltration. The roles are as follows:

- **Distraction:** The distraction role places the character within the president's estate, mingling with the other guests and making sure none of them get too curious about any activities that are going on. This role requires a character with strength in socializing (Persuasion ~~or Streetwise~~).
- **Extraction:** The extraction role places the character near the infiltrator, serving as protection if the infiltrator is discovered by the guards. This role requires a character with strength in combat (Fighting or Shooting).
- **Infiltration:** The infiltration role places the character in the president's room where the intelligence is being gathered and fed back to the other characters. This role requires a character with strength in Stealth.
- **Observation:** The observation role places the character away from the action, monitoring traffic across the airwaves and computer networks. This role requires a character with strength in **Electronics**.
- **Surveillance:** The surveillance role places the character away from the action, monitoring the live feed from the president's security system. This role requires a character with strength in Notice.
- **Translation:** The translation role places the character away from the action, translating the information received from the infiltrator. This includes translating from other Alliance languages, decrypting encoded messages, or locating vital information. This role requires a character with strength in computers (**Knowledge (Computers)**, **Research** or **Hacking**).

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ROUND 1

Infiltrator: The infiltrator character must succeed on a Stealth roll to enter the mansion undetected. Failure increases the Threat Level by 1.

Extraction: The extraction character must succeed on a Stealth roll to enter the mansion undetected and position himself to provide back-up if the infiltrator needs it. Failure means it takes him 1 additional round to assist the infiltrator should combat break out.

Surveillance: The surveillance character must succeed on a Notice roll. Although he doesn't see anything, a success grants him a +1 to future Notice rolls for this task. Failure has no additional side-effects.

Distraction: The distraction character must succeed on a Persuasion ~~or Streetwise~~ roll if the infiltrator character failed. If he succeeds, the Threat Level decreases by 1. Failure has no additional side-effects.

Observation: The observation character must succeed on an **Electronics** roll. On a success, he's able to gather that a lot of important people, with a lot of guards, are at J'Sepp's mansion.

ROUND 2

Infiltrator: The infiltrator character must succeed on a Stealth roll to traverse the hallway. Failure increases the Threat Level by 1.

Extraction: The extraction character has no rolls needed at this time, unless he decides to move. If he does, a Stealth roll is required. Failure means it takes him 1 additional round (cumulative with the first, when applicable) to assist the infiltrator should combat break out.

Surveillance: The surveillance character must succeed on a Notice roll. If the Threat Level has reached 2, he sees the guards looking around. Otherwise, he sees nothing. Failure has no additional side-effects.

Distraction: The distraction character must succeed on a Persuasion roll if the Threat Level has reached 2, or a Persuasion ~~or Streetwise~~ roll if the Threat Level is 0 or 1. If he succeeds, the Threat Level decreases by 1. Failure has no additional side-effects.

Observation: The observation character must succeed on a **Electronics** roll. If the Threat Level is 2, he sees chatter that the guards look on edge. Otherwise, he sees nothing else of importance. Failure has no additional side-effects.

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ROUND 3

Infiltrator: The infiltrator character must succeed on a Stealth roll to enter the president's office. Failure increases the Threat Level by 1.

Extraction: If the extraction character chooses not to move, no roll is necessary, but it takes him 1 additional round (cumulative with the others, when applicable) to assist the infiltrator should combat break out. If he chooses to move, he must succeed on a Stealth roll. Failure increases the Threat Level by 1.

Surveillance: The surveillance character must succeed on a Notice roll. If the Threat Level has reached 3 or more, he sees the guards beginning to move. Otherwise, see above. If he fails, he doesn't notice anything out of the ordinary.

Distraction: If the Threat Level has reached 3 or more, the distraction character must succeed on a Persuasion or Intimidation roll. If he succeeds, he's thrown out of the party, but the Threat Level drops to 1.

Observation: The observation character must succeed on an **Electronics** roll. If the Threat Level has reached 3 or more, he sees chatter about the guards moving about the party guests. Otherwise see above. If he fails, he doesn't find anything out of the ordinary.

ROUND 4

Infiltrator: The infiltrator character must succeed on a Stealth roll to search the office without being heard. Failure increases the Threat Level by 1.

Extraction: The extraction character has no rolls needed at this time.

