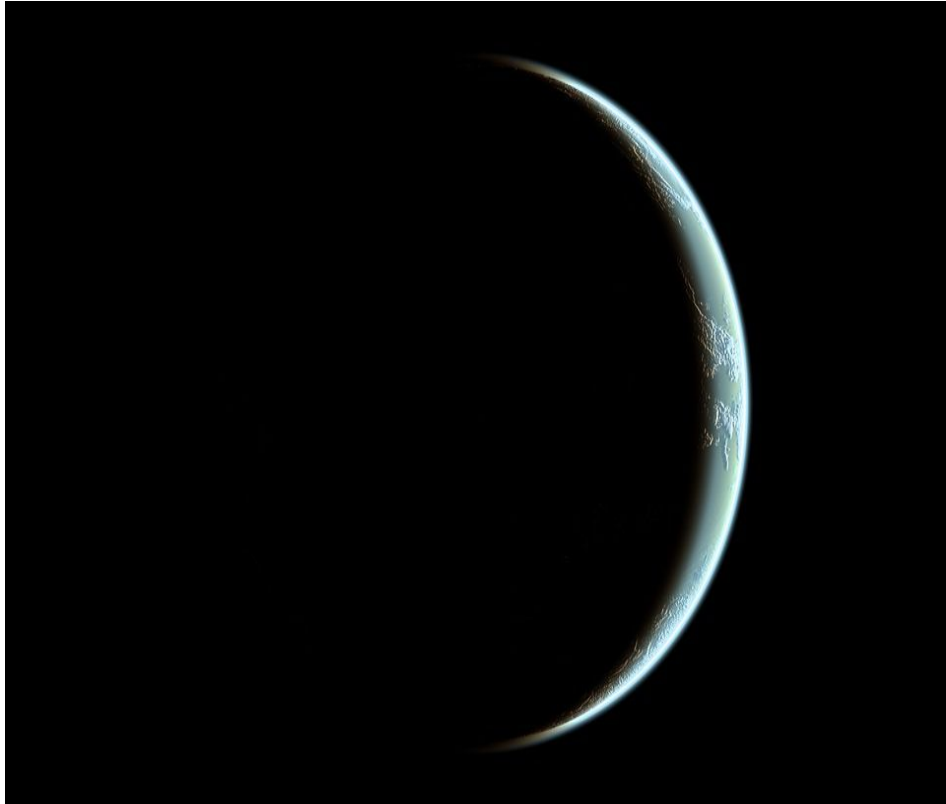


# OPERATION ECLIPSE



**A role-playing scenario by Troels Andersen Kjær**

**Playtime 3-5 hours**

Special thanks to my Warhammer 40K Dark Heresy group Jakob Schilling, Johanne Schilling, Jonathan Arbirk Wenstrup, Louis Kehlet and Louise Floor Frellsen without whom I would not have felt motivated to make a d100 based game in which characters don't fail their skill rolls most of the time. Some of these people also helped me playtest this game, for which I am very grateful.

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# Introduction

Dear game master,

Thank you for running this scenario.

I appreciate scenarios that offer deep emotional experiences and realism. This is not such a scenario. My main idea in writing this has been the notion that no idea is too stupid. It's about exploring ideas and having fun together. A lot of its execution relies on adapting to the players' input, and while the scenario has an overall structure, there is a lot of freedom within each of its elements. The scenario has potential for drama, comedy, explosive action sequences and anything else you might imagine, depending on the players' preferred style. I invite you to encourage the players in employing outlandish ideas and tactics in overcoming their goals.

All you need in order to run this is:

1. Pen and paper
2. Dice to make percentage based rolls, usually one ten sided die with numbers from 0 to 9 and one ten sided die with numbers from 00 to 90.
3. Your imagination

## **The premise:**

We are in the not so distant future. After a series of devastating conflicts, mankind has united under a new global Earth Alliance with its headquarters in the United States. But just as peace seems to have settled on the Earth, a new threat has emerged from outer space. After a series of failed major engagements, four specialists - Special Agent Justin Case, Master Hacker Nick O'Tyme, Ace Pilot Elly Copter and Ninja Assassin Maddy Tate - have been selected to launch a special mission to disable the alien mothership by any means necessary.

# **Structure:**

## **Stage 1 - Planning the mission**

Players will be introduced to their mission. During this phase a lot of the initiative lies with the players. They will have to agree on a plan of action and figure out what kind of supplies they want to use. There will be no combat during this stage.

## **Stage 2 - Executing the mission**

The players will execute their plan, attacking the alien mothership in the manner they have planned. During this phase the players retain initiative, and your main role is to respond to their actions while presenting obstacles and challenges that hinder their plans while still allowing the players to feel heroic. The challenges will escalate the closer the players get to their objective. This part of the scenario takes place primarily around and on the alien spacecraft. Player characters may sustain injuries, but cannot die.

