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Campaign Adventures

The Lair of Dr. Achbar

Background: The group is approached by a USSD government agent who wants them to check out the lab of Dr. Achbar. The PCs will be sent to the island base and begin mop up operations. There they will discover that the island has suffered from a major accident. Their only hope for survival is to fight their way out.

GM's Information: He will not give them any further information unless pressed for it. The Dr. Achbar's lab has been researching bio-weapons. He has gotten help from M. Bison himself for his research. He was able to create a new bio-toxin from the rare mutant genetic material from Blanka. M. Bison personally apprehended the creature for this unique research. After creating the new bio-toxin he gave it to his ship's crew as an experiment. Shortly afterward it became an airborne pathogen and infected the entire island including the USSD commando team sent there to destroy the research.

The Doctor is also a brilliant buma inventor and has created a variety of new types of buma for his personal collection here on the island. He is definitely into the fantasy realm. Recently he has transferred his mind into a buma and has literally gone mad from the transfer.

The Tournament

Background: The group is individually approached by a mysterious scrolled invitation. On the invitation is the following information: Character's name, Their birth date, Address, Phone Number, Fax Number, Astrological Sign, Chinese Mythological Sign, and Parent's names. It says "You are here by invited to the Grand Dragon Championship. You are entitled to attend, but failure to be at Pier 64 Green Bay, WI on 2-12-35 at 12:00 A.M. will result in forfeiture of your entry. I hope you will attend. You are not allowed to bring guests. You may bring anything you can carry. Equipment will not be shipped for you. You must provide your own gear. Good luck and happy hunting." It is signed Master Hak Soo Choi. If the characters go they will begin their Martial Art Tournament. The winner is the last to survive.

GM's Information: The contest is for anyone who has the Martial Art Talent and/or Hand to Hand skill of 5+. The contest will have 20 contestants including the PCs. (20-PCs=NPCs). There will be 10 1st round Tournaments, 5 2nd round tournaments, 2 3rd round tournaments, and 1 final tournament. The 5th group will always include last year's winner. Last year's winner is Ryo. All of the Street Fighter main characters will be at this tournament (Blanka, Ken, Ryo, Cammy, Guile, etc....). There will be also a number of new contestants they will include any of the PC's Street Fighters (Carl's-Mustang, Nick's-Voodoo, Xena, Dick's-PC). Each character will be given a number and the numbers are chosen randomly for the tournament's 1st round of fights.

The PCs should be given plenty of time to interact with the various characters. Each one of the characters will have a short mini adventure attached to their backgrounds. The majority of the NPCs have sub-plots involved with Shadoloo. The only sub-plot involved with the tournament is the history of the tournament.

Tournament History: The tournament began over 1000 centuries ago. It began with the first dragon Bahamut. He began this tournament to get humans ready for the era of the new "Age". The dragons knew that man would someday be the main stay here on earth and they wanted man to be prepared for when they leave this plane. It is now run by the very last dragon, Hak Soo Choi. He is a very honest and honorable old dragon, but unfortunately he is getting to the end of his time and he needs to find a human who will take his place. He has decided that it will be the winner of this contest. He is hoping it will be one of the PCs, but he would be even happier if it were Ryo.

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Ed's Adventure

Scene 1:

Liam and Ben are requested to meet at the _____ club at 7:00 p.m. tonight. If they go they will be asked to talk to the manager. Other than talking to the manager the employee will not give out any information. The manager will say "Welcome! gentlemen. Would you mind if we speak in a more secure area?" If they say, no, he will say that his office is not secure for such a discussion.

Then he will take them to a room with a security access panel, enter the room. After a few minutes another man will enter and say "Hi, I am Largo. I represent the Knight Sabers. I am sorry to bring you here under such disguises, but it was necessary considering the circumstances." He will wait for a response.

Then say "It seems that you have unfinished business. Recently an asset of yours has fallen into un-trust worthy people. In that asset there was Knight Saber Property that was under loan to you. Now the Knight Sabers would like that property back. Under the stairs was a secret holding area unknown to any except Sylia and Ulricka. There are three suits and a black box there. The Knight Sabers want there property back, via the agreements in your contracts."

Meeting with Largo will be pleasant but firm. He will say "Please honor your obligation to the Knight Sabers and obtain the Red, Blue, and Green Hard Suits, plus the "Black Box". After you have obtained the merchandise meet me at the other side of the secret entrance."

