

## **A Fool's Errand – ARPG Adventure**

*By Veriax*

'A Fool's Errand' is a stand-alone adventure designed to be played with the Agnition Role-playing Game system (Version 1.1). To play, the GM should have a good grasp of the rules, though the game is structured to ease people into the mechanics.

The adventure also offers role-playing opportunities right from the start, which can be skipped through or delved into depending on the group's preferences. There are, however, some important choices to be made, especially towards the end, so the game offers a balance of both role play, decision making and combat.

### **Basic Plot Summary**

The characters are hired/coerced by the local crime boss to investigate a strange facility a day's travel from the shanty town of Yantar.

### **Number of Players and Time to Play**

The game will work with 3-5 characters, but could work easily as well with more or less with some slight alterations to certain encounters.

### **Time to Play**

3-5 hours, depending on the number of players and their actions.

### **Character Equipment**

Assuming the characters are newly made, there are two ways to allocate character equipment. You can allocate some basic equipment to each character before the game starts, or you can have them barter for equipment within the game. The former is easier and will make the game slightly quicker to play, but the former will add a degree of roleplaying and personalisation to the game.

If the characters already have equipment from previous games then this remains unchanged.

Regardless, the character's equipment is taken from them at the start of the game, but it is quickly returned to them.

### **GM ONLY!!**

From this point, only read onwards if you are planning on running this module as the Games Master. If you are planning on being a Player, then reading on will only spoil the quest and what surprises await for yourself and potentially the rest of the group, also. So, if you're not going to be the Games Master and run the game, then **stop reading now!**

## Scenes and Basic Plot Outline

### Meeting Marcus

In this scene, the characters will meet Marcus, who is the head man of a shanty town called Yantar. Marcus is in charge of a group of mercenaries who run the town, and he essentially runs the place and is in charge.

The characters will owe something to Marcus, and now it's time for him to collect. He has a simple job for them – go and investigate a newly discovered strange facility a few days' travel out of town – and then report back to him with what's there.

A simple job to pay back whatever debt the characters might owe Marcus.

### Yantar

Yantar is a large shanty town which is ruled by Marcus and his men. It's set within some arid and barren Badlands, which stretch for hundreds of kilometres in each direction. To the north is Agropon, a massive metropolis run by The Agency.

The characters will be able to spend some time in Yantar after their initial meeting with Marcus, but he'll have eyes on them at all times. Maybe they'll barter for some equipment, or decide to get to know each other a little better by meeting in a bar for a while. Regardless, he tells them to be out of town by the next morning, and has supplied a vehicle to take them to the facility they're due to investigate.

### The Badlands

The facility the characters are supposed to be investigating is just over a day's drive out of Yantar. The vehicle they've been supplied with has just enough fuel to get them there and back, but not enough to get them anywhere else.

The characters can have an encounter with some wild hounds at this stage, who might see them as an easy meal. It'll be up to the character's to prove them wrong.

### The Facility (outside)

Once they reach the facility, the characters will discover what seems to be an abandoned bunker situated within a small dip in the landscape. After looking around, they'll be able to gain access and make their way inside.

### The Facility (inside)

Once inside the facility, the characters will have to deal with some automated defence mechanisms and alarm systems. Once these are dealt with, they'll discover a large vault full of military grade weapons!

### The Facility (returning outside)

Upon exiting the facility, the characters will find the Marcus is waiting for them, along with some of his goons! He'll explain it's all been a ploy; he knew exactly what was in there and simply used the characters to get in there for him. He tells them to drop their weapons, but not to worry, as their debt is still paid and they're free from his service.

As soon as the characters have decided how to deal with Marcus, a new threat appears. Agency vehicles race into the area and attack both groups, resulting in a mass firefight.

### **Fight or Flight**

The final scene is a firefight between the agency troops, Marcus and his men, and the characters. Depending on how they reacted to Marcus and his demands, they may be allied to Marcus at this point.

The game will end once this encounter is resolved. The characters may fight off all foes, decide to flee, or may even be overcome and captured by the Agency. How the game is resolved will depend greatly on their choices with dealing with Marcus.

## Meeting Marcus

### Synopsis

The characters are brought before Marcus, and told of their mission. We'll also either equip the characters now or supply them with goods so that they can purchase their own in the next scene.

### Setting

Marcus's office. Marcus makes his headquarters in some ancient train carriages which have been disused for many years and re-purposed into a ramshackle structure. The carriages have been welded together and attached to form a square. Areas of the carriages have been reinforced with corrugated iron and other armaments, making them a formidable defensive structure.

The office itself is narrow and cramped. A fan on the ceiling does little to alleviate the heat of the room, which isn't helped by the number of people crammed in there. Marcus sits behind a large desk, with the characters either sat or standing some distance away from it.

### Characters

Marcus is the big-time crime boss who runs Yantar. He's a large and imposing man, around 50 years old. He is bald, with rough stubble covering his chin. He's dressed in an old shirt and leather waistcoat, and black jeans. He's smoking a badly-smelling cigar, which he enjoys periodically as he speaks. On his desk lays a large pistol, which is largely for show.