## **Stage 3 - The final showdown**

The climax. After pacifying the alien mothership, the players will face one last seemingly insurmountable challenge that will require them to go all in on a desperate plan to defeat the enemy. This is where you throw everything you have at them in order to encourage selfless acts of heroism. Player characters may die, but only in doing something really awesome and badass that has an impact on the final outcome.

# Player Character Cheat Sheet

## Justin Case:

### Stats:

Grit: 90

Wit: 70

Know-How: 44

Mojo: 65

### Skills:

Dual Wielding Automatic Weapons That  
Never Seem To Run Out Of Ammo: 90

Rock Hard Abs: 87

Making Improvised Weapons Using Objects  
That Make No Sense: 76

Cool Guys Don't Look At Explosions: 83

Heroic One-Liner: 93

Navy Seal Super Stealth: 13

### Special Ability: Just In Case

Once per mission Justin may just happen to be carrying the perfect answer to a given problem, whether it's a complex device or a simple tool. There are no limitations and the item does not have to make sense.

## Nick O'Tyme

### Attributes:

Grit: 45

Wit: 71

Know-How: 95

Mojo: 30

### Skills:

Math-Fu: 87

Computer Whiz: 95

Incomprehensible Techno-Babble: 87

Using Digital Devices For Things They  
Weren't Meant To Do: 76

Telling Random Irrelevant Facts: 73

Crippling Shyness: 13

### Special Ability: In The Nick Of Time

Once per mission Nick somehow happens to be exactly where he needs to be at the exact right time without having to give a plausible reason as to why.

## **Elly Copter**

**Attributes:**

**Grit: 55**

**Wit: 93**

**Know-How: 73**

**Mojo: 62**

**Skills:**

**Whiz Mechanic: 93**

**Doing Impossible Maneuvers: 92**

**Anything Can Be Done With A Wrench: 75**

**Operating Vehicles Without Training: 77**

**Cyborg Jet Pack That Never Seems To Run**

**Out Of Fuel: 73**

**People Skills: 13**

**Special Ability: Cyborg Supercharge**

Once per mission Elly can use her cyborg abilities to transform into any vehicle. She remains this vehicle for the rest of the mission. It doesn't have to make sense.

## **Maddy Tate**

**Attributes:**

**Grit: 55**

**Wit: 80**

**Know-How: 40**

**Mojo: 92**

**Skills:**

**Needlessly Complicated Martial Arts: 93**

**Well-Timed Obscure Asian Proverbs: 83**

**Superhuman Ninja Reflexes: 87**

**Looking Good In Tight Leather: 92**

**Somehow Appearing Behind People: 83**

**Using Western Technology: 13**

**Special Ability: Ultimate Meditation**

Once per mission Maddy may use her mystic ninja meditation powers to move so fast that it appears time has stopped for a minute.

# Mechanics

The mechanics of the scenario are mainly there to facilitate the action. Attributes and skills are percentage based, utilizing d100 to determine outcomes where a low result is desired. They are all designed with flavour in mind and are intentionally open to interpretation. As a game master you have a lot of leeway in terms of interpreting how these attributes and skills can be used, and players are invited to come up with out-of-the-box justifications for the application of their skills. Any roll of 5 or lower is a critical success and merits an extra awesome description.

There are four main attributes that can always be used when a particular skill does not fit the bill.

These are:

**Grit** - raw physical strength, prowess and endurance

**Wit** - Reflexes, quick thinking, stealth

**Know-How** - General knowledge, both theoretical and practical

**Mojo** - Luck, spiritual power

Whenever the situation calls for it, make a player do a roll on one of these skills, such as when taking a physical hit (Grit), having to react to something sudden (Wit), dealing with an obstacle that requires knowledge outside a specific skillset (Know-How) or withstanding a psychic attack / catching a lucky break to get out of a difficult situation (Mojo).

All attributes as well as skills (most player skills are incredibly specific) are very open to interpretation, and in general if you or a player can find a convincing argument for why this attribute or skill should apply to a certain situation, go with it. As you read through the players' skills I encourage you to think of how they can be interpreted, challenged. Most skills are fairly high so most of the times the players should succeed, but as the scenario progresses you are welcome to apply penalties to make it harder. As you will see each player has one skill that serves as a major weakness. Feel free to force them into situations where they have to check against those skills for dramatic or comedic effect.

Both you and the players are encouraged to make colourful and elaborate descriptions of actions that are taken as it will contribute to the action and flavour of the game.