He will ask to speak with _____ (Ed's character) alone for a moment and any other female characters. Largo will give her an inner suit for Power armor or arrange for her to get one. He will suggest female team members can "borrow" suits to get them out faster?

Scene 2: Team Fuzion Headquarters

- Normal troops will direct fire from tanks and fire on Intruders, but not follow. They will send for the Boomers to take on any powerful foes. Brave but not dumb.
- The barn is wreckage with a hologram to hide the tanks.
- The facilities have been picked up and moved to Project ONET for examination and are currently in the process of rebuilding for a training facility the place looks like a mess or in other words a handy man's special on moving day.
 - Tanks will fire after 1 Turn with visual or indirect fire in 2 Turns
 - Dragoon will not leave rooftop without specific orders or unless Top Floor is threatened they are still packing it up to move out.
 - Motion detectors on Grounds have a Perception 15+
 - Boomers from Bunker will arrive:
- Inside Compound [1 Turn].
- Outside Compound [2-4 Turns].
 1. Inside Building: First Floor [2 Turns], Second Floor [3 Turns], Roof [2 Turns], Basement [3 Turns]

OUTSIDE

- 32 ASTs (see AST Sheet)w/Pit Viper Armor
- Electric Fence 17d6, Unlimited Shots, Contact Only
- Car Port, SDP: 30, PD: 10, max 8 cars
- Garden, mined: 11d6, AV: 10+, WA: -2, BV: 1-6, BR: 5m, 36 Shots
- Bunker/Gun Platform: PD: 2.0K/100, 4.0K/400, Environmental Systems, Note: -4 negates PD, armor chink (whole)
- 3 Alphas
- Machine gun x2: Linked, 400m, WA: -1, 8d6, 30 Shots, BV: 22
- 20mm Vulcan Cannon: WA: +1, 900m, 12d6 AP, BV: 66, 15 Bursts
- 20mm Vulcan Cannon: WA: +1, 900m, 12d6 AP, BV: 66, 15 Bursts

House: See HOUSE

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- Camouflaged Area 1 & 2:
- 4 Tanks

ROOF TOP

- 1 Dragoon Boomer, not hidden
- Power System; SDP: 0.6K/30
- 4 ASTs w/Pit Viper Armor

FIRST FLOOR

- 4 Sampsons; 2 in Conference room, 2 in Kitchen
- Halls/Stairs; Laser Grid Detection: Perception 20+; Rapid Fire Laser: 20m, AV: 10+, 7d6, Infinite Shots, BV: 30
- On Rooms; Laser Grid Detection: Perception 20+; Grenade Launcher: Contact, AV: 12+, 9d6, 1 Shot, BR: 5m
- 4 ASTs w/Pit Viper Armor

SECOND FLOOR

- Nothing
- Halls/Stairs; Laser Grid Detection: Perception 20+; Rapid Fire Laser: 20m, AV: 10+, 7d6, Infinite Shots, BV: 30
- On Rooms; Laser Grid Detection: Perception 20+; Grenade Launcher: Contact, AV: 12+, 9d6, 1 Shot, BR: 5m
- 4 ASTs w/Pit Viper Armor

BASEMENT

- 2 Enforcers
- 2 ASTs w/Pit Viper Armor, on entrance of Elevator, Vault Corner, Aerobics Lab
- 2 ASTs w/Pit Viper Armor, in Power Systems Lab
- Halls/Stairs; Laser Grid Detection: Perception 20+; Rapid Fire Laser: 20m, AV: 10+, 7d6, Infinite Shots, BV: 30
- On Rooms; Laser Grid Detection: Perception 20+; Grenade Launcher: Contact, AV: 12+, 9d6, 1 Shot, BR: 5m

SECRET LAB

- 4 ASTs w/Pit Viper Armor
- As is, see map

HANGAR

- As is, see map

SECRET TUNNEL

- As is, see map

SECRET ROOM

- As is, see map
- Separate Power Systems & Computer control, no link
- Kill Room 3.0K microwave, AV: 10+, WA: +1, 10 Shots, Need special key card to deactivate (only one card)

NOTES:

COMPLICATIONS

- Watched by the Knight Sabers; Constantly Watched 15, Extreme Intensity 20, Minor Importance 1/5 (**Total 7**)
- Hunted by Project ONET, Capture; Frequently 10, Extreme Intensity 20, Major Importance 1/2, (**Total 15**)
- Watched by GENOM; Constantly 15, Extreme Intensity 20, Minor Importance 1/5, (**Total 7**)
- Vow to Knight Sabers; to safeguard KS technology; Frequently 10, Severe Intensity 15, Extreme Importance 1/1, (**Total 25**)
- Sub Total (54) + Adventure Setup (50) = **Total (104)**

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Black Knights vs Team 999

Hook: AD Police are called in to stop a robbery. The “Reavers” have attacked the MIS at the St. Norbert Hill Complex. The AD Police (15 officers-3squad and 3 troop transports), Liam’s Division (a Company), are sent in to stop the attack. The Reavers quickly destroy the security around for MIS. When the AD Police get there the Reavers will just be getting out of the building. The Reavers will quickly dispatch the AD Police in order to escape. The AD Police will receive reinforcements (3 K-11’s) within 1d6 Phases of calling them in. If Liam asks for the Black Knights the Captain will wait until the K-11’s are all destroyed before sending them in. In the end they will arrive too late.

Scene 1: The Black Knights are sent out to investigate these “Reavers”. They will find out the following information:

- {Expert: Petrochem vs 22, Research vs 26 (Top Secret), Computers vs 30, or Detective vs 34; 1-4 The Reavers use to work for Petrochem, 5-8 The Reavers worked for Petrochem, but also worked for the US Marines, 9-12 The Reavers were originally sent in to destroy a Petrochem facility but were betrayed by the government thus they began working for Petrochem under duress later they were able to get out of their Petrochem contracts 2027 and became freelance mercenaries over the years the company has had many ups and downs and is basically using outdated technology, but recently they have been hired by a mysterious employer who has been upgrading their technology for them.}

They find out that the Reavers came to MIS in search of any information related to Microcyb/Raven’s new Viper and Pit Viper designs and along the way they destroyed any production suits they could possibly find.

Scene 2: Team 999 is hired by USSD to protect their research facility in Green Bay, “SRD-Saturn Research Division”. They believe that the Reavers are going to attempt to steal their designs, prototypes, and production suits for the “Guardian” class Power Armor. They will pay the standard fee, because they feel that the AD Police will be unable to protect them. They also feel that their present designs will prove ineffective against the Reaver’s technology.

Scene 3: The Reavers attack Microcyb/Raven Corporation. They will quickly dispatch any and all Viper and Pit Vipers (Poor Imitations). At that point AD Police and the Black Knights will be called in to dispatch the Reavers, The majority of the Reavers will escape, but they will leave behind 1-3 to keep the Black Knights off their tails.

Scene 4: Team 999 will be protecting the SRD building when the Reavers will attack. The AD Police and the Black Knights will arrive within 3d6 Phases. The Reavers will NOT fight to the last man standing if it looks bad (they lose more than 3 suits total they will run away). Otherwise they will use tactics as much as possible to their advantage.