### The Scene

The characters have all been gathered here because they owe Marcus something. What this might be can be decided by the player if they wish, and may alter how they view the task at hand and how they react to future events. If people want to think of a reason why they are there and are struggling, here are a few things they may owe Marcus:

- Marcus helped smuggle the character out of Agropon
- Marcus (or his men) found the character stranded in the desert and rescued him
- Marcus lent the character money, and this is how the debt will be repaid
- Marcus did the character a favour and now payment is due
- The character owes Marcus money for stealing from him previously
- The character owes Marcus money for drugs that he couldn't pay for
- The character wants to join Marcus and his gang, and wants to prove himself

The characters will all have been disarmed and searched before entering the office. If a character wishes to smuggle a weapon into the office, they can do so if they have a Needle pistol or a knife and pass a Subterfuge (4) test.

Once the game starts, Marcus will speak to them. He'll talk in a thick Slovak accent (or whatever equivalent you can manage if you wish to talk in character), with a measured, deep voice. He'll deliver the following points to the characters:

- They all owe him, and now he's going to collect
- He wants them to travel to a facility
- It was discovered a few weeks ago by his scouts
- They've been watching it but there have been no signs of activity there

- He wants to know what it is, so it's the characters job to investigate it
- Then report back

If you fancy reading some flavourful text, you could try this:

*"I am sure you wonder why I have brought you here. There is no need to worry. We are here to facilitate the improvement of relations between us.*

*You all owe me something: money, a favour... it does not matter. I now offer an opportunity to even things out and wipe the slate clean, so to speak.*

*I have a job for you. One which I feel matches your capabilities. Ah, do not worry my friends, it is not dangerous. Well, at least, it could be worse.*

*There is a facility due west of here, about just over a full day's drive. My scouts found it a few months ago and have been watching the location ever since. It is some kind of bunker, perhaps of Agency origins, built within a dip in the landscape – difficult to see unless you know its there.*

*As I said, we have been watching it, and have observed no supply drops, movement of personnel, equipment, or indeed any activity of any kind. It is abandoned.*

*Such a place is of interest to me. It could be an asset to hold goods, or to utilise as a safe place. In any case I'd rather know what it is and be control of it, what with it being so close to town.*

*Gain access to the bunker, ascertain its purpose and any other useful information you might think I might need to know. Then report back to me.*

*That's it. Simple.*

*I can't have my own men do this task – they are busy keeping order here in Yantar. I see this as an opportunity and, frankly, so should you.*

There are a few things not covered within the above which the characters should wish to know about, namely about their equipment, how they'll get to the facility, and if there's a deadline. Here are the answers to these points:

### Equipment

- Your equipment will be returned to you, and I will also supplement your supplies with some of my own. Frankly, I think I'm being overgenerous, but you have caught me in a benevolent mood, and the task is important enough for me to make some small investment in it.

### Getting There

- A vehicle will be supplied, yes. Go and see Flex, in the garage in town. Tell him I sent you – he knows what to do.  
Oh, and there'll be enough fuel to get you to the facility and back – more or less – but that thought you had about taking the truck and heading somewhere else? Where will you go? You will run out of supplies long before you reach any kind of civilisation in this desert. Unless you go north, to Agropon? Heh. I think you are even less welcome there than you are here, no?

### Deadline

- Set off today. The day is yet young, so there is time for you to prepare and get ready, but do not be in town at nightfall. I have people watching you, and while I want us to be friends, I do not think we are yet. Forgive me if I do not trust you, but I think you understand you can expect to have people watching you while you are here.

The scene should end with them leaving the office with their questions answered and the goal of their mission clear in their minds.

Their equipment will be returned to them and they'll head into Yantar to get the vehicle and complete their mission. If the characters started with no equipment, then Marcus will either provide some basic supplies for each of them, or give them tradable goods so they can purchase their own. Each character should have equipment equating to a value of approximately 600 (Marcus will grant them goods equating to 600 each to barter with in Yantar).

In addition, roll a D10 for each character allocate to them the following item as a bonus:

Die Result	Equipment Gained
1	Sleeping Bag
2	Night Vision Goggles
3	2 Bandages
4	1 Blood Stim
5	1 Medical Kit
6	1 Revival Kit
7	+20 Rounds (any type)
8	Iron Sights Mod (either pistol or rifle)
9	Alpha Stim
10	Mark 1 Grenade

### Other Notes

Some players may see an opportunity to threaten/attack Marcus at this stage. Such things should be dissuaded – you're on his home turf after all. Point this out to any players who look like they may try something.

If they're not dissuaded, then Marcus will react differently depending on the threat posed.

He'll take verbal jousting with a pinch of salt. It may even work if the character passes an Intimidation (4) check, but it's unlikely to achieve what's asked. The most they can attain doing this is that Marcus will hand over some extra ammo – 20 rounds of the character's favoured weapon – to help them on their way.