## Combat

In combat the Game Master does not roll dice, but asks players to roll for the attribute or skill that is being tested (physical attacks will target Grit, unless reflexes are required, in which case it tests Wit, psychic attacks target Mojo and so on.) It is also worth noting that ANY combat situation can be addressed with ANY skill as long as the player makes a convincing enough argument to be evaluated at the GM's discretion. I encourage you to handle combat in a fast and loose manner; i.e. handle enemy units in clusters rather than considering them as individual units. A player making a successful attack on the enemy will generally take out multiple aliens at once, unless they are fighting a specimen of unique size. As a Game Master you may decide which of the player characters are targeted and how many are targeted each turn.

In combat, the order of initiative is **Elly > Maddy > Nick > Justin** based on Wit values. Enemies, whether they be aliens, robots, turrets or otherwise act last unless they have the element of surprise. If the party is split everyone is still acting according to the same sequence of initiative, and if one group is dealing with a threat, make sure to present the other group with a threat as well so everyone is in on the action.

Later on I will offer some suggestions for challenges that you can use against the players. These can be used as presented or as inspiration.

## Injuries

Whenever a player fails an attribute or skill roll in a combat situation or doing something that puts them in danger, they sustain an injury. Every time an injury is sustained, make the player describe the nature of this injury and how it affects them. Is the injury physical, mental, etc.? Rather than weakening the player characters, however, an injury has the opposite effect; it triggers rage and defiance and unlocks new skills and abilities that the players can use in order to defeat the enemy. These skills and abilities are listed for each character on the final pages of the scenario. When you give the player the new skill and ability they have unlocked, let them describe how this injury pushed them to recall or unlock this hitherto unused ability. As the scenario progresses keep track of injuries and make sure that no player feels left out; put them in situations where injuries are inevitable so they can unlock some of those cool skills that they're seeing others getting and using.



# The Aliens

The aliens serve as the antagonists in this scenario. They are numerous. As a game master I invite you to give your own characteristics to the aliens; this way you can add your own flavour to the scenario. Are they entirely hostile? Will they attempt to communicate? If so, how? I will ask a series of questions to help you define what your particular race of aliens are like. A way of doing it is to give the aliens one primary characteristic that is reflected throughout their appearance and behaviour. For example if the aliens are crystalline in nature, everything about them is like this. Their bodies are like crystal, their spaceships are shaped like crystal, even their furniture and weaponry. The nature of the aliens may give players different ideas of how to fight against them. Feel free to make the aliens as ludicrous as possible.

## What is their primary characteristic?

(examples: slimy, metallic, insectoid, radioactive, cyborg, arctic)

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## What is their appearance?

(examples: how many limbs do they have, are there several types varying in size?)

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## How do they communicate?

(examples: radio waves, telepathy, music, interpretive dance)

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## What is their preferred combat method?

(examples: ranged combat, martial arts, philosophical debate, rap battle, psychic attacks, insults)

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## What is their government?

(examples: anarchy, dictatorship, hivemind, representative democracy, election based on cooking skills)

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## What does their mothership look like?

(examples: a massive living space whale, spherical, shaped like an octopus)

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## Warm-up

The scenario is about to start. This is where you get everyone on the same page. Do a quick round where you ask the players about their role-playing background, why they decided to play this particular scenario, and what their expectations are. Ask them one by one to give a short description of their ideal action movie and what they think would be cool to do in an action game. Feel free to make notes of these descriptions and use them for inspiration when you run the scenario. The game is more than anything else about reading what the players think will be fun, and then trying to fulfill that by adapting the action to that.

After that give them a short presentation of the premise (as found in the beginning) and the concept of the scenario as well as the basic mechanics of using d100 based skills. Let them know that this scenario is about using their imagination, and that no idea is too dumb to be used. Explain that the attributes and skills are open to interpretation, and that they may be used for any purpose as long as the players make a strong enough argument, and additionally encourage them to make elaborate and heroic descriptions of their actions whenever they use a skill. Assure them that while some characters may seem more suited for combat on a surface level, all characters are capable of handling themselves in a fight.

Give them a short description of the characters and let them select.

**Justin Case: A special agent who likes to shoot first and think later.**

**Nick O'Tyme: A master hacker who always seems to be where he's needed.**

**Elly Copter: A cyborg pilot with excellent mechanical skills.**

**Maddy Tate: A ninja sensei and international assassin.**

# **Stage 1**

## **(30 minutes)**

## **Briefing:**

The game starts in the international headquarters of the Earth Alliance. Imagine the Pentagon except much bigger. The player characters have been escorted to a massive command room full of computer monitors and a massive table in the middle with a holographic projection of the alien mothership. Initially there is no one else in the room, and you can give the players a few minutes to get in character and interact with each other as they are waiting.