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Rever's Revenge

1. Reavers investigate team 999

- ▶ Team 999 was originally called team Fuzion
- ▶ Team Fuzion was formed by Ulricka Errickson and sister to be a corporate team
- ▶ Ulricka and sister were both killed months ago
- ▶ Sister disbanded Team Fuzion, but left certain team members with hidden caches of supplies and parts
- ▶ Recently the caches of parts were taken away due to a hostile corporate take over, Team Fuzion was forced to reorganize into Team 999
- ▶ The team has a base in Green Bay
- ▶ Previous members of Team Fuzion include: Liam Scarboni, Janet _____, Carl Werther, _____(Dick's), and just prior to Ulricka's death Janson Steiner, Grace Elijah, and Jenny Erickson. There were others but they are out of the Green Bay area (MegaJapan, Switzerland, Germany, Mars Base, Lunar Base, and the Crystal palace.
- ▶ Recently the team was hired by USSD to protect it's secret laboratory.
- ▶ Now the USSD wants them to do a job for free due to the partial botch of the Saturn Dealership
- ▶ Liam Scarboni: He is a cop working for the ADPolice. He is also connected somehow to the local Mob. He seems to be the only original founding member of Team Fuzion. He has a hacker friend who use to be his partner by the name of Cat. Shortly after his partner's transference to the ADPolice he was reassigned a new partner by the name of Raven, she was reassigned shortly afterwards to the USSD. Delilah is currently working for the ADPolice and is currently in Mega Tokyo. Recently she has been in contact with Liam. He currently resides at a Auto Junk Yard on Velp Avenue. He seems to very adept in firearms and is an accomplished detective..
- ▶ Carl Werther: He is currently residing at Bellevue Hospital. He has been admitted to the mentally ill. His current condition is suicidal. See Doctor Bill Swartz. He is a exceptional technician and designer.
- ▶ _____(Dick's): He is currently in Mega Tokyo. He is working for Sylia Stingray. He has not been with the team in over 6 months. Prior to his departure he remodified some of the hardsuits. He is exceptional technician.
- ▶ Janson Steiner: He is currently dead. He was killed on a mission for the USSD on a remote island located in the south pacific ocean. Since his death the entire island was vaporized by the USSD with their killer satellites. He was an exceptional soldier.
- ▶ Grace Elijah: She is a professor working for Sea World. She does research in the Antarctic Ocean. She has written numerous papers and is an exceptional scientist/researcher. She has long vacations in Green Bay. She was with team Fuzion for the USSD's pacific island incursion. She is an exceptional dancer working for the local night club scene.
- ▶ Jenny Ericsson: She is a young teenager who is somehow related to Ulricka Ericsson. She was also with Team Fuzion at the USSD's pacific island incident. She seems to have superhuman Reflexes from some unknown incident. Recently she was treated for serious injuries at St. Mary's Hospital. The doctor noted that any normal person would have been dead from similar injuries. She is also working in the local night club scene. Together with Grace they seem to have formed their very own escort service. Recently General Moss has been seen with her, Grace, and Liam at the Shamrock bar. She is an exceptional dancer with competent hand to hand abilities. She seems to have been given a modified Nene suit from Sylia Stingray herself. Recently she was in contact with someone in Mega Tokyo, presumably Sylia herself asking for additional support for the damage done to their suits.
- ▶ Raven: There is little known about her. She is part of some obscure government research project dating back to the 1980s. She was recently awoken from cryogenic sleep and assigned to the ADPolice in Green Bay in order to keep a close eye on her. Recently she was transferred to the USSD, now she seems to be on Mars Colony for some unknown reason. She does seem to be working for organization known only as the REF. She is an exceptional leader and competent with firearms and hand to hand.
- ▶ Unknown Stranger: Recently at the Saturn Dealership a stranger using an unknown type of motorslave showed

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up and rescued the team. His motorslave is NOT Stingray technology, but some new type of technology. It is transformable and capable of dealing out enormous amounts of damage. He appears to be wearing non powered armor underneath the motorslave. The motorslave appears to attach to specific points on the armor allowing it to transform into a human scale powered armor.

Reavers will spend 6 days searching for information including the 1 day that Jenny spent in the hospital. That will give the team 5 days to find out information about the reavers. After they find out the information they will begin to set each one up at their places of work. Starting with Grace and Elijah and then finish with Liam. They will wait until the rest of the team is dealt with prior to dealing with the “stranger”.

- ▶ Jenny: She will be set up with a “date” and be killed in a car bomb, along with Grace.
- ▶ Grace: She will be set up with a “date” and be killed in a car bomb, along with Jenny.
- ▶ Liam: He will be sent into a rogue boomer and be sniped off.
- ▶ “Stranger”: He will be sniped off.

Day 1

Jenny’s Recovery

Reaver’s find that team 999 was team Fuzion and that Ulricka was it’s team leaders and that Ulricka was killed about 6 months ago along with her sister.

Day 2

Old Friends

Reaver’s find out that team Fuzion’s members included Liam, Janet, Carl, and _____ (Dick’s) and they worked for USSD.

Day 3

USSD’s day

Reaver’s find out that USSD hired team 999. They are not paying them the entire fee, due to problems with their mission.

Day 4

Private Information

Reaver’s find out about all the old team Fuzion members. Liam, Carl, _____ (Dick’s), Janson, Grace, Jenny, Raven, and even the “Stranger”.

Day 5

Stake Out Heaven

Reaver’s begin staking out team 999. They will follow each through their various lives.

Day 6

Let the Games Begin

Reaver’s begin to set up each of the team members. Starting with Jenny, Elijah, and then Liam.

Day 7

The End

The Reaver’s pack up their bags and leave town.