Physical threats and attempts at attacking Marcus will instantly spring Marcus's security defences. The shutters will instantly open and several armed guards will be stood outside, ready to gun down the characters before they can effectively attack Marcus – and even if this were to be achieved they'd be gunned down shortly afterwards.

Still, Marcus will admire their tenacity, and give them some healing items (2 bandages and a healing kit), smiling ironically and saying that they'll probably need them.

# Yantar

## Synopsis

The characters will head into town, possibly to barter for equipment, but mostly to head and pick up their vehicle so that they can reach the facility. They have until nightfall, which is around 8 hours.

## Setting

Yantar is a shanty town made up of makeshift shacks comprised of discarded sheets of plastic, corrugated iron, and whatever other building materials people have managed to salvage. Larger buildings tend to be towards the centre of the town where some more substantial structures stand – brick built buildings which were built long before the existing incarnation of the town came into being.

The town is approximately 1km in diameter, and generally divided into the following districts:

- The Garages
- The Warehouses
- The Fun Zone

**The Garages** are where the characters need to head in order to collect their vehicle. This area is relatively small and comprised of workshops and storage sheds which house an assortment of various vehicles, all in various states of disrepair. The garages are run by a man named Flex who reports directly to Marcus. In total, only a few motorbikes are operational, along with three vehicles, two armoured trucks and an SUV which the characters are intended to take to the facility. The rest of the vehicles are stored safely away and well-guarded.

**The Warehouses** are the de facto business and commercial area of the town. Within the warehouses an assortment of goods are stored which is traded among the population of Yantar. If they visit this area, the characters will be able to barter goods at a place called 'Shenk's Shop'.

When entering this pawn shop, the characters find themselves essentially in a cage with a window at one end through which they conduct their business. Obviously, security is high as there are many items which could tempt the wily thief.

Unbeknownst to the characters, beneath the warehouses is a warren of tunnels run underground, which houses a number of laboratories responsible for the production of healing items, stims, alcohol, and various narcotics.

**The Fun Zone** are where all the bars and brothels are situated. There are several establishments, but they all offer much the same sorts of entertainment. It's situated on a wide street, filled with people going from place to place. Music and the smell of food fills the air, and it's here that the characters can engage on whatever debauchery in this area as they wish, but it will cost them both resources and time.

## Characters

Flex is the main character here. He's a very thin, very skittish bald man who's covered in grease and wearing a filthy apron. The characters will find him if they ask for him around the garages. He'll treat them with suspicion until they mention Marcus, at which point he'll grin and shake their hands vigorously and show them to their vehicle.

Flex is friendly enough, but he's steadfastly loyal to Marcus. If the characters suggest anything untoward, such as getting some extra fuel, then Flex will drop his smile and tell them to do the job at hand, saying it will serve everyone better if they do the job at hand.

### **Scene(s)**

Going to the garage should be the main scene here. The characters are free to look around the town as they wish, but they may be better off going straight to Flex once they're equipped for their mission.

If they wander around town, especially in the Fun Zone, there's a chance one of them may be pickpocketed. Randomly select one of them (via a die roll) and have them make an Awareness 2 test. If they fail, they'll lose a Small item from their inventory, or D10 rounds of ammo. If they succeed, they catch the pickpocket – a small grubby lucky child – but the scamp will dart off into the crowd before he can be apprehended.

### **Other Notes**

Remind the players that they are being watched. Occasionally mention that they see strangers eye them warily before looking away. They sometimes see people moving within doorways, on rooftops, or shadowing them within the streets. This is to serve to make them get a move on.

If the characters do linger in town after the deadline then they'll have to sleep sometime. When they wake, they find themselves dumped in the SUV, which has been taken out of town. The characters will still be able to see the lights of the town behind them. There'll be a note, reading:

*"I don't wish to repeat myself – you are testing my patience. Get to the facility and do the job, unless you don't want to wake up at all next morning."*

Also, it's a good idea to keep track of how much time you think passes in this scene, since what time they set off on their journey can have an effect on the following scene(s).

## **The Badlands**

### **Synopsis**

The characters travel across the Badlands toward the facility. The journey there will take a total of six hours. Depending on how swiftly they adhered to Marcus' instructions, they may or may not run into a combat situation here.

### **Setting**

The scene is set upon a barren tundra known as The Badlands. The area is a vast stretch of arid wilderness which was formed due to mass deforestation decades ago. What remains is a bleak, cracked landscape where little but hardy grasses can survive.

The relief is largely flat with the occasional rolling hillock dotting the landscape. The horizon is a hazy, indistinguishable line, the distance to which is difficult to judge.

Aside from Yantar, the only known settlement is a week's travel to the north, where Agropon is. Agropon is a massive metropolis where millions of people live under the watchful eye of the Agency.

### **Characters**

Other than the characters themselves, the only things they may meet on their journey are a pack of half-starved wolves.