After a little while they hear footsteps and a figure enters the room flanked by two soldiers. This is General Williams, Supreme Commander of Earth Alliance forces. Williams can be either male or female, it's not particularly important.

Regardless of gender, Williams is authoritative, but also shows immense respect towards the player characters due to their individual accomplishments.

Williams tells the players about the alien threat; that the Earth Alliance has tried to defeat them by standard military means but has so far failed, and that it is now up to the player characters to defeat the enemy by any means necessary. Williams also gives the players a briefing on the nature of the aliens, basically everything you have decided upon in the Aliens section, which may have an effect on how the players prepare for the mission.

## **Planning:**

The players now plan how they are going to approach the alien mothership. Williams takes them to a huge army stockpile and lets them know that they have virtually infinite resources at their disposal. This is where the players can get creative. Do they want personalized mecha suits? Sure. Do they want remote controlled hacker drones? No problem. Do they want jet skis that can be used in space? Absolutely. While stocking up on equipment, the characters discuss how they want to approach the mothership. Do they want to sneak in through a secret air duct? Do they want to straight up ram a rocket into the mothership and jump in guns blazing? Why not both? No plan is too dumb, and if the players disagree on the approach and want to split up to execute different attack plans, don't worry too much about it. No matter how illogical, unscientific or reckless their plan is, your job is to accommodate it and allow it to succeed. Feel free to make notes of the plan and the equipment the players have taken so you can keep track of it.

**GM Notes for Stage 1:**

**Description of the players' plan of attack**

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**List of Equipment that the players took from the stockpile**

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# **Stage 2**

## **(2-3 hours)**

## **The Approach**

The player characters now execute their plan. The key to this stage is pacing. Think of yourself as the writer / director of an action movie with a very impatient audience. Keep throwing challenges at the players every step of the way. Allow them to succeed, but make it feel like they are fighting against the odds. The most obvious conclusion to Stage 2 would be the players destroying, taking over or otherwise disabling the alien mothership, but there is no set way in which this must be done.

As they approach the alien mothership, make them do the appropriate skill checks like piloting etc. Describe in more detail what the mothership looks like, how many smaller alien crafts surround it. Give the players an idea of how difficult and overwhelming the task is. While players may fail skill checks during the approach, they will not sustain injuries until they are actually on board on the mothership itself. A failing skill check during the approach will instead determine how well executed their initial plan is.

## **Aboard The Mothership**

The players are now aboard the mothership. Regardless of how the mothership looks on the outside, the interior is always defined by hundreds of corridors and rooms. The exact appearance of these corridors and rooms is influenced by the nature of the mothership; if it's a living creature, the players are navigating through the internal anatomy of the creature, or if the aliens are slimy everything including doors is covered in slime etc. The mothership does not have a fixed layout and the players will never be able to obtain a map. This works to your advantage as it allows you to decide when and how the players are getting close to their objective and making changes on the fly as the action proceeds. In other words you can decide when to let the layout work out to the players' advantage or disadvantage, providing shortcuts or obstacles as needed. As they cover more ground inside the Mothership, they may find information about how to get closer to their chosen objectives.

Initially the players will encounter limited or easy resistance, making the mission seem like a cakewalk. Then as more time passes and they get closer to their objective, you will present them with more and harder challenges to put pressure on them sweat.

The manner in which the players interact with the aliens depends on how you have decided to define them. Depending on their style and level of hostility, they may decide to

communicate with the players or not. There is no wrong approach, and feel free to reward players for thinking of unconventional, non-combative ways to approach their enemy.

As for the interior of the mothership, you are welcome to define what kind of rooms the players might encounter, but in order to give you some basis, I have offered up a number of suggested locations that the players might encounter. The part that says **'Suggested threats'** under each location is just that - suggestions. Feel free to get creative about the kinds of threats they might encounter. You may modify these as you see fit, and you may let the players encounter rooms in any order you like, although crucial rooms such as a central command room should be saved for the end of Stage 2.

## **Prison**

### **Description:**

A large room filled with cages of various sizes. Some contain bones or rotting remains of unrecognizable alien creatures. Some of them appear to be still alive.

### **Possible threats:**

Alien guards, security cameras, turrets, escaped specimens

### **Strategic Importance:**

The players may find a human prisoner that has information about the mothership and its weaknesses.

## **Armoury**

### **Description:**

Storage facility for alien arms and armour. Layout depends on the nature of the mothership and what kind of weaponry the aliens are using.

### **Possible threats:**

Security cameras, booby traps

### **Strategic Importance:**

May yield information about how to counteract / disable alien weaponry or find weaknesses in their armour.



## **Kitchen**

### **Description:**

This is where the aliens prepare the food that they consume. Consider how this food is prepared depending on what kind of aliens we are dealing with. Is it a large or a small kitchen? Does it have cooks or is it automated?