Notes: The Reaver’s

The Reaver’s are a team that was founded in 2020 directly after the Petrochem incident on the North Pole. The team consists of the Marine team sent to eliminate the Petrochem CEO. They were forced to work for him. Now they are a “free” mercenary team that works through GENOM now under Raven Microcyb. Now they are out to get revenge on team 999.

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November 10th, 2035

Jenny Erickson
Vigilante/Stripper
1750 Velp Ave
Bay Auto Parts
Green Bay, WI 54303
(920) 999-3999

Jenny;

Well I hope the two of you are having fun in the sun. You were not at our meeting. I really wanted to meet you and your mysterious “friend”. Oh well, life is grand after all, you were not at the meeting, but your friends answered the door for you. Seems to me there are more in the fold than was previously noted. Now I can change that information. Well I appreciate your help.

You have 24 hrs to get to the abandoned steel mill next to the Microcyb/Raven Incorporate Facility on Lombardi Ave and Ashland. We have the rest of your team (Liam, Delilah, and Grace), and if you do not believe us check out the remains at the airport (Pernilla). If you fail to show the members will be dismembered. Meet us at 832 Mitchell, Green Bay, on Tuesday at 7:00 pm or 156 Maple, Green Bay, on Thursday at 7:00pm, otherwise parts are parts, and you are on my Christmas mailing list.

Notify me of your arrival date. Otherwise, they all become part of a “pieces are pieces” commercial.

If you have any further questions please feel free to contact me at “mysteria51@geocities.com” or give me a call (920) 592-0514.

Sincerely
Yours Truly
Friends Forever

Miranda Stevens
“Squirrel”

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SPACE ADVENTURE

Synopsis

ONSS (Oneida Nation Space Systems: Chair-Mary Peterson, Security Head-Bob Gieggle, Personnel-1,500, Security-500, Cover Operatives-50) has been building up an army of Bumaz at the Luna space colony. They have been working behind the scenes using a dummy corporation called Orbital Air/Microcyb. They are attempting to take over the government colony from Mars (USSD). ONSS is using Orbital Air to move large quantities of combat Bumaz to Mars Colony. First they are shipped to the Crystal Palace and then to Luna Station 1. Finally they are shipped to Mars Colony directly to the Archaeology dig.

USSD has received a very disturbing report that one of their shipments have been destroyed in a strange accident at the Crystal Palace. Supposedly the Orca shuttle was carrying a shipment of medical supplies to the space station when suddenly the entire shuttle was blown up just outside of the station. In reality, the shuttle contained an elite team of commandos who were going to the Crystal Palace to stop the transport of an unknown xeno virus from Mars. Unfortunately they were not successful and now the virus is on Earth (Check last adventure with USSD, the island with the street fighters-Blanka). ONSS found out about the commandos and sabotaged the shuttle.

USSD wants the PCs to go to the Crystal Palace and find out what happened to the shuttle. After they find out they have full authority to destroy any involved. It will be entirely up to the PCs on how they want to get to the Crystal Palace. Since their commando team was destroyed USSD (General Moss) fears there is a mole in their organization, they are right, and does not want to arrange or organize any part of their investigation. USSD will NOT be in contact with them (They will be entirely Rogue agents, with no authority), unless they go to the Luna Colony 1. There they can contact General Moss (General Moss is the only one in USSD who knows about them working for USSD for this mission, so any other contact will prove to be entirely useless).

After they get to the Crystal Palace they will have to begin their investigation. They should be able to pick up a variety of clues. The clues should lead them around the Crystal Palace, then to Lunar Colony 1, and finally to Mars Colony. Once they get to Mars colony they should be able to follow the clues to the Archaeological site. There they should discover the secret ONSS base. (If they search, at the very bottom of the base is an ancient alien ship including various creatures in stasis). They should attempt to destroy the base or disrupt the revolution to the point that it fails, at the very least they should inform the USSD about the revolution, if they fail the revolution will be successful and Earth will be in a total Earth War with Mars, great for ONSS bad for earth citizens.

Aftermath

If the characters save the colony from a revolution, then USSD will compensate the team with a reasonable monetary sum. If they fail they will still pay them the standard fee, if they have successfully found the mole and destroy anything involved with the mole. If they fail they will find themselves stranded in space unable to find any transportation back to earth (with one possible exception, see Night Sabers).