### **Scene(s)**

#### **Driving to the Facility**

Once the characters set out on their journey, they have a few choices to make, the first of which is who is driving the vehicle as they set off.

There are obviously no roads to traverse, and while the most of the driving is relatively easy, whoever is piloting the vehicle must take care to avoid any pitfalls, rough shrub patches (which may puncture a tyre) and other hazards on the way.

For every two hours of driving (or part thereof) a test must be made on Vehicle Operation (1). If it is dark while driving, then this test increases to Vehicle Operation (3). If a character drives for more than four hours they'll become fatigued, meaning they'll receive a -1 penalty to these rolls. The characters can change who is driving without penalty.

If the characters set off from Yantar right away, then they should make it to the facility before nightfall assuming all of the tests are passed.

Failed tests result in the vehicle running into some kind of difficulty which the driver failed to spot or was unable to avoid. The nature of the obstacle, how it can be overcome, and the consequences of running into it can be randomised and are summarised below:

D10 Roll	Hazard	Actions Taken	Result
1	Hit a Rock	The vehicle's axel is severely damaged by a rock jutting out of the landscape. Unless the characters can successfully make a combined Mechanics (5) check, the vehicle becomes unusable.	The remaining journey will now take twice as long. The wolf attack, below, is certain to happen at some stage.
2-4	Sharp Thorns	One of the vehicles tires becomes punctured. A Mechanics (3) skill can repair this (there is no spare) so that the journey can continue.	During this event there's a 50% chance that the wolf attack, below, will occur. Also, add an extra 2 hours to the journey time.
5-10	Sandbank	The vehicle becomes embedded in a sandbank and must be dug out. This will take a combined Athletics (8) roll to dig it out.	For each round of rolls to amass 8 successes there's a 50% chance the wolf attack will occur.

### Wolf Attack

There's a chance that a pack of starving, half-crazed wolves will attack the characters during this scene. This may happen if one of the events above occur, or if the characters are forced to stop to rest and/or wait for daylight.

The wolves will attempt to circle the characters and sneak as close as possible before attacking. How close they get relies on how alert the characters are to potential dangers.

Have all the characters make an Awareness test. The most successful roll will determine how close the wolves have got before one of the characters notice. The table below shows how far the wolves will be from the characters when this combat encounter is set up

Successes Rolled	Distance Wolves are from Characters
0-1	4"
2-3	8"
4+	16"

If the characters are all asleep, and haven't placed anyone on watch, then they'll all suffer -3 penalty to these rolls.

Once the wolves are discovered, initiative is rolled as normal.

There are as many wolves as there are characters, plus two. So if there are three characters, there'll be five wolves. The wolves have the following profile. Obviously, they'll try to engage in melee as soon as possible.

## **Wolf**

Athletics (Str+Agi)	4	Fortitude (Str+Tau)*	2	Mechanics (Com+Dex)	0	Persuasion (Soc+Inf)	0
Awareness (Per+Com)	4	H.Weapons (Str+Per)	0	Medical (Per+Mem)	0	Subterfuge (Dex+Agi)	0
Empathy (Soc+Com)	0	Intimidation (Str+Inf)*	4	Melee (Str+Agi)*	3	Technology (Mem+Dex)	4
Firearms (Per+Dex)	0	Knowledge (Com+Mem)	0	Nerve (Inf+Com)	2	Vehicle Op (Mem+Agi)	0

**Health: 1**

**Action Points: 5**

**Weapons: None**

The wolves will likely retreat if the battle is going badly – if they suffer 50% casualties and haven't inflicted significant damage, they'll likely free from battle.

### **Other Notes**

Some players may wish to deviate from the plan.

- A danger here is those who wish to derail the game and head in a direction other than that which leads to the facility. If this is discussed, remind the players that They only have enough fuel to make it to the facility and back (which is about 1 ½ days of fuel)
- They have little in the way of supplies, and the barren wilderness offers little in the way of sustenance
- The only other known settlement, Agropon, is seven days north. It's a huge metropolis ruled by The Agency and home to millions of people. Elsewhere the foreboding wilderness stretches, as far as they know, for infinity.

If this does occur, then there is the unknown fact that Marcus will in fact follow them across the wilderness. If they deviate and head in a different direction, he will pursue and catch them once they run out of fuel. At this point, he can get the character's back on track by forcibly taking them to the facility and having them open it for him, though this will slightly alter how the final scene is played out since is appearance once they emerge will obviously not be a surprise.

## Outside the Facility

### Synopsis

The characters reach the facility. After finding little of use outside, they gain access and venture within.

### Setting

The facility has been built within a light depression within the landscape, so that little sign of it could be seen unless venturing very close. Luckily, Marcus' scouts left a disused vehicle nearby, marking the area where the facility could be found.

The facility itself is made up of several small concrete buildings – storehouses perhaps – left abandoned and in severe disrepair. There's also a slightly larger, albeit squat building in the centre. Scattered around the buildings are disused barrels, crates, and other packaging containers.