### **Suggested threats:**

Angry cooks, poison vapours

### **Strategic Importance:**

May yield information about alien nutrition. Perhaps an option to poison their food supply?

## **Entertainment Lounge**

### **Description:**

The place where the aliens go for a bit of R&R. How do the aliens entertain themselves? Is there a spa, weird alien arcade machines, music?

### **Suggested threats:**

Off-duty aliens, aggressive entertainment robots, irresistible dance beats

### **Strategic Importance:**

Could be a great place to set a trap for important aliens that might have crucial information?

## **Communications Array**

### **Description:**

This room has all the equipment the aliens might need for communicating across the entire mothership / fleet, whether we are talking radios, telepathic amplifiers, telegraphs, carrier pigeons etc.

### **Suggested threats:**

Communications officers, malfunctioning equipment

### **Strategic Importance:**

Great opportunity to crack the code the aliens use to communicate with each other. Could be used to send information / misinformation.

## **Reactor Room**

### **Description:**

This is what keeps the mothership running, whether it runs on coal, nuclear power, hopes and dreams or any other conceivable or inconceivable source of energy.

### **Suggested threats:**

Radiation, poor air quality, likely a high amount of surveillance that will alert security

### **Strategic Importance:**

The mothership can't run without it. Great opportunity for sabotage.

## **Barracks**

### **Description:**

Where the alien soldiers sleep and otherwise hang out when they are on duty, however that might be depending on their physiology.

### **Suggested threats:**

Lots and lots of alien soldiers

### **Strategic Importance:**

Well, at least it's a good place to find a lot of aliens to fight.

## **Library**

### **Description:**

Where the aliens keep their literature / data banks. Imagine endless rows and shelves. How do the aliens store their information? Parchment, digital, vinyl?

### **Suggested threats:**

Annoyed alien librarian who just wanted to be left in peace

### **Strategic Importance:**

Depends on the kind of information that is stored here. Is the library meant for recreational purposes or do they store strategic info here as well?

## **Science Labs**

### **Description:**

This is where the nefarious alien scientists carry out whatever experiments they might be working on at the moment. What are the aliens researching at the moment?

### **Suggested threats:**

Failed experiments, mad scientists

### **Strategic Importance:**

Any information gathered here could be of vital importance to defeating the aliens.

## **Breeding Room**

### **Description:**

This is where the aliens are made or replicated. How does this process take place? Are they larvae, are they grown in petri dishes, are they assembled mechanically?

### **Suggested threats:**

Probably high levels of security, whether guards, turrets or otherwise

### **Strategic Importance:**

A way to stop the aliens from reproducing once and for all.

## **Central Command Room**

### **Description:**

This is where the mothership is controlled. This is where their leader / governing body / central hive mind / parliament is. It's a massive room full of all the equipment necessary for controlling and monitoring the entire space ship.

### **Suggested threats:**

Highest level of security; massive number of aliens, automated defense systems, bioengineered super mutants, you name it

### **Strategic Importance:**

If you want to disable the alien mothership, this is it.

## Challenges and Encounters

At any stage you may throw encounters or challenges of your own choosing at the players based on their skills and attributes. You can be as creative as you like and as mentioned earlier you are encouraged to escalate the number / difficulty of challenges as the players progress further towards the end of Stage 2, for example by imposing penalties on rolls.

**Example:** A penalty of -20 means that a character with 93 Grit must roll under 73 in order to be successful.

Below I've created a list of suggested challenges and encounters you may use against the players or use as inspiration for challenges of your own devising. When in doubt, you can always force them to fight a group of aliens.

### Character specific challenges

#### Justin Case

Justin is reminded of a comrade he had to leave behind during the war in Afghanistan.

**Test Mojo with a penalty of -10 to avoid injury from psychological trauma.**

Justin is forced to answer a simple mathematics question in order to bypass a security door.

**Test Know-How with a penalty of -10 in order to avoid injury from wounded pride.**

Justin must employ stealth to avoid a motion-sensitive turret.

**Test Navy Seal Super Stealth to avoid physical injury.**

#### Nick O'Tyme

Nick encounters a programming error as he's hacking into the alien system.

**Test Mojo in order to avoid injury from sheer frustration at the aliens' incompetence.**

Nick has developed a crush on one of his teammates and wants to confess his feelings.

**Test Crippling Shyness to avoid injury from wounded pride.**

Nick is reminded of a completely unrelated fact that he feels compelled to share in spite of imminent danger.

**Test Telling Random Facts That Aren't Relevant to avoid injury from feeling embarrassed at not remembering all the details of the irrelevant fact**

## **Elly Copter**

Elly's cyborg microchips are being hacked by the aliens.