ONSS will personally see to the characters. ONSS will search out the PC's and either eliminate them individual (Dead) or destroy their company and absorb it so they will no longer be a threat to them. If either solution becomes a problem they will find it a rather different world when they finally get back to earth, at least in Oneida Green Bay, WI.

ADVENTURE OUTLINE

SCENE 1: GATHER THE PCs FOR THE FLIGHT TO THE CRYSTAL PALACE.

Synopsis:

The PCs are gathered together via remote video link. General Moss wants to hire them to route out a USSD spy, the one who hired the Reavers and gave them the access codes for the facility. They should re-group their team. Then the PCs need to find a means to get to the Crystal Palace, without the aid of USSD.

General Moss is using his connection with the team and will call on their debt to the USSD. He is not authorized by the USSD and will lie about it and call it a 999 job, but in reality he will only be able to pay a 333 job.

Aftermath:

The PCs should be working for the USSD, if not remind them that the reavers escaped to the Crystal Palace. The PCs should be getting ready for their trip. Allow them to use any other connections to the fullest.

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This is also a good point to clean out the old enemies from the characters sheets, either have them foolishly attack them or have them die in a fatal car “accident”. Also have 1d6 worth of connections die in “accidents” (This is Ulricka’s doing she is out for revenge for the death of her sister).

SCENE 2: PREPARING FOR THE LONG FLIGHT.

Synopsis:

The team will have ____ amount of hours to prepare for the trip. They need to find a way to smuggle their equipment into space. Remember they can NOT use USSD connections. Allow them to use old contacts and favors. If they can not find anybody use the “twins”. She is willing to help them out, but able to go along.

Aftermath:

The PCs will use up a bunch of connection in order to get into space. They will find themselves on board a shuttle heading for the Crystal Palace. Along the way they will have lost a few contacts, see Ulricka.

SCENE 3: THE LONG FLIGHT.

Synopsis:

The characters are on board a shuttle. Three stage events occur: 1.) The shuttle is hijacked by the “Liberation Force”. 2.) Jenny falls in love with the Pilot, Stephanie. 3.) All the PCs get sick, except Jenny (Wild Mutation; 10 PP each).

They should also meet the crew (Andreas McNelley-Commander, Rick Hunter-Pilot/Navigator, Scotty Mc Dougle-Engineer/Computer, Lisa Haes-Communications, Stephanie Aleana Delano-Security, Raven Brittney Delano-Medical/Paramedic).

They should also meet the passengers, include themselves: Anais-Entertainer/Geisha, Ryxx-Computer Consultant, Pedro-Solo, Joan-Entertainer/Stripper.

Aftermath:

The PCs should be the ones to save the day, if not the other passengers will save the day with the help of a few twins. They will end up at the Crystal Palace.

SCENE 3A: TERRORIST SIEGE FLIGHT.

Synopsis:

The “Liberation Front” is a group of rogue boomers who hijack the shuttle. 3 Mannekin style boomers hijack the shuttle, first the crew and then the passengers. The PCs should have an opportunity to interfere with their plans.

{Plans: 1) enter the crew cabin, 2) force pilot to deviate course; change course right into the USSD space station, 3) capture passengers, 4) detonate bombs in cargo bay, upon contact with the USSD space station}

Aftermath:

The PCs should be the ones to save the day, if not the Night Sabers will come to the rescue (although they will lose 1-3 of their members). If the PCs fail to rescue the shuttle or decide to do nothing, then the Night Sabers will step in, only because there is nobody left to do (they do not want to blow their identities). They should not have any other troubles along way.

SCENE 3B: LOVE INTEREST.

Synopsis:

Jenny will helplessly fall in love with Stephanie. If not naturally, then she will use her abilities on her. This can happen at any time during the trip. They should have plenty of opportunity to be “together”.

Aftermath:

This should strengthen the relationship between the two. Stephanie might even get involved in a three some thing between both Jenny and Grace, but she really only wants Jenny. There should only be one other event, see hijacking. Jenny should also develop the connection to the Liberation Front, through Stephanie.

SCENE 3C: STRANGE DISEASE, CHARACTER GET’S SICK.

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The PCs (Liam, Grace, and Delilah) develop a flu bug, at some point during the trip (roll 4d6 duration of illness, the trip lasts 30 hours. Each player will develop one of the following symptoms: 1) nausea followed by vomiting up silver goo which goes back down their throat (wizard), their skin peels off as they silver goo seeps out (alchemist), they develop a severe fever and bleed out silvery material from their nose (scanner).