It does not look like anyone's been here for several years.

The only real building of note is the squat building in the centre, which is built out of concrete and looks to be a very substantial structure. In the side of one wall is a large metal door, which again looks to be very substantial.

### Characters

None

### Scene(s)

The characters can look around the facility all they like, but they'll find nothing of use in the old crates and barrels around the area. The only thing to do here is to try to enter the facility.

### Opening the Door

The door can be opened in several ways. Have the characters each take an Awareness test as they examine it, which will yield the following results depending on the number of successes each character attains (these are not calculative between several characters).

Number of Successes	Detail Noticed
0	Nothing besides a large metal door.
1	A panel to the side of the door which can be flipped open, revealing a console (see below).
2-4	A maintenance panel close to the base of the door (see below)
5+	A tiny lens at the top of the door, pointing towards them – a camera? – with a deep red glow within it.

### Breaking Through

As a final (or primary!) option, the characters can try to break through the door. This will take some time, and a combined Athletics (20) test. Assume half an hour passed for every roll the characters make.

### **The Console**

The console is a simple keypad and LED readout, which blinks with a green cursor. It looks as if a 5 digit code is required. Of course, the characters won't know the code, and will have to guess it (unless they happen to guess 55824!) unless they manage to hack the console. This requires a Technology (4) skill check. If a check is failed, or if they enter three incorrect codes, then tell them the LED cursor turns red, but they can continue to try until they succeed.

### **The Maintenance Panel**

This panel can be opened relatively easily once it's discovered. Inside, the characters will discover some cogs and gears which no doubt have a part to play in opening the door. If a successful Mechanics (4) test is made, then the character enables a manual override which causes the door to open. If a critical fail is rolled at this stage, then the mechanism fuses shut, and they'll have to break in using brute force.

### **Other Notes**

Noticing the camera has little impact on things here – they can destroy it if they wish. It serves to let the players know that they've been seen, and that further consequences could now be afoot.

## Inside the Facility

### Synopsis

The characters enter the facility. After venturing down a series of corridors and doors, they'll reach a chamber featuring a large vault door and a computer console. Here, they may or may not encounter some automated security before accessing the vault, within which they discover a large stash of hi-tech weaponry!

### Setting

The whole scene is set in an ancient bunker. The entire place is encased in metal panels, from floor to ceiling. Despite this, being underground has taken its toll, and some of the sheets have buckled showing the earth behind them. The area smells of earth and the air is stale and hot and very dry.

### Characters

The characters may encounter some automated security turrets in this area. The way they work are described in the scene below. Otherwise, the characters will meet no one else here.

Some security turrets may pop up here if the characters set off the automated security.

### Security Turret

Athletics (Str+Agi)	0	Fortitude (Str+Tau)*	0	Mechanics (Com+Dex)	0	Persuasion (Soc+Inf)	0
Awareness (Per+Com)	0	H.Weapons (Str+Per)	0	Medical (Per+Mem)	0	Subterfuge (Dex+Agi)	0
Empathy (Soc+Com)	0	Intimidation (Str+Inf)*	0	Melee (Str+Agi)*	0	Technology (Mem+Dex)	0
Firearms (Per+Dex)	4	Knowledge (Com+Mem)	0	Nerve (Inf+Com)	0	Vehicle Op (Mem+Agi)	0

### Health: 3

### Armour: 3 (all-round)

### Action Points: 5

### Weapons: Assault Rifle Mk1

### Loot: D10 Rifle rounds.

**Notes: Turrets are always assumed to be in Overwatch. Turrets need not take Nerve tests and are immune to flame attacks.**

