

CORVUS BELLI INFINITY

THE ROLEPLAYING GAME



MODIPHIUS™
ENTERTAINMENT

COST OF GREED

FFFI™

THE COST OF GREED

A chance discovery on Paradiso leads to the uncovering of a VoodooTech smuggling ring, with the clues pointing to an intelligence agency or corporation. Follow the rabbit hole, follow the money, and the trail of breadcrumbs may soon provide clues to a plot that could put the entire Human Sphere at risk.

Cost of Greed is a mini campaign of five non-linear adventures that provide the characters with a chance to meet, work alongside, and challenge the key characters from Corvus Belli's Dire Foes Mission Packs 1 to 5.

- **FIRST DOMINO:** Follow the trail of a smuggling ring trafficking VoodooTech from Paradiso to the crowded streets of Yinquan. Will the tight-lipped Yǎnjīng be involved, or perhaps the shady MagnaObra corporation?
- **ICE AND FIRE:** Seeking clues to the architect and purpose of the smuggling ring, the characters will need to brave the icy cold of Svarlarheima to find the answers they seek.
- **QUANTRONIC NOISE:** A hacking cell operating from an enclave on Bakunin are a key factor to the operation. Their ability to manipulate the characters' patinas, however, may flip the Wilderness of Mirrors on its head, creating enemies of both civilians and friends.
- **HOT SANDS:** Chasing an executive for the intel she's hiding will lead the characters into a fight to survive on the Silk Route, but her enemies could prove more overwhelming than the heat of the desert sands.
- **THE BLACK BOX:** With the very war on Paradiso under threat and the safety of the Human Sphere at stake, infiltrating the operational centre of the cabal responsible could turn disaster into victory.

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WILDERNESS OF MIRRORS

The Wilderness of Mirrors covert objectives described here fall into two main categories, and one circumstantial one. The GM should feel free to use all, some, or none of these, as suits their game and gaming group.

It should be noted that any references to the 'Yǎnjīng Key' refers to the code developed by the Yǎnjīng and stolen by MagnaObra. (See the chapter "First Domino" for more information in the adventure background.)

THE COST OF GREED INTRODUCTION

Welcome to *The Cost of Greed*, a short campaign that will take the players on a journey from tracking a small-time smuggling operation to a Combined Army plot that threatens to transform the landscape of the war on Paradiso. This is a series of five adventures, with a beginning, three floating adventures, and a finale. It is not necessary to play through all five of these adventures in sequence, but each is designed to reveal a little more of the overarching plot. It is possible to play the three floating adventures in whatever order the players and GM desire, as well as condense the campaign by omitting one or two of the floating adventures. The only two adventures that are locked into place are the first and the last. Of course, the GM should always feel free to insert adventures of their own, or to mix, match, or modify as suits them and their group of players.

From a standard breadcrumb-style investigation, to an action-packed rescue mission, to a quantronic battle where the PCs' sanity may be at stake, we hope that each adventure offers something a little

different. Each is designed to highlight different areas in which a PC may be strong or be challenged, and throughout we hope the GM and players feel that each character is provided with an opportunity to shine.

While *The Cost of Greed* is written with the assumption that the PCs are working for Bureau Noir as intelligence operatives, a little massaging of the background provides an adventure for a different intelligence service, a mercenary crew, or just a group of adventurers caught up in something bigger than themselves. Each adventure can also be played as a stand-alone. By leaving out the aspects of the plot that tie each together, the adventures are easily modified to work independently.

The Cost of Greed is set within the *Infinity* timeline alongside the Dire Foes Mission Packs for the *Infinity* Miniatures Game released by Corvus Belli. The Dire Foes Mission Packs have been collected and expanded, with additional background material, and are available in *Infinity: Uprising* from Corvus



Belli. The first adventure ties closely with the events of Mission Pack One, "Train Rescue," and while the other adventures take place before the subsequent mission packs, most of the characters detailed in those mission packs may be encountered throughout these adventures. If GMs intend for the PCs to interact with them, the statistics for the Dire Foes are available as a free download from modiphius.com. Familiarity with the Dire Foes mission packs is not necessary in order to enjoy these adventures.

The GM should first read through the backgrounds of all five adventures. Doing so will provide a detailed picture of the plot from beginning to end and should help fill in any questions the GM might have about the whys and wherefores of what is happening at any point. It should also provide some insight into what the PCs might discover if they investigate or dig in an unexpected direction. (Something all GMs can agree on is that players will surprise you!).

WILDERNESS OF MIRRORS

ALEPH

Objective 1: Pass any and all information about the smuggling of VoodooTech and associated individuals on to ALEPH for follow-up and persecution.

Objective 2: Pass on information, and if possible, the code developed by the Yǎnjīng to ALEPH.