Surveillance: The surveillance character must succeed on a Notice roll. If the Threat Level has reached 5, he sees the guards walking down the hallway, toward the direction of the infiltrator. Otherwise see above. If he fails, he doesn't notice anything out of the ordinary. (The guards need 3 rounds to reach the infiltrator.)

Distraction: If the distraction character is still at the party, see above for what he's able to do.

Observation: The observation character must succeed on an **Electronics** roll. If the Threat Level has reached 5, he sees chatter about a few guards leaving down a hallway. Otherwise see above. If he fails, he doesn't find anything out of the ordinary.

ROUND 5

Infiltrator: The infiltrator character must succeed on a Stealth roll to begin gathering intelligence without being heard. Failure increases the Threat Level by 1, although it can't increase above 5. Gathering intelligence is a matter of using a special, handheld scanning device that relays the information back to the translation character's computer.

Extraction: If the extraction character is told the guards are on the move, he can try to create a distraction elsewhere in the mansion to keep the guards' attention away from the infiltrator. This doesn't require any rolls, but it does require him to move, increasing the time required to reach the infiltrator by 1 round.

Surveillance: See above for what the surveillance character can do.

Distraction: If the distraction character is still at the party, see above for what he's able to do.

Observation: If the guards are on the move, the observation character must succeed on an **Electronics** roll at (-4) to create his own chatter about a disturbance outside. If successful, the guards stop to contemplate investigation, increasing the time required to reach the infiltrator by 1 round.

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NAVIGATING THE NETWORK

After the characters have hacked into Losal's network, they can easily navigate it to search various documents regarding the underground complex. This Dramatic Task is performed using **Research**. Failure means they found nothing before the line is lost. They can attempt this task again, but they will have to once again hack the network before being able to navigate through it.

EXTRACTING THE DATA

Once the characters have located documents or other data regarding the underground complex, they must extract it to decipher the layout of the complex and where the desired documents and recorded data are located in the complex. This Dramatic Task is performed using ~~Research or a related Knowledge skill~~. Failure means infiltrating the underground complex and moving throughout it incur an additional (-1) penalty to all rolls.

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FINDING THE UNDERGROUND COMPLEX

With a plan in place, the characters must find the underground complex. This Dramatic Task is performed using **Research**, **Persuasion**, or Notice depending on what route the characters take. Failure means they are unable to locate the complex and must go back to **Hacking the Network** to get better data.

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PERFORMING A TASK

Each character performs their own task. If the equipment necessary to perform that task is not listed within the *Mercenary's Handbook*, create it so that the character can continue with that task as if they already had that new piece of equipment available.

Here is a list of possible tasks and an associated skill.

- **Intercepting telephone calls:** Phone calls are all wireless and the right equipment can listen to those telephone calls when they happen. This can be done using Hacking.
- **Download text messages:** Handheld devices are secure, but still open to invasion. Because they connect through a large wireless network, they can be reached through bugs in that network. This can be done using Hacking or **Thievery**.
- **Eavesdropping on conversations:** A character could walk throughout the crowds of people, listening to their conversations and knowing which ones to record. This can be done using Stealth or **Persuasion**.
- **Recording conversations from afar:** Long-distance listening devices are available, as long as a character knows how to properly use it and which conversations are of interest. This can be done using Notice.
- **Pickpocket:** Particularly devious characters may walk through the crowds lifting wallets from pockets to steal something from inside. This can be done using Stealth.
- **Socialite:** Charismatic characters may simply wish to involve themselves in conversations, hoping bits of information slip out. This can be done using Persuasion ~~or Streetwise~~.

BRAUK KIRISH

Attr: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Pace: 5; **Parry:** 4; **Toughness** 11(4)

Skills: Fighting d6, Repair d6, Science d8, Survival d8

Armor: Tactical jacket (Torso +4)

Weapons: Pick-axe (Str+d8; 2-hands, Parry -1)

PERFORMING COUNTERINTELLIGENCE

What the characters do for counterintelligence is in the hands of the players and how it affects Allen's spies should be appropriate to what the characters choose to do. These tasks should be performed using skills in conjunction with a Dramatic Task. Instead of defining every possible action or railroading the characters' creativity, here are some examples:

- **Create False Rumors:** Using Persuasion or **Research**, the characters could create rumors about a product being manufactured on Colossus. They could create fake articles about how the product has failed initial field trials, produce fake return authorizations, or even create fake video calls from customers supposedly angry with the product. Allen's spies will find this information and move toward heavily considering other products instead.
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RESEARCH

In addition to speaking with Governor Trio, the government center in which his office resides has a large facility for research. In this library-styled repository, the characters can search through newspapers, audio recordings, videos, electronic storage, and books to gather the information they need on the various noble houses and all public aspects of Helioside. Use of any of these mediums requires a successful **Research** roll modified for how public and common the information is.