They should all survive {(Constitution + Concentration or Resist Torture/Drugs + 3d6) vs (Age + 5)}, if not they will die a gruesome death. After they are done being sick they will recover without any further symptoms.

Aftermath:

Each PC will be given 10 PP (50 OP) for a strange mutation except Jenny and Phazer.

Abilities: Wizard {+1 REF/INT, Aid-POW w/programs, etc}, Alchemist {+1 REF/INT, Transformation-Any type, etc}, Scanner {+1 REF/WLL, Telepathy, etc}

SCENE 4: GETTING COMFORTABLE, AT THE CRYSTAL PALACE.

Synopsis:

The PCs will be given 1d6 days to familiarize themselves with their surroundings. They need to do the following: 1) find the remains of the shuttle, 1) find black market connections, 3) find Liberation Front connections, 4) find Night Sabers, 5) Rykka is moving large shipments through the Crystal Palace

Aftermath:

The PCs will end up with a few new friends. They should also find out about the crime scene investigation (see #5).

SCENE 5: CHECK CRIME SCENE, INVESTIGATION BY THE USSD.

Synopsis:

The wreckage from the Orca shuttle is located in docking bay "69". There the USSD has begun their own investigation. The USSD knows the following information: 1) a bomb was exploded, 2) the cargo was inspected by security in Houston, 3) the black box shows a single transmission that was received NOT sent, 4) there are more bodies than crew, 5) there are parts of military hardware, USSD's

Aftermath:

The cargo from the shuttle was bound to the Crystal Palace. The PCs should find out it was sabotaged, due to the USSD strike force. They should also find out that the team was destined to ship out to the Lunar Base 1.

SCENE 6: FOLLOW UP ON CLUES ON CRYSTAL PALACE.

Synopsis:

The Rykka is the fixer. He makes arrangements for the shipments for Microcy/Raven (ONSS). He comes to the Crystal Palace once per month, but he has not shown up for a few months. Rykka has been accompanied by five others (Copper Head, Silver, etc) none of the rest of his team has shown up either.

They should also find out about rumors of a team called the Night Sabers, who have been reportedly on both the Crystal Palace, and various other stations all throughout the system.

Aftermath:

The PCs find out about the Reaver's connections on the station, they are working through Microcy/Raven, but they are reported to be on somebody else's payroll recently (Ulricka's).

They should find out about the Night Sabers. The Night Sabers are a loose organization throughout space who defend the weak and protect the innocent, in reality they are all mercenaries who have the same name and work together to split jobs.

SCENE 7: BEGIN TRACKING DOWN THE VILLAINS.

Synopsis:

Rykka will be back on board the station sometime this month. Rykka and Chae both are on the look out for team 999. If the team is not careful about their questioning, Rykka will find out through his connections and not show up. If the PCs are not careful, Chae will find out about them onboard the shuttle and also inform Rykka.

All their connections and investigation should point them to Luna Base 1. This is where the mole is. See follow up

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on Luna Base 1.

The PCs might end up in a trap if the Reavers find out about them on board the station. They will have a few mannequins attack the PCs. The mannequins should loose. If they have time they will attempt to have ready a few Gemini type boomers instead.

Aftermath:

The PCs should learn about the mole at Luna Base 1. They should also find out the traveling between the Reavers and Luna Base 1. They should also be attacked by the ambush that the Reavers have set up for them. They should also make arrangements for traveling to Luna Base 1.

SCENE 8: TRAVEL TO LUNA COLONY 1.

Synopsis:

The PCs should find travel to Luna Base 1. Along the travel they will be ambushed by the boomer crew. They will have about 3 hours of travel. The crew (all boomers) will begin attacking them individually one at a time.

Copernicus-Pilot/Captain, Wingman-Pilot/Navigator, Wiseman-Engineer/Computer, Spyder-Communications/Technician, Enforcer-Security/Technician, Kildare-Medic/Technician, Alpha-worker, Samson-worker, Burrough-security, Gemini-Stewardess, 33s-Passenger

Aftermath:

The boomers will not attack in mass instead they will attack individually. They will attempt to attack the PCs one on one, if not they will mass attack only in a cargo bay {they will NOT endanger the ship}

SCENE 9: FOLLOW UP ON CLUES ON LUNA COLONY 1.