### Scene(s)

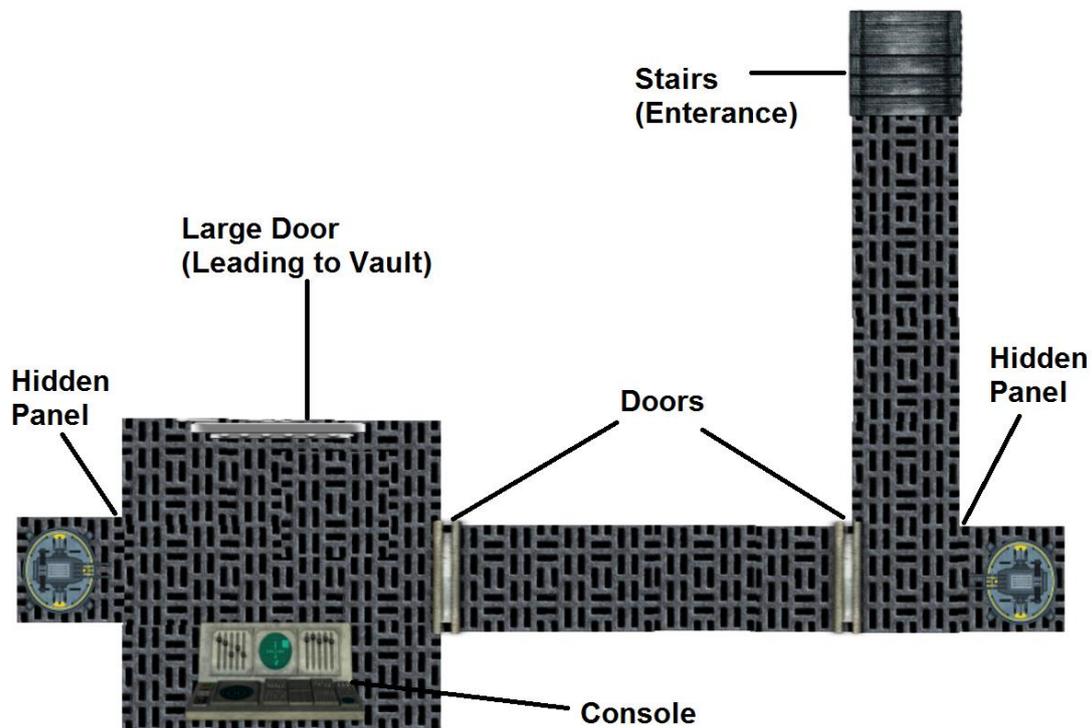
#### Lighting and Power

Whether or not there's lighting within this area depends on how the characters entered. If the characters managed to hack the console, or use the maintenance hatch, then the lights will switch on automatically.

If the characters forced their way in, then the lights don't come on (and nothing will have power until they reach the terminal, as described below). Because it's pitch black, the characters will have to find some way to create light down there. Without a flashlight or night vision equipment (which they may have), the characters will have to fashion an old-fashioned style torch from rags and perhaps a rod of scrap metal. This will serve their purposes until they reach the console.

## Map

Below shows a layout of the area, which you may wish to use for the encounter on the table top and will be needed if combat occurs here.



## Doors

There are two more doors within the complex. They are both closed, and are identical in the way they operate.

They can be Forced open via an athletics (4) test, or they can be hacked via Technology (3). An important difference here is that if they are hacked the characters gain control over the doors and can open and close them if adjacent, which may come in useful if the automated security is triggered.

## Hidden Panels

As the characters approach the Hidden Panels (both down the first corridor and when they enter the room with the console, have them take an awareness test. With an Awareness (5) test, one of the characters may notice that some of the panels in the walls are engineered slightly differently, and may be fake. If the characters investigate these, they'll see that this indeed the case, and they'll be able to open (no tests needed) one to reveal a security turret beyond.

## Security Turrets

There are two ways the characters come across the Security Turrets, either by finding them through the hidden panels, or by triggering the console (below).

If the characters find a turret behind a panel, then the turret is inert and will not attack. The turrets are armed with a machine gun, well armoured, and look to be in good condition. A character will be

able to disable a turret via a Technology (4) or Mechanics (3) skill check. If they fail, then the turret will activate as described below.

Turrets which are activated will automatically attack, and behave in the following ways:

- They are always on Overwatch, so will automatically attack at the start of any given turn, regardless of initiative, so long as there's something to shoot at.
- They'll always use alternative fire against one target.
- Turrets will always attack the first thing they can see.
- Turrets will run out of ammo after 10 shots.

The turrets are most deadly when first encountered. Once characters take cover from them, a clever group will have little trouble dealing with them. Remember, turrets won't attack what they can't see, so shutting one of the doors will eliminate half the problem.

### The Console

The room is dominated by a large console, which has a single square screen in the centre and a vast array of buttons and dials around it. There is a cursor blinking on the screen.

Characters can try to enter commands into the console to operate it. Because of its size, up to three characters can do this at once. The success of hacking the terminal is determined via a combined Technology test, the results of which depends on how many successes were rolled:

Successes Rolled	Result
A Critical Fail (from any character), or 2 or less	The characters totally botch the hack. An alarm blares out, and immediately the turrets come into play. Stop everything and resolve the combat.
3	The characters manipulations don't seem to have any effect on the console. They can try again if they wish, but gain +1 to their rolls due to their growing familiarity with it.
4	The vault door behind them releases and opens. Sadly, the characters don't manage to fully override all the security features, and both turrets engage and attack.
5-6	The vault door behind them releases and opens. Sadly, the characters don't manage to fully override all the security features, and one turret engages and attacks (determine which turret is activated randomly).
7+	The vault door release and opens, and all security measures are also disabled and don't come into affect.

### The Vault

The vault may not be opened until the console is dealt with. The doors are several inches thick steel and the mechanisms which work them are deeply hidden within the structure of the bunker.

Inside the vault, the characters will discover a large area comprised of shelving and storage cupboards. This space is packed with high quality weapons, armour, ammunition, and equipment.

Thus the characters discover what this place is – a hidden stash of equipment for the Agency Military.

At this stage the characters can simply leave as their job is done. All they need do to complete their assignment is report back to Marcus their findings.

Of course, it's quite likely that the characters will want to take things from the stash. Allow them to do so if they wish – there's absolutely nothing stopping them from taking anything.