SMEAR CAMPAIGN

Jeffrey Mathias is running against David Browning in a race for the position of city planner. David Browning is the current city planner and has been for eleven years. This year is an election year with Jeffrey Mathias being the new opponent (all other opponents are a non-threat politically). While Browning wishes to retain his seat, he needs to produce a smear campaign against Mathias but knows virtually nothing about him.

The characters are tasked with running down information about Mathias, finding that even he has secrets to keep. The characters need to gather 10 Influence Points within 10 Rounds to produce a proper smear campaign that will aid

Browning in winning the race. Only one task may be attempted per round.

The following information can be discovered using Investigation or **Persuasion**. Each one provides +1 Influence Point and requires 1 Round to do so. This information is relatively easy to obtain, thus no penalties apply.

- Very few people know who Jeffrey Mathias is.
- Jeffrey Mathias originally hales from off-world.
- Jeffrey Mathias has no experience in Helioside politics.

The following information can be discovered using **Research** or Hacking. Each one provides +2 Influence Points and requires 1 Round to do so. This information is difficult to obtain and imposes a (-2) penalty to all rolls.

- Jeffrey Mathias has lied about his off-world schooling.
- No one has actually verified Jeffrey Mathias's ability to be a politician, let alone a city planner.
- Jeffrey Mathias has lied about his age and is actually five years younger than previously stated.
- Jeffrey Mathias has claimed to be of noble descent but is actually a former production worker.
- Jeffrey Mathias fled his home world to avoid persecution for perjury.

Citizens of Malsk can be convinced to provide false or misleading information about Mathias if properly persuaded. The following statements can be made using Persuasion. Each one provides +3 Influence Points and requires 2 Rounds to do so. Convincing others to lie or embellish the truth is very difficult and imposes a (-2) penalty to all rolls.

- Jeffrey Mathias is only concerned with ruining the city to make way for more corporations.
- Jeffrey Mathias is a thief and fled his home world to avoid prison time.
- Jeffrey Mathias is an enemy to the noble houses.
- Jeffrey Mathias is a known opponent of Governor Trio's.

These are just examples and GMs are free to create their own methods of building a smear campaign. In addition to the above mentioned skills, the following skills can be used as Cooperative rolls for applicable situations.

- Hacking (in conjunction with **Research**)
- **Electronics** (in conjunction with **Research** or Hacking)
- **Academics** (in conjunction with **Research**)
- Notice (in conjunction with **Persuasion**)
- Persuasion (in conjunction with **Research**)

PLANT EVIDENCE

For fun, Brown Channing wishes to implicate a rival noble in the activities of Jungle Rescue. While this implication will not hurt the rival noble's reputation, it will most definitely bring about a lot of inquiries from the law and the media, which Channing finds amusing. Channing enjoys seeing his fellow nobles in the limelight, spending their hard-earned money (some harder earned than others) on clearing their names.

The challenge is somewhat simple in that the characters have been asked to take pictures and deliver them to Channing. A day later, Channing will provide them with an envelope they are required to deliver to other noble houses. All of this is to be done without being seen and is under the guise of simple surveillance. (Channing doesn't lead on that he's planting evidence.)

The Plant Evidence challenge is a fairly straight-forward skill challenge. In total, the characters must make 20 successful skill rolls without receiving 6 failures. Skills may be used more than once, although a failed roll imposes a (-1) penalty to the next roll when using the same skill. Cooperative rolls are suggested and the characters should be as creative as possible when making a Cooperative roll. Raises are ignored.

Part one of the challenge is to capture evidence concerning Jungle Rescue. This is done by researching the group and ultimately taking the incriminating photos or something that is easily altered (the specifics are not important). In addition, the characters must research and take photos of the rival noble. Choose a noble listed here or create your own. Choosing a noble listed here may open up additional challenges from the rival noble. Part one requires 10 successful skill rolls before receiving 3 failures. To capture evidence, **Research**, Hacking, **Streetwise**, Intimidation, and Persuasion apply. To take the photos, Stealth, **Survival**, and Notice apply.