Synopsis:

The PCs will learn the name of the mole, Captain John Braucher. He is the head of the Research and Development/Technicians Division.

They should find out about the Reaver's travel plans to Mars Colony. They will also find out about the connection between the Reavers and Cpt. John Braucher.

Aftermath:

They should be making travel plans to Mars Colony. They should also be contacting General Moss. If they decide to wait that is ok, but the Liberation Front ONSS should also be stepping up their time tables. They need to act before the USSD can launch a counter strike.

SCENE 10: TRAVEL TO MARS COLONY.

Synopsis:

Depending on the amount of trouble they develop while at Luna Base 1, they should get an equal amount of trouble en-route to Mars Colony.

Possible events might include: 1) Being attacked by a Spyder assassin Boomer. 2) Having the shuttle attacked by some ONSS Doberman boomers. 3) Having the shuttle being attacked by Liberation Front fighters. 4) Having one of the PCs become controlled by a 33s and attacking the party. 5) Anything else is possible.

Aftermath:

No matter what happens the PCs should be able to survive it. They should find themselves arriving at Mars Colony.

SCENE 11: FOLLOW UP ON CLUES ON MARS COLONY.

Synopsis:

Reavers: They have arrived at the Mars Colony and have proceeded to dig themselves in for a final confrontation with team 999. They are waiting for the team to arrive at the archaeology dig. They will prepare a final confrontation site to their advantage.

Captain John Braucher: He arrives at the colony and heads straight for his secret research base located beneath the archaeology site. They will revive his stasis creatures, and if team 999 survives the Reavers he will send his creatures to destroy them. If that happens then Nadia will use her Guyver suit to help them out, they may even have the services of the Night Sabers.

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ONSS: They have set up a command tower just above the archaeology site on top of the plateau. There they wait for the USSD to attack them, if the PCs have informed the USSD about revolution. If the PCs have not they are planning a massive attack on the USSD facility.

Liberation Front: They are the pawns of the ONSS. They were set up to take the heat off of themselves. Now that the ONSS is ready they could care less about them. Otherwise they will use them to distract the main force of the USSD.

If the PCs never inform USSD they will be totally surprised and defeated in a matter of hours.

If the PCs inform USSD before leaving for Mars they will be able to send reinforcements to Mars.

If the PCs stay out of the fight between USSD and ONSS, ONSS will begin to win, even with the USSD reinforcements. After USSD begins losing badly GENOM steps in and sends a massive mobile fleet of boomers to assist them. With GENOM's assistance USSD defeats ONSS, but at a massive cost. The majority of Mars Colony is lost and over 12,000,000 people are killed.

If the PCs are able to develop a weapon and deploy it before ONSS attacks USSD they will be able to destroy a “%” of ONSS's attack force. That will definitely turn the tables, if they are able to destroy 75% or more in the first strike they will totally cripple ONSS's ability to attack USSD, thus averting the war.

Aftermath:

ONSS wins: Mars becomes Mars Oneida Nation (MON). The PCs will be captured, tortured and executed.

USSD wins: Mars remains a USSD base/colony. The Liberation Front dies a messy death. The PCs will become unknown decorated heroes, with large connections in space.

GENOM: They just become more powerful. Now they can sell even more stuff. The PCs just became well known entities in Quincy's eyes. Now he will have to have something done about this team 999.

Night Sabers: Now they might have new allies or they may have bitter enemies. The PCs may have developed power allies or bitter enemies. This could make getting back home very difficult.

SCENE 12: WRAP UP; DESTROY THE REVOLUTION?

Synopsis:

After the big fight and the war is over, will the revolution truly be over? If any of the Liberation Front survives they will begin anew. This time they may even use the new alien found technology and begin their new type of bio-organic type of boomers to revolutionize their revolution.

If the PCs figure this out this could keep them in space for another adventure. If they don't then they are on their way home and may not find out until it is too late.

The Night Sabers continue their business in space.

Aftermath:

Either way they should find themselves back heading towards earth and Green Bay, has it been that long. Yes their little section of town and the majority of Green Bay has become the sole property of GENOM. It seems while Oneida Nation was putting so much of their resources into space GENOM sat back and waited to literally buy out Green Bay and the entire Nation right out from under their noses.

When the PCs return they should see the beginnings of a GENOM tower right in the middle of the bay, their old base kidney island.