If they decide to do this (which is likely), the characters can take what they wish from the equipment stored here, so long as they have the inventory space to do so. As a guide, each character will find:

- A suit of armour
- A weapon from the following selection:
- Sufficient ammunition of their choice to reach capacity
- A grenade

Obviously there is more equipment and ammunition here than the characters can hope to carry, and there's no feasible way for them to transport out more than this at this time. The best they can do is load up and plan to come back and collect the rest later.

### **Other Notes**

If the characters loot the vault, it is very likely to hugely increase their combat effectiveness. This is intended, as they'll likely need it for the final scene.

## Returning Outside

### Synopsis

The characters have completed their goal, and there's little else they can do in the vault. They return to the surface, only to find Marcus waiting for them there. Marcus tells them that he used them to get into the vault, but they should still trust that the deal still stands. However the characters react, the Agency attack all gathered there, keen to regain their stolen weapons!

### Setting

Outside the facility, as before. There are now more people and a few vehicles around.

### Characters

Marcus appears here, along with some of his goons (as many as there are characters +2). They'll have the same initiate and APs, but Marcus has a different profile. The goons can be armed with an assortment of weapons as you see fit.

### Marcus

Athletics (Str+Agi)	3	Fortitude (Str+Tou)*	4	Mechanics (Com+Dex)	2	Persuasion (Soc+Inf)	3
Awareness (Per+Com)	2	H.Weapons (Str+Per)	2	Medical (Per+Mem)	3	Subterfuge (Dex+Agi)	2
Empathy (Soc+Com)	2	Intimidation (Str+Inf)*	3	Melee (Str+Agi)*	3	Technology (Mem+Dex)	2
Firearms (Per+Dex)	4	Knowledge (Com+Mem)	2	Nerve (Inf+Com)	4	Vehicle Op (Mem+Agi)	4

### Health: 1

### Armour: Full Metal Jacket

### Action Points: 5

### Weapons: Single Shot Shotty

### Loot: D10 Shotgun rounds.

### Notes:

## **Goon**

Athletics (Str+Agi)	0	Fortitude (Str+Tou)*	0	Mechanics (Com+Dex)	0	Persuasion (Soc+Inf)	0
Awareness (Per+Com)	0	H.Weapons (Str+Per)	0	Medical (Per+Mem)	0	Subterfuge (Dex+Agi)	0
Empathy (Soc+Com)	0	Intimidation (Str+Inf)*	0	Melee (Str+Agi)*	0	Technology (Mem+Dex)	0
Firearms (Per+Dex)	4	Knowledge (Com+Mem)	0	Nerve (Inf+Com)	0	Vehicle Op (Mem+Agi)	0

**Health: 1**

**Armour: Mesh**

**Action Points: 5**

**Weapons: 6-shooter/hunting rifle/double barrelled shotgun**

**Loot: D10 weapon rounds.**

**Notes: Turrets are always assumed to be in Overwatch. Turrets need not take Nerve tests and are immune to flame attacks.**

There are also a group of Agency Troops which show up (as many as there are characters +1, unless the vault was not ransacked, in which case there are as many troopers as there are characters -1). They're well-armed and armoured. It's up to the GM what weapons they have. Default will be a Military Rifle Mk1. It's suggested that one or two others may be armed with a Devastator shotgun, missile launcher or sniper rifle.

## **Agency Trooper**

Athletics (Str+Agi)	4	Fortitude (Str+Tou)*	3	Mechanics (Com+Dex)	2	Persuasion (Soc+Inf)	2
Awareness (Per+Com)	4	H.Weapons (Str+Per)	4	Medical (Per+Mem)	2	Subterfuge (Dex+Agi)	2
Empathy (Soc+Com)	2	Intimidation (Str+Inf)*	2	Melee (Str+Agi)*	3	Technology (Mem+Dex)	2
Firearms (Per+Dex)	4	Knowledge (Com+Mem)	2	Nerve (Inf+Com)	4	Vehicle Op (Mem+Agi)	2

**Health: 1**

**Armour: Tactical**

**Action Points: 6**

**Weapons: Assault Rifle Mk1/Devastator Shotgun/Missile Launcher/Sniper Rifle**

**Loot: 2D10 Rounds of Rifle/Shotgun ammo, D10 Heavy Rifle or 1 missile, depending on weapon.**

**Notes:**

## Scene(s)

### Leaving the Vault

Upon leaving the vault, the characters will find Marcus waiting for them! He'll have two armoured vehicles with him, along with a number of his men alongside. He'll stand, hands on hips, looking very proud of himself. He'll announce the following points in a jovial if not slightly threatening manner:

- He knew what this facility was all along
- He used them to disable the security systems
- He wants any equipment that they've taken returned to him
- He also says that their debt is still paid, and that they don't need to worry
- But he wants them to drop their weapons

Again, if you wish to read some flavour text for this, you can find it here:

*“Don't act so surprised my friends. You could not possibly think that I had no idea as to the contents of this facility? I knew exactly what lay within, I'm afraid – I am no fool. I simply needed you to disable the automated security systems which were still active in there, and wasn't willing to risk my men's lives in order to do such a task.*

*Come now, no hard feelings eh? You have done what I wanted, albeit unknowingly. It is okay; our deal still stands. Simply relinquish what items you may have already taken from the vault, and we'll call it even. No need to worry! Your debt to me is paid, and it's been a pleasure doing business with you. Now, drop your weapons”*

The characters can take an Empathy (3) test to realise that Marcus is indeed telling the truth, and he does indeed attempt to honour their deal.