Part two of the challenge is to plant the evidence implicating the rival noble's association with Jungle Rescue. This is done using altered photographs and placing evidence of his supposed involvement within his possession (again, the specifics are not important). Part two requires 10 successful skill rolls before receiving 3 failures. To plant the evidence, Stealth, **Survival**, Notice, and Persuasion (to get someone else to do it) apply.

ACQUIRE SECRETS

Continuing with his interest in Jungle Rescue, Brown Channing wishes further investigations into their operations for his personal entertainment and for possible future espionage activities. This challenge involves researching Jungle Rescue in every way possible. The characters need to gather 10 Secret Points within 10 rounds to give Brown Channing enough information to satisfy his hunger. Only one task may be attempted per round.

The following tasks can be performed using **Research**, Hacking, **Persuasion**, or **Survival** to acquire information. Each one provides +1 Secret Point and requires 1 round to do so. Due to their ease of locating, rolls do not suffer any penalties.

- Locations of their most recent sightings.
- Possible sightings of locations they are currently working on.
- Sabotage throughout the jungle that does not appear to be caused by natural creatures or disasters.

The following tasks can be performed using **Intimidation** and **Persuasion**. Each one provides +2 Secret Points and requires 1 round to do so. These tasks are a little more difficult and suffer a (-2) penalty to all rolls.

- Possible whereabouts of their secret meetings.
- Possible listing of their members.
- Possible listing of their supporters.
- Confirmed sightings not tied to incidences reported by the media.

The following tasks can be performed using Intimidation, Persuasion, and **Survival**. Each one provides +3 Secret Points and requires 2 rounds to do so. These tasks are difficult and suffer a (-2) penalty to all rolls.

- Track down the location of their warehouse, housing all supplies they use.
- Locate at least one member and find evidence of their involvement.
- Implications of a noble house backing Jungle Rescues' activities.
- Implications of a crooked law figure aiding Jungle Rescues' activities.

As before, Cooperative rolls are suggested and the characters are free to create any number of ways how these can be possible. One example is using **Academics** to enhance Survival rolls. Another is using **Academics** to enhance Persuasion or Intimidation rolls.

COMPETITION

The athletic competition is a big ordeal in Malsk and brings on a large crowd with many competitors. The winner of the competition is simply the one who scores the most points. Points are awarded by the judges according to one's performance and time. There are a number of competitions available, each one requiring a Dramatic Task. At least one mercenary needs to succeed at four of the competitions available.

- **Competition #1** is a marathon. This Dramatic Task uses Vigor with five actions requiring as many successes, and a difficulty of (-2).

- **Competition #2** is rock climbing. This Dramatic Task uses **Athletics** with five actions requiring as many successes, and a difficulty of (-2).

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RECOVER WEAPON

Delmore Greyson has received word of a possible relic hoard within a mountain range on the continent Typius, home to the latharians. She wishes for the characters to recover any weapons in that hoard without disturbing the latharian population. Disturbing a latharian population is frowned upon by everyone on Helioside. While a more common person would be prosecuted for such an offense, a mercenary would be reprimanded and hopefully let off without any prosecution.

The characters must sneak onto the continent, locate the mountain, find the hoard, and remove any weapons in the hoard (of which there are two). This requires a series of successful skill rolls following a specific order. Failure does not mean the challenge ends, but it does mean subsequent rolls become more difficult.

For each failed roll, subsequent rolls receive a cumulative (-1) penalty. Thus, if two rolls are failed, every roll after it receives a (-2) penalty. The most important roll is the final one, determining the outcome of the challenge.

- The characters must succeed with a Persuasion roll to convince a pilot to take them to the continent.
 - Alternatively, the characters could rent their own plane or helicopter and would instead need to make a Piloting roll.
- The characters must sneak onto the continent without drawing the watchful eye of the latharians. This requires a Stealth roll.
 - A Cooperative roll may be made using **Survival** to avoid paths the latharians commonly use.
- The characters must locate the mountain range using the information given to them by Greyson. This requires a **Survival** roll.
 - A Cooperative roll may be made using Notice to fully understand the information given by Greyson, such as following a map.
- The characters must find the cave housing the hoard by looking for certain anomalies along the mountains. This requires a **Survival** or Notice roll.
 - A Cooperative roll may be made using **Athletics** to get a better perspective of the landscape, such as climbing a tree.
- The characters must look through the cave, finding the hoard (which is mostly buried), and spotting the exotic weapons. This requires a Notice roll.