Floating: If the PCs go to *Bakunin*: copy the security structures of the Heatwave Enclave datasphere and pass them onto ALEPH.

ARIADNA

Objective 1: Pass any information on corporate duplicity in the VoodooTech smuggling to the Ariadnan Ambassador. It may be useful leverage in future bargaining.

Objective 2: Pass on copies of evidence and code in relation to the Yǎnjīng Key to the Stavka. This can potentially be used for leverage on Concilium.

Floating: If the PCs go to *Bakunin*: retrieve intel (data pack) gathered by Isobel McGregor to be returned to the Stavka.

HAQQISLAM

Objective 1: Gather a data pack from Yǎnjīng operative Li Jun, a Kempeitai sympathiser, to be passed on at a later date.

Objective 2: Ensure the follow-up from Yinquan sees the PCs go to Svalarheima where they are to pass the data pack to Yuriko Oda.

Floating: Ensure information linking MagnaObra to illegal smuggling is leaked to the media.

NOMADS

Objective 1: Get information linking MagnaObra to a hacking cell on *Bakunin* to a Nomad Moderator.

Objective 2: Secure a copy of the Yǎnjīng Key code and pass it on to the Nomad Tech corp to see if there are any uses or implications for the security of Arachne.

Floating: If the PCs go to *Bakunin*: kill all members of the Equinox cell.

PANOCEANIA

Objective 1: Pass information about the activities and personnel of the Yǎnjīng encountered in Yinquan on to the Hexahedron.

Objective 2: Leak information to the media implicating Yu Jing in a security breach on Paradiso.

Floating: If the PCs go to Svalarheima: collect the numbers and locations of Yu Jing troops in Quanxue and pass this information on to the Hexahedron.

YUJING

Objective 1: Gather and pass on evidence of MagnaObra's hack on the Yǎnjīng. This will provide the legal basis for claiming eminent domain over their properties in Yinquan.

Objective 2: Implicate Japanese technicians in the hack on the Yǎnjīng by planting or manufacturing evidence. It could be stupidity, it could be subversive intent, as long as it is not Chinese Yu Jing.

Floating: If the PCs go to Svalarheima: use contacts made with shipping firms to attempt to identify potential routes for people smuggling out of Chunqiu.

CORPORATIONS

Objective 1: Get hold of a copy of the Yǎnjīng Key and pass it on to the corporate tech team for potential adaptation and use.

Objective 2: Gather information on the shipping routes and methods by which MagnaObra concealed their smuggling for so long.

Floating: If the PCs go to Svalarheima: any records of research being undertaken by MagnaObra should be copied and passed on to the R&D Department.

SUBMONDO

Objective 1: Get the details of as many of the smuggling operations used by MagnaObra as possible. They'll no doubt be looking for work...

Objective 2: Get a hold of a copy of the Yǎnjīng Key and pass it on; the ability to eavesdrop on communications is always invaluable.

Floating: If the PCs go to Bourak: Make a detailed assessment of the Maglevs in and around Maracanda, including security personnel and systems.

MERCENARIES

Objective 1: Pass on details about the smuggling operations on Paradiso to the commander. Such information makes for a good example why certain mercenaries should be hired to perform security details, patrols, and to supplement an already overstretched military.

Objective 2: Get a copy of the Yǎnjīng Key; it's got to be worth something to the right bidder.

Floating: If the PCs go to Bourak: persuade Rosario Lena to agree a unit of full-time bodyguards is well worth the very reasonable price.



THE COST OF GREED FIRST DOMINO THE OPENING ADVENTURE

Whilst leading a joint task force of Yu Jingese and PanOceanian troops, a PanOceanian Fusilier misread map coordinates, and his unit inadvertently stumbled into a small-time trafficking ring. Operating from the front line near Chengling on Paradiso, the smugglers occupied an overgrown military compound. The Fusiliers discovered that pieces of VoodooTech were being loaded for transport, and with the support of the Yu Jingese Zhanshi, they assaulted the compound and seized the VoodooTech. Further investigation by an Indigo operative attached to the Fusiliers suggests these small-time smugglers are but one part of a larger operation.

Officers higher in the command chain on both the Yu Jingese and PanOceanian sides opted to turn the information over to O-12 rather than pool intelligence resources. O-12 has sent a Bureau Noir cell to investigate.



Bipandra

OPERATIONAL SUMMARY

The characters have been sent to retrieve operational intelligence from a PanOceanian contact, Fusilier Angus. This intelligence, it is hoped, will help the characters uncover the truth to whether this small-time VoodooTech smuggling venture was part of a larger operation. If it is a smaller piece in a larger jigsaw, they are instructed to find out who is behind the operation, and why.

BACKGROUND

FUSILIER ANGUS AND FUSILIER INDIGO BIPANDRA

Described by his superiors as 'that bumbling idiot,' Fusilier Angus tends to find trouble in even the safest of places. Angus is something of a living legend among the Fusiliers, though legendary status doesn't mean his units are happy to have him.