The characters need to decide what to do at this point. They could attack Marcus, engage him in conversation, drop their weapons as he asks, or even try to flee.

Whatever they decide to do, initiate the following scene at the same instance something is decided and acted upon.

### Agency Strike Force

There's the sudden sound of a fierce engine and from the south an armoured personnel carrier races into view. This is a highly advanced military grade vehicle with thick armour and a sleek, intimidating design. It contrasts sharply with the ramshackle nature of the vehicles Marcus is using, which simply have had slabs of metal bolted onto them.

This is when a combat situation will start. Roll for initiative as normal.

It's entirely possible, depending on how the characters reacted to Marcus, that this is a three way fight. If not, Marcus will fight the Agency. The characters are free to engage who they wish, though the Agency will be hostile towards them.

On the Agency's first turn, the APC will screech to a halt and unload the troopers within (including the driver).

The battle is fought within the area around the bunker, with ruined buildings and other assorted cover dotted around. Below shows an example layout of the map:

### **Other Notes**

If the battle turns against the characters, suggest that escape is always an option. The characters could always hijack one of Marcus' vehicles (via a Vehicle Operation (3) test to jumpstart one), or reclaim their own if they left it nearby.

At worst, rather than killing them, they could become captured by the Agency (or Marcus' goons) at the end of the game. This at least gives you the option of continuing the story after this game, should people be inclined to!

## The Aftermath

### Synopsis

Assuming they're not dead, the characters could be in one of several situations once the fight is over. This will determine how the adventure ends, and hopefully sets them up for future sessions.

### Setting

Outside the facility, which has just been the setting for a gunfight.

### Characters

Marcus, his goons, and the Agency troopers, all of which could be alive or dead at this stage!

### Scene(s)

What occurs during this scene depends greatly on what happened during the fight and who the characters sided with. Here are the broad assumptions of what could have happened:

#### **The characters joined with Marcus, and Marcus survives**

If Marcus survives the fight, he'll be incredibly grateful to the characters, who'll likely have carried most of the fight due to the better weaponry they had.

He'll make the following points:

- He's extremely grateful to them all
- He was a fool to think they could steal from The Agency without consequence
- He offers his hospitality and says he's in their debt
- They'd best make haste away from there, back to Yantar

Here's some flavour text for those so inclined

*My friends, I do not know what to say. I was a fool to think I could so brazenly take Agency equipment, and it was equally foolish to underestimate you all. Your debt is paid tenfold. No, what am I saying? I am in your debt. I know we've had our differences in the past, but let's discuss a new business relationship over a few beers, eh? Come, we must get away from here quickly, before any more troops come to protect this place.*

#### **The characters joined with Marcus, and Marcus dies**

If the players sided with Marcus, then his goons will look to the characters for guidance. They beat the Agency troops, so the goons will see the characters as strong combatants and possible leaders. Indeed, if the characters play their cards right (Persuasion/Intimidation/Empathy checks), they could actually replace Marcus and be the new Kingpins of Yantar.

#### **Everyone except the characters die**

It's entirely possible that everyone else is killed in the battle. Should this occur, allow the players to make their own minds up what their next course of action might be, and don't let on that the session is over until they have done so.

They have access to a stash of weapons, several well fuelled vehicles (including an armoured APC), and now have options to return to Yantar, head north to Agropon, or venture out into the Badlands to see what they might find.

Once they've decided, end the session, tell the players well done, and that could well set you up for a continued adventure should people be willing to continue another time.

### **The Characters lose**

Captured!

If it's looking like the fight is turning bad, or if all the characters 'die', then instead of ending things fatalistically tell them that they've been captured by the victorious faction. If this was the Agency, then who knows what fate awaits them. Marcus may treat them well, if they helped him, or could have some kind of vengeance planned if they decided to fight him as the Agency arrived.

This sets up the next session quite nicely, should there be one if the players are interested enough to continue. What happens next, though, depends on what the GM could come up with!

### **Other Notes**

This is the end of the adventure. As you can tell, how it ends depends a lot on both how the players decided to act with Marcus' appearance, and how things go in the ensuing fight.

What happens next is down to the GM and the players. Does the story end here, or is there more to be told?

Regardless, I hope you had fun playing!

**Title**

**Synopsis**

**Setting**

**Characters**

**Scene(s)**

**Other Notes**