- As night falls, the characters must find food and shelter and survive the night. This requires a Survival roll. Those who fail are Fatigued the next day.
- The characters must follow the path back to the drop-off/pick-up spot (or where they left their plane). This requires a **Survival** roll.
 - A Cooperative roll may be made using Notice or **Athletics** to spot the path leading back to where they leave from.
- The characters must travel back to Malsk and deliver the weapons. If they piloted their own plane, this requires a Piloting roll. If they hired a pilot, no further rolls are necessary.

If any of the rolls are failed, feel free to role-play any unfavorable results. However, if the final **Survival** roll is failed, the characters stumble upon a latharian village and are escorted off the continent. If the final roll is Piloting and is failed, the characters get lost and are spotted by the latharians, who escort them back to Malsk. Additional consequences may be appropriate for disturbing the latharians.

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ASSASSINATION

Delmore Greyson has been hired to assassinate a particularly vile leader within Malsk's underground (which includes many different cults). While she has no problem performing the assassination, she requires mercenaries to keep her safe and ensure her "mission" is not jeopardized.

This challenge requires each character to perform a Dramatic Task. While not all characters need to succeed, more than half do. Thus if there are five characters, at least three of them must succeed at a Dramatic Task. Each task provides assistance to Greyson in some way so that she can proceed with making the assassination without getting caught (not by the authorities, but by various underground leaders and cult members).

Each character chooses one of the following Dramatic Tasks and only two may choose the same task:

- **Cover Fire:** This Dramatic Task uses Shooting with five actions requiring as many successes, and a difficulty of (-2).
- **Bodyguard:** This Dramatic Task uses Fighting with five actions requiring as many successes and is a difficulty of (-3).
- **Lookout:** This Dramatic Task uses Notice with eight actions requiring as many successes and is a difficulty of (-2).
- **Reconnaissance:** This Dramatic Task uses **Survival** with four actions requiring as many successes and is a difficulty of (-2).

CLOSE THE GATE

Thomas Hannah has come across intelligence that shows one of the major cults, the Frozen Sun, is attempting to open some type of teleportation gate to an unknown shadow world. This world is said to be inhabited by vicious, supernatural creatures and the Frozen Sun intends to unleash them upon the world. This requires a series of successful skill rolls following a specific order. Failure does not mean the challenge ends, but it does mean subsequent rolls become more difficult.

If a roll is ever failed, the character gains 1 level of Fatigue. Each character must be involved in the challenge, choosing which steps they will perform. If two or more characters attempt a task, treat it as a Cooperative roll. Time is mostly irrelevant, but if a character becomes Incapacitated, they must make a Vigor roll every time another character makes a skill roll or be forced to roll on the Injury Table (optionally they can become captured by the cult). If two or more characters attempt a task and fail, each one gains 1 level of Fatigue.

1. The characters (along with their occult investigator) must break into the cult's lair. Panic immediately ensues as fighting breaks out. Protection must be given by succeeding on a Fighting roll.
2. The characters push forward through the throngs of cultists. The cultists are still at close range and protection must be given by succeeding on a Fighting or **Athletics** roll.
3. The characters break through the initial guards of the cult's lair, creating some distance between them. Guns start blazing and support must be provided by succeeding on a Shooting roll.
4. The characters move deeper into the lair, but the cult's guards do not give up. Support must be provided by succeeding on a Shooting roll.
5. As the characters continue deeper into the lair, the cult's guards have almost all fallen, but still they press on. Support must be provided by succeeding on a Shooting roll.
6. The characters have overcome the first level of guards in the lair and come upon a labyrinth with traps activated when they go the wrong way. Move through the labyrinth by succeeding on a **Survival** or Notice roll.
7. The labyrinth is unbelievably extensive and doesn't seem to end. Continue moving through the labyrinth by succeeding on a **Survival** or Notice roll.
8. The labyrinth finally ends and the characters find themselves in a ritual room. Cultists abound and they set upon the characters immediately. Protection must be provided by succeeding on a Fighting or **Athletics** roll.