**Test Mojo to avoid injury from hardware malfunction**

Elly spots a small alien vehicle that she feels compelled to test drive

**Test Operating Vehicles Without Training at a -30 penalty to avoid injury from crashing.**

Elly tries to have a normal conversation with one of her teammates

**Test People Skills to avoid injury from offending a friend.**

## **Maddy Tate**

Maddy pulls a muscle while performing a physical activity.

**Test Grit to avoid injury from frustration over aging.**

Maddy tries to remember some wise words from her teacher.

**Test Well-Timed Obscure Asian Proverbs at a -20 penalty to avoid injury from shame.**

Maddy has trouble turning on the comms system that is used for communicating with the rest of the team.

**Test Using Western Technology to avoid injury from accidentally letting the aliens listen in on everything she is saying.**

## **General challenges**

Like the others, these are to be used as is or just as inspiration.

### **Alien Elite Sniper Squad**

An alien sniper squad launches an attack from a remote location.

**Test Grit or Wit to avoid injury from ambush.**

### **Explosive Booby Trap**

Oops, someone triggered a trap!

**Test Wit to avoid injury from an explosion.**

### **Highly Secure Door**

Someone has to open it.

**Test Know-How or other relevant skill at a -20 penalty to avoid injury from getting stuck in a door.**

### **Food Poisoning**

While trying to stay fed during the mission, you ate a bad protein bar.

**Test Grit to avoid injury from indigestion.**

### **Trampling Super Mutant**

It's coming your way and doesn't seem to be slowing down.

**Test relevant skill or attribute to avoid injury from being trampled.**

### **Alien Dance Contest**

Oh no, the doors have closed behind you and you must dance a specific sequence in order to escape.

**Test Wit to avoid injury from electrocution.**

### **Mind Wave**

The aliens are emitting a psywave targeting your mind.

**Test Mojo to avoid injury from overwhelming psychic force.**

### **Confusing Directions**

You read an alien sign but you're not entirely sure if it's pointing towards somewhere safe.

**Test Know-How to avoid injury from room filled with acid.**

### **Carnivorous Furniture**

That piece of furniture you decided to sit on / lean against wasn't actually furniture.

**Test Grit to avoid injury from being chewed on by carnivorous furniture.**

### **Alien National Anthem**

It's being played really loudly across the entire mothership. You find it highly offensive.

**Test Mojo to avoid injury from offended patriotism.**

### **Which Button Is It?**

There's a whole array of buttons. One might open a door or reveal important information. But which one?

**Test Know-How to avoid injury from embarrassment after accidentally launching missile towards earth.**

# **Stage 3**

## **(30-60 minutes)**



**Alright. This is it.** The players have completed their objective. They have defeated the alien leader(s) / disabled the mothership and probably sustained grievous injuries in the process. But wait, it's not over! The aliens have one last threat that must be overcome in order to win. If players are not already riddled with injuries, this is where you throw everything you've got at them. Push them to their limits, make it seem like all hope is lost and force them to use the equipment or abilities they've been saving for the occasion.

This section of the scenario is more freeform - there will still be dice rolls, but there is even more emphasis on the players describing how their characters feel and act in the face of the final encounter. Player characters may die, but only in doing something truly heroic that helps accomplish the mission. Below is a list of suggested endgame scenarios, but you are welcome to come up with your own depending on what type of aliens the players are fighting or how the scenario has progressed so far.

## **Suggested Endgame Scenarios**

### **Secret Moon Base**

The aliens have a hidden base inside the moon's core. The players must bypass multiple hostile space crafts in order to reach the core and disable it by any means necessary.

**Example:** This was used in a playtest of the scenario. Elly used Cyborg Super Charge to transform into a space helicopter, and Justin Case put on a space suit to mount explosives on a rocket that the players launched into a hidden shaft that led to the moon's core. Elly was forced to retreat under heavy fire and Justin Case was heroically missing in action after successfully blowing up the moon base.

### **Extradimensional Entity**

The aliens were mere pawns of a massive extradimensional entity that looms in the hidden depths of space and reveals itself after the mothership has been disabled. The players are sucked

into extradimensional space where they must use all their skills in order to locate and defeat the extradimensional avatar in its physical form.

### **Williams Is A Traitor**

Turns out General Williams wants to take all the credit for the mission. Williams appears in a massive and heavily armed mech suit / spacecraft and tries to take out the players, and they must use everything they have in order to be victorious.

### **Attack Plan Did Not Receive Official Approval**

After defeating the mothership, the players return to Earth only to face a court martial seeing as Williams forgot to file the necessary paperwork, rendering the attack on the mothership illegal. How will our heroes get out of this one? Will they find a way to convince the court to save their honour, or will they refuse judgment and enforce their own order?