On this occasion, it was Angus who misread both the unit orders and the coordinates that led the Fusiliers to discover the smuggling ring. Angus, saved from a close-range shotgun shell by his long-suffering compatriot, Bipandra, had little idea of the significance of his error.

Bipandra, a cool-headed Fusilier Indigo, has patched Angus up on more occasions than she can recall and has taken nearly as many hits herself for the trouble. Bipandra comprehended the extent of what they had uncovered by examining comlog records and forged paperwork. These items suggest that this smuggling ring may be one of many, and rather than cooperate on an intelligence operation, the PanOceanian and Yu Jingese officers decided to impart the mission to O-12.

SMUGGLING OPERATION

Many small smuggling rings operate throughout Paradiso, running everything from people to weapons and drugs. One of the most lucrative, and by extension most dangerous and illegal trades, is in VoodooTech. Whether broken or functional, any piece of Combined technology can fetch a high price. The outfit the Fusiliers and Zhanshi stumbled upon was small, and in the firefight, the smugglers were all killed. One commonality stood out to Indigo Bipandra, all the smuggling drops were sent to small shipping firms. These

firms were owned by a series of shell companies, which in turn were all owned by one larger parent company. Bipandra suspects the parent company is either the Yu Jing Interspace Trust Corporation (YJITC) or MagnaObra.

YU JING INTERSPACE TRUST CORPORATION (YJITC)

One of the largest megacorps in the Human Sphere, the Yu Jing Interspace Trust Corporation is also widely understood, within intelligence circles, to be a front for the Yǎnjīng, the eyes of the Party of the Yu Jing State Empire. The YJITC operates through an impressive and almost unbreakable communications and data network. However, two weeks ago their system was breached. Tracing the origins back through several relays, it appeared that the hack came from Yinquan itself. After a deep internal investigation, it was deemed the most likely source for the hack to be MagnaObra. The YJITC is concerned the hack may have copied the programming of a new set of protocols they have been developing to silently monitor secure communications networks.

MAGNAOBRA

Dizzily wealthy, powerful, and very influential, MagnaObra is a major player in the corporate world of the Human Sphere. MagnaObra is also widely regarded as a megacorp willing to do almost anything for a profit. Over the last year, one such venture has been the sourcing, smuggling, and resale of VoodooTech from the Paradiso front. Little known to most at MagnaObra, they themselves are pawns in a larger game. Several Combined agents have infiltrated the corporation and are influencing its actions. Another development has been the employment of an Equinox cell to steal security protocols from the Yu Jing Interspace Trust Corporation. These protocols, developed by the Yǎnjīng, have the potential to be modified to allow deep level espionage against communications and data networks. A number of the techs currently working at the YJITC are secretly on the payroll of MagnaObra and helped the hack against the YJITC network to succeed.

SHASVASTII SPECULO KILLER AND TREITAK ANYAT

MagnaObra operations in Yinquan are far too sensitive to leave to a mere human. The Evolved Intelligence has therefore placed several Shasvastii into positions within the MagnaObra offices in Yinquan. With a plot underway to scout out a prison on Satori, and a nosy investigator getting too close, the Shasvastii saw the opportunity to kill a few birds with one stone. They arranged for Fusilier Angus to be framed, captured Bipandra from the YJITC offices, and plan to silence anyone else who gets too close.

If and when the PCs arrive at the MagnaObra offices, the Morat Treitak Anyat, along with a number of other Morats, will also be present. Morat Treitak is there to collect information on a Mag-Lev that will be carrying a certain prisoner and will fight the PCs before escaping; she has her own mission to attend to.

MORATS IN YINQUAN

The Morat presence in Yinquan is deeply troubling to the Yǎnjīng, and if the PCs manage to eliminate any in the city bounds, they will be appreciative. A small force of Morats (see Scene 5), under the command of Treitak Anyat are, as the adventure takes place, in Yinquan, hiding in the MagnaObra facility. As the adventure begins, the Morats have recently arrived at the MagnaObra facility in one of the short-hop shuttles (see Scene 5). They are only there to secure the information they require before leaving, although the PCs will likely encounter them before they do.

As the PCs play through the adventures in *The Cost of Greed*, they will learn that the Combined Army has deeply infiltrated MagnaObra on Paradiso. In this first adventure, the PCs finding Morats in the Yinquan MagnaObra offices should be a serious concern. It implies MagnaObra has been compromised especially since the PCs will encounter several Shasvastii and Morats using the facility in Yinquan.

Treitak and her companions are there for three reasons:

1. To confirm the capture and transport of Angus.
2. To gain intelligence taken from the Yǎnjīng offices at the same time as the hack, detailing the train Angus is to be transported on (see Dire Foes, Mission 1).
3. To collect the personnel dossiers of targets that the Combined Army are targeting (see the Ops Room description in Scene 5).