9. The characters are fully engaged with the cultists, making ranged weapons useless. Protection must be provided by succeeding on a Fighting roll.
10. The occult investigator spots the opening gate and moves to close it. The mercenaries follow him and provide protection by succeeding on a Fighting, **Athletics**, or Shooting roll.
11. The occult investigator cannot close the gate by himself. **Provide aid by succeeding on an Occult or Spirit roll.**
12. The occult investigator is able to close the gate as the remaining cultists close in. Provide protection by succeeding on a Fighting roll.
13. The team has successfully closed the gate and suppressed the cultists. However, they must retrace their steps through the maze without getting lost. Proceed by succeeding on a **Survival** or Notice roll.

SECRET PHOTOS

The first part of Joseph Ibrahim's job is to either take photos of the crooked executives involved in unlawful practices or take photos of the unlawful practices themselves with proof that the corporation is involved. Ibrahim needs the characters to run reconnaissance, track down leads, find people willing to talk, and any number of other tasks that make his job that much easier.

This is accomplished by completing one Dramatic Task per character chosen from the following list. No two characters may choose the same task.

- **Eavesdropping:** This Dramatic Task involves eavesdropping on employee conversations or finding a way of "infiltrating" their circle of friends (briefly). It uses **Stealth** with five actions requiring as many successes, and a difficulty of (-2).
- **Walk the Beat:** This Dramatic Task involves hitting the streets and speaking to anyone with intimate knowledge of the corporation and any of the businesses they run. It uses **Persuasion** with eight actions requiring as many successes, and a difficulty of (-1).
- **Research:** This Dramatic Task involves sourcing information from various media outlets to learn more about Mastiff's various operations. It uses **Research** or **Hacking** with five actions requiring as many successes, and a difficulty of (-2).
- **Bugs:** This Dramatic Task involves installing bugs in Mastiff's corporate buildings. It uses **Thievery** with ten actions requiring as many successes, and a difficulty of (0).

SABOTAGE

Once Joseph Ibrahim has collected all the evidence he needs and taken enough pictures to be satisfied, he must sabotage at least one of Mastiff's operations (or the corporate facility) to alert the media. Without some type of incident, the media and the public ignore Mastiff and all their operations due to being satisfied with the products they are providing. Once the employee's safety is jeopardized, then the public takes notice.

This is accomplished by completing a series of skill rolls. Each character must achieve 10 successes (Raises provide an additional +1 regardless of how many are achieved) before receiving 3 failures to avoid being detected. Each character chooses from the following list of skills to use for each Round (to a maximum of 10 Rounds). No single skill may be used twice in a row, but they may be used multiple times throughout the challenge (thus you can use Stealth up to 5 times, but between each Stealth roll, another skill must be used).

- Stealth
- **Thievery**
- Agility
- Notice
- **Research**
- **Athletics**
- Repair
- Hacking

POLITICAL APPROVAL

April Marchine has taken an aspiring politician under her wing. The youthful Paul Regressin is running for a state office and plans to radically overhaul the local law system to improve its coverage, reduce the crime rate, and better train the officers. However, Regressin is a mostly-unknown figure and has very little influence over the voting populace. A task such as this requires multiple bodies to discuss the positive aspects of the new politician and his dreams over improving the state.

This is accomplished by performing two Dramatic Tasks using Cooperative rolls. Each one is equally important and necessary for Regressin to become better known. The use of Intimidation and Taunt as Cooperative rolls is not allowed.

- **Dramatic Task #1** uses Persuasion with eight actions requiring ten successes, and is a difficulty of (-2). Two Raises are required to succeed at this task.
- **Dramatic Task #2** uses **Research** with eight actions requiring ten successes, and is a difficulty of (-2). Two Raises are required to succeed at this task.

RETRIEVE ARTIFACT

April Marchine has received word that a valuable artifact has been located deep within a mountain off the northern coastline of Malsk. While seemingly easy to retrieve, the artifact is guarded by what many claim to be a supernatural creature. (It's not really supernatural, but it is big and deadly.) Marchine requires the characters' assistance to retrieve the artifact and bring it back to her museum.

While this could be treated as a standard combat, there are more roadblocks to deal with than just this large creature. For example, the cave housing the creature and the artifact is unstable, the artifact must be meticulously removed to avoid damage, the creature has unknown weaknesses (and has never actually been encountered before, but rumors of its abilities abound), and any number of miners with pickaxes are available due to the cave's proximity to a local mine.