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### **Epilogue**

The players have overcome the final obstacle. It is likely that they had to make great sacrifices in order to do so. Imagine credits rolling as we cut to each player giving a heroic epilogue for their character. If they survived, how did they spend the rest of their lives? If they died, how were they remembered?

Thanks for playing and rejoice in your shared success!

# Characters

## **Justin Case, Special Agent**

Justin went to a military boarding school where he graduated first in his class. At the age of 11 he prevented a terrorist attack in Washington while on vacation by spotting and disarming eleven fully armed men. He then trained in the army with Navy Seals, Rangers and Special Ops. He single-handedly took out an entire Al-Qaeda battalion using only a single assault rifle mag and a bomb he assembled from household chemicals and a roll of duct tape. No one knows how. Justin is prepared for the worst and has a knack for always bringing exactly what he needs.

**Justin dislikes:** complicated plans and people who are smarter than him.

**Justin's biggest wish:** is to get the Super Golden Eagle Distinguished Service Platinum Star of Badassery.

**When Justin goes to sleep he dreams of America.**

### **Attributes:**

**Grit: 90**

**Wit: 70**

**Know-How: 44**

**Mojo: 65**

### **Skills:**

**Dual Wielding Automatic Weapons That Never Seem To Run Out Of Ammo: 90**

**Rock Hard Abs: 87**

**Making Improvised Weapons Using Objects That Make No Sense: 76**

**Cool Guys Don't Look At Explosions: 83**

**Heroic One-Liner: 93**

**Navy Seal Super Stealth: 13**

### **Special Ability: Just In Case**

Once per mission Justin may just happen to be carrying the perfect answer to a given problem, whether it's a complex device or a simple tool. There are no limitations and the item does not have to make sense.

**Injuries:** [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

## **Nick O'Tyme, Master Hacker**

Nick first hacked the CIA database when he was in preschool using only a Commodore 64. No one knows how. When he was 15 he hacked Russia's nuclear missile codes causing the Russian president to resign. Since then he has worked for the Pentagon doing top secret counterintelligence. Nick is known for his impeccable timing, always seeming to be in the right place at the right time. He tends to feel that he knows better than everyone else, and loves to share trivia even when no one asked for it.

**Nick dislikes:** analog devices and doesn't trust old technology.

**Nick's biggest wish:** is to win the Golden Hacker Award For Hacking Something Completely Impossible.

**When Nick goes to sleep he dreams only in binary.**

### **Attributes:**

**Grit: 45**

**Wit: 71**

**Know-How: 95**

**Mojo: 30**

### **Skills:**

**Math-Fu: 87**

**Computer Whiz: 95**

**Incomprehensible Techno-Babble: 87**

**Using Digital Devices For Things They Weren't Meant To Do: 76**

**Telling Random Irrelevant Facts: 73**

**Crippling Shyness: 13**

### **Special Ability: In The Nick Of Time**

Once per mission Nick somehow happens to be exactly where he needs to be at the exact right time without having to give a plausible reason as to why.

**Injuries: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]**

## **Elly Copter, Ace Pilot**

Elly first showed her skills as a pilot when she was six years old while on a Boeing 747 that was about to crash. Elly ran to the cockpit and found both pilots passed out and single-handedly steered the plane out of harm's way and made a successful landing saving all passengers. No one knows how. She then became an airforce ace fighting in both Afghanistan and Iraq and later doing top secret recon missions in Russia and North Korea. Elly is also a master mechanic and a cyborg.

**Elly dislikes:** people who don't know how to fly.

**Elly's biggest wish:** is to fly a spacecraft no one has flown before.

**When Elly goes to sleep she dreams that she is an attack helicopter.**

### **Attributes:**

**Grit: 55**

**Wit: 93**

**Know-How: 73**

**Mojo: 62**

### **Skills:**

**Whiz Mechanic: 93**

**Doing Impossible Maneuvers: 92**

**Anything Can Be Done With A Wrench: 75**

**Operating Vehicles Without Training: 77**

**Cyborg Jet Pack That Never Seems To Run Out Of Fuel: 73**

**People Skills: 13**

### **Special Ability: Cyborg Supercharge**

Once per mission Elly can use her cyborg abilities to transform into any vehicle. She remains this vehicle for the rest of the mission. It doesn't have to make sense.

**Injuries:** [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

## **Maddy Tate, Ninja Assassin**

When Maddy was seven she ran away from home to go on a spiritual pilgrimage to the Himalayas. She arrived at a monastery where she was trained by monks and ninjas in the ancient martial arts and meditation, learning to become one with her inner warrior. After graduating from ninja school she became an international assassin, once killing the entire North Korean top military staff without even entering the building. No one knows how. Since then she has worked for the highest bidder.