Retrieval is accomplished by each character performing a Dramatic Task. Each one uses a skill chosen from the following list with six actions requiring as many successes at a difficulty of (-2).

- Fighting
- Shooting
- **Athletics**
- Stealth
- Healing
- Notice
- **Survival**
- Taunt

CLERIC PERSUASION

Less than one year ago, Denver Trafisse acquired an old tome of occult knowledge. Being a devout follower of Pelian, Trafisse felt at odds with his conscience over reading it. How he came to acquire this book, no one knows, but after poring over it for 30 days, Trafisse was lured into the world of the occult, ready to abandon his religious beliefs. After 60 days, Trafisse was beginning to find others who could be easily swayed by the content of his tome by learning of the alluring ways of the occult. After 90 days, Trafisse set out to establish his own cult dedicated to the worship of chaotic beings in the hope of acquiring arcane power.

Denver Trafisse was already known to Matthew Ruby, but Trafisse became increasingly aloof after acquiring the tome. Ruby grew suspicious of the previously jovial man and decided to use his contacts within the noble community to further investigate. All roads led to nothing and Ruby was stuck finding out on his own. Under the guise of a curious man, Ruby learned from Trafisse about the heretical material found within his tome and how he yearned to tap into its power. After learning all he could for one year and attempting to persuade Trafisse to repent, Ruby was unable to change the

cleric's mind. Now, Ruby will enlist the characters to persuade Trafisse to turn his back on the occult and return to Pelianism.

The characters must use a combination of force and trickery to show Trafisse the error of his ways and convince him that the occult leads only to pain in sorrow. This is accomplished by each character performing a Dramatic Task. Each one uses a skill chosen from the following list with six actions requiring as many successes at a difficulty of (-2).

- Persuasion
- Taunt
- Intimidation
- Stealth
- Research
- Occult
- ~~Knowledge (Arcane)~~
- ~~Streetwise~~

Encourage the players to role-play the action their character is taking according to the skill they use. For example, a successful **Research** roll has the character creating fake documents, locating false information, or finding devastating facts that lead Trafisse to believe the occult produces nothing but evil. Cooperative rolls are not allowed as each character needs to participate in their own Dramatic Task. If any character fails their Dramatic Task, Trafisse is not fully convinced and continues his pursuits of the occult.

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OCCULT INVESTIGATION

Unfortunately for Matthew Ruby, Denver Trafisse has already formed a cult and is preparing to be officially installed as its first hierophant. Ruby could gather this information from Trafisse or other third parties, but investigation of this new cult is a necessity (for the ultimate goal of tearing it apart). Ruby's religious conviction prevents direct confrontation and he does not wish for the cult to be attacked. However, what Ruby doesn't know won't hurt him.

The characters must find a way to dismantle this new cult. Ruby prefers subterfuge, but behind his back, violence could ensue. If the characters stick to subterfuge, Ruby is able to exploit this using his connections (religious and noble), making the job easier. If the characters choose violence, it has to be done without Ruby's knowledge. This is accomplished by each character performing a Dramatic Task.

Characters choosing an indirect approach use a skill chosen from the following list with six actions requiring as many successes and at a difficulty of (-2).

- Stealth
- Research
- Thievery
- Repair

Characters choosing a violent approach use a skill chosen from the following list with six actions requiring eight successes at a difficulty of (-2).

- Fighting
- Shooting
- Athletics
- Intimidation

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TECHNOLOGY RESEARCH

Memford Stein requests the characters to research new technology for his automobiles, planes, and whatever vehicle he decides to buy next month. Being completely unable to do this himself, the characters have access to better research sources (mainly because Stein is too lazy to figure it out himself), are more technically inclined, and are able to withstand the punishment required in testing. This is achieved by succeeding in a series of skill checks, in order. Cooperative rolls are encouraged, where applicable, and no character may perform any two skill tests in a row (they may perform more than two throughout the challenge, but at least one character needs to make a skill roll between the other characters' skill rolls).

1. **Research:** Task #1 requires research of "security" equipment to safeguard Steins vehicles. (He doesn't care if those security measures cause other people harm.) This task uses **Research**.

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PARTY CRASHER

Memford Stein has received word from other technology enthusiasts that a violent xeno is planning to raid a warehouse on Malsk and steal all the high-tech devices inside. Stein is panicked at this news and desperately needs the characters to keep his technology safe. Stein gives them the address of the warehouse and tells a second group of mercenaries to meet there.

While this could be handled through standard combat, it would be much more fitting to the mission to treat this as a Mass Battle using the following set-up:

- There are a total of twelve mercenaries, including the PCs. Regardless of how many PCs there are, the total is twelve.
- The xenos are of a species that is known to sneak onto planets to steal weapons. There are a total of forty xenos.
- One of the mercenaries accompanying the PCs has Spirit d8 and **Battle** d8.
- The xeno leader has Spirit d6 and **Battle** d6.
- Due to surprise, the mercenaries gain the upper hand and receive a +1 bonus to **Battle** rolls.

- The xenos are backed up against a wall and cannot retreat.
- If the characters formulate a battle plan, they receive an additional +1 bonus to **Battle**.
- If any of the characters are equipped with a spraying weapon (such as a flame thrower), they receive a +1 bonus to **Battle** due to the xenos' natural weakness to fire.

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CYBERNETIC EXPERIMENT

Stephan Tikarus has a supply of new cybernetic equipment that needs to be tested. Regardless of a character's species, Tikarus is able to use temporary installation technology for testing the inventions, as opposed to a full installation that standard cybernetics requires. He has a collection of equipment to be tested and each character needs to perform their own set of tests. This is achieved by choosing one of the following skills and achieving 10 successes (a Raise counts as +1 success, regardless of how many are achieved) before receiving 3 failures. Each character chooses a different skill to perform the testing on a different item (no two characters may choose the same skill unless there are more characters than there are skills from the following list).

- Fighting
- Shooting
- **Athletics**
- Boating
- ~~Climbing~~
- Driving
- Piloting
- Riding

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QATIL ASSASSIN

Assassins are expected to be capable at infiltration and the quiet elimination of a target. If they die during extraction, a new assassin can be found.

Attr: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Pace: 6; **Parry:** 8; **Toughness:** 10 (4)

Skills: **Athletics d8, Fighting d10, Notice d10, Shooting d10, Stealth d10, Survival d10, Thievery d8**

Edges: Block, Combat Reflexes, Dodge, Extraction, First Strike

QATIL RECRUIT

Recruits are those who've just come into Qatil and are still in the sorting process, attempting to prove their worth to become a warrior or assassin.

Attr: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Skills: **Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4, Survival d6**

Armor: Tactical jacket (torso +4)

QATIL SUPPORT

Support personnel are the recruits that weren't qualified to be warriors or assassins and instead perform tasks that aid the warriors and assassins.

Attr: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (4)

Skills: **Fighting d8, Intimidation d10, Notice d8, Persuasion d10, Shooting d8, Stealth d4, Survival d8**

Edges: Improvisational Fighter

QATIL WARRIOR

Warriors comprise the bulk of Qatil being the main soldiers that are sent in to attack.

Attr: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Skills: **Athletics d6, Fighting d8, Intimidation d8, Notice d8, Shooting d10, Survival d10, Taunt d6**

Edges: Combat Reflexes, Level Headed, Marksman, No Mercy

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TORK SOLDIER

Tork soldiers were trained for combat, although as a non-aggressive race they only practiced defensive measures.

Attr: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Pace: 8; **Parry:** 8; **Toughness:** 10/12 (2/4)

Skills: **Athletics d8, Fighting d10, Intimidation d8, Notice d10**

Armor: Reptilian skin (All +2), armored arm mutation

[Counts as a Round Shield (+1 Parry, +2 Armor to successful ranged shots)]

Weapons: Bite (Str+d4), claws (Str+d6), spear (Str+d6; Parry +1, Reach 1)

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TORK COMMANDER

Tork commanders are trained to lead the soldiers in defensive tactics, keeping the ziggurat safe.

Attr: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Pace: 8; **Parry:** 7; **Toughness:** 10 (2)

Skills: **Athletics d8, Fighting d10, Intimidation d10, Notice d8, Taunt d8**

Armor: Reptilian skin (All +2)

Weapons: Bite (Str+d4), claws (Str+d6), improvised weapons

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TORK YOUTH

Tork youth were plenty when their race became corrupted.

Attr: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d6

Pace: 8; **Parry:** 4; **Toughness:** 9 (2)

Skills: **Athletics d4, Fighting d4, Intimidation d4, Notice d4**

Armor: Reptilian skin (All +2)

Weapons: Bite (Str+d4), claws (Str+d6), improvised weapons