**Maddy dislikes:** indiscretion and plans that don't involve stealth.

**Maddy's biggest wish:** is to transcend space and time and see the face of the universe.

**Due to her meditation, Maddy never sleeps.**

### **Attributes:**

**Grit: 55**

**Wit: 80**

**Know-How: 40**

**Mojo: 92**

### **Skills:**

**Needlessly Complicated Martial Arts: 93**

**Well-Timed Obscure Asian Proverbs: 83**

**Superhuman Ninja Reflexes: 87**

**Looking Good In Tight Leather: 92**

**Somehow Appearing Behind People: 83**

**Using Western Technology: 13**

### **Special Ability: Ultimate Meditation**

Once per mission Maddy may use her mystic ninja meditation powers to move so fast that it appears time has stopped for a minute.

**Injuries:** [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

# Extra Skills and Abilities



## **Justin Case, Special Agent**

### **1 Injury**

**New skill**

**Grandpa's War Wisdom: 90**

Justin starts remembering things his grandpa told him about his experience in the Vietnam War. This advice may be useful for fighting the aliens.

---

### **2 Injuries**

**New ability**

**Portable Stars And Stripes**

Once per mission Justin may pull out the collapsible American flag that he carries around giving all allies an immediate extra action and demoralizing the enemy.

---

### **3 Injuries**

**New skill**

**Heroic Monologue: 85**

As he gets more injured, Justin's patriotism increases along with his urge to make speeches about freedom and justice.

---

### **4 Injuries**

**New ability**

**Tactical Nuke**

Once per mission Justin may use a special button reserved for emergencies to call in a tactical nuclear missile from outer space.

---

### **5 Injuries**

**New ability**

**One Man Army**

Once per mission Justin becomes invulnerable for a short amount of time, somehow ignoring all incoming fire while triple wielding weapons (one for each hand and one in his teeth).

## **Nick O'Tyme, Master Hacker**

### **1 Injury**

**New skill**

**Google-Fu: 90**

Years of experience have enabled Nick to quickly look up solutions or answers to any problem.

---

### **2 Injuries**

**New ability**

**Overclocking**

Once per mission Nick may overclock his portable computer in order to take two extra actions.

---

### **3 Injuries**

**New skill**

**Impossible Multitasking: 85**

Hackers need to be able to juggle many different tasks at once.

---

### **4 Injuries**

**New ability**

**Trojan Horse**

Once per mission Nick may activate a literal remote-controlled cybernetic trojan horse to assist him. It may be activated in his immediate vicinity or in a remote location.

---

### **5 Injuries**

**New ability**

**Cybernetic Avatar**

Once per mission Nick's hacking abilities have become so powerful that he can manifest a cybernetic avatar of himself to be two places at once for a short amount of time.

## **Elly Copter, Ace Pilot**

### **1 Injury**

#### **New skill**

#### **Cybernetic X-Ray Vision: 90**

Injuries have activated one of Elly's hidden cyborg features.

---

### **2 Injuries**

#### **New ability**

#### **Afterburners**

Once per mission Elly may activate jetpack afterburners to give herself an extra boost.

---

### **3 Injuries**

#### **New skill**

#### **Cybernetic Swiss Army Knife: 75**

It has many different tools. Most of them work.

---

### **4 Injuries**

#### **New ability**

#### **Sentient Body Part**

One of Elly's cyborg components has become self-aware. Once per mission Elly may ask it for advice or assistance.

---

### **5 Injuries**

#### **New ability**

#### **Cybernetic Assimilation**

Once per mission Elly may assimilate a piece of machinery or weaponry to her body as a permanent upgrade. This may also be used if Elly has used **Cyborg Supercharge**. If used before, the upgrade carries over into her new form.

## **Maddy Tate, Ninja Assassin**

### **1 Injury**

**New skill**

**Lethal Ballet: 90**

Maddy trained as a ballet dancer when she was a young girl. Her training might come in handy.

---

### **2 Injuries**

**New ability**

**Special Tea**

Once per mission Maddy may use her special tea to give her an automatic critical success on any skill roll.

---

### **3 Injuries**

**New skill**

**Latent Psychic Powers: 75**

As Maddy becomes more injured, she discovers powers she did not know she had before.

---

### **4 Injuries**

**New ability**

**Chi Form**

Once per mission Maddy may briefly become a being of pure energy and manipulate with the spiritual energy of her enemies.

---

### **5 Injuries**

**New ability**

**Spirit of the Dragon**

Once per mission Maddy may use the most dangerous ninja technique of all, transforming herself into a dragon for a short amount of time.