MISSION BRIEFING

After a rocky trip, the PCs are gathered in a briefing room concealed within an unremarkable apartment block in Sálvora City on Paradiso. There are several offices, meeting rooms, and briefing halls dedicated to Bureau Noir, and beneath the building, there are a network of tunnels that allow agents to leave from multiple exits throughout the city.

A middle-aged woman is leading the briefing. The PCs are provided with data and patchy footage of the strike on the smuggling outfit.

Read or summarise the following:

A recent mission on the Norstralian Front, near Chengling, uncovered a VoodooTech smuggling operation. This operation was shut down by the Fusiliers and Zhanshi who stumbled across it. One of the personnel, an Indigo, found potential links to a larger venture. With PanOceania and Yu Jing unwilling to mount a joint intelligence op, we have been activated to investigate.

The Indigo, Bipandra, and her partner Angus, are currently on leave in Yinquan. They have first-hand knowledge of the strike against the smugglers, and it is understood that they may also have further intel on who or what the larger venture might be.

Your mission is to make contact with Fusilier Angus at the Yôuquè de Yèwân, a nightclub in Yinquan. He will pass on any information he has. Following this, you have the remit to investigate further. If VoodooTech is indeed being smuggled off Paradiso by an organisation utilising a cartel of smaller outfits, we need to know who they are and what they are doing. Be prepared – this mission may take you beyond Paradiso.

SCENE 1: A NIGHT OUT

Yinquan, the capital of the Yu Jing State Empire on Norstralia. The city itself is a glowing beacon, awash with light in a myriad of bright neon and gleaming golden statues resplendent in the centre. It looks untouched by the war that rages on the planet, like it could be any other bustling metropolis elsewhere in the Human Sphere. As the transport approaches in the advancing dusk, a sea of tents huddles next to the city boundaries, a tide of refugees fleeing the frontline, nowhere to go but to stake camp on the edge of this bright city. As the passengers are given the green light to disembark, any sense of the desperate mass of people on the city's edge is forgotten; the city unaware they are even there. Movement, noise, and light crescendo even now after the sun has set. Yinquan is a city, energetic and alive.

The characters have arrived with little time to spare. They have pass-codes for hotel rooms near the spaceport loaded into their comlogs but no time to go and check in. They are due to meet Fusilier Angus at the Yôuquè de Yèwân nightclub in twenty minutes.

THE YÔUQUÈ DE YÈWÂN

The nightclub is relatively quiet. There is a large dance floor, tables scattered around the room, and a long bar. The music playing in the background is soft enough to allow conversation with those on the same table, and loud enough to make it difficult to listen to the tables nearby. The night club has around twenty patrons, a mix of Yu Jingese and people from other nations in the Human Sphere.

Two key facts soon become obvious: The characters are on time, and Angus is not present. The PCs may wait, but however long they wait they will soon need to ask some questions.

Asking the staff will net them no results unless they also flash their O-12 credentials. If this is the case the bar staff will happily tell the PCs that Angus was here earlier but left in the company of a few other PanOceanian soldiers belonging to the same task force as Angus, and that they left for the Xióngmāo Jiǔbā.

Asking the Yu Jingese patrons will net little unless they show an image of Angus, a **Challenging (D2) Persuade test** will reveal a patron who remembers him being here earlier; he had tea with some PanOceanian soldiers, drank a few rounds, and left.

WEAPONS IN YINQUAN

The security forces at the spaceport where the characters land will not allow the PCs to enter the city with any weaponry. If they flash their O-12 credentials, they will be permitted to carry a side-arm (concealed or otherwise), but anything heavier than a handgun will not be allowed into the city. Any weapons the characters are carrying that are not permitted into the city will be locked away, and the characters provided pass-keys to retrieve them when they leave.

Asking any PanOceanian patrons, all soldiers, will indicate none of the patrons know him personally, but have heard of him. (See his background, p. 4.) If they show an image of Angus, he will be recognised immediately, 'That's Angus!' If the PCs say they are meant to be working with Angus, or flash their O-12 credentials, much laughter and commiserations will ensue. All they can add in either case is that Angus had been drinking and left earlier, probably to either the Xióngmǎo Jiǔbā or the Lí Jiǔbā, both nearby bars.

Attempting to hack into the nightclub security network is a **Challenging (D2) Hacking test**. It will allow the PCs to access footage from earlier in the night, showing Angus clearly arriving, drinking quite heavily, and leaving with a group of four others.

If the PCs are curious as to why the four people are being identified as soldiers (ie: How do you know they are soldiers?), it is because the night life of Yinquan is dominated by off-duty soldiers, and people have become accustomed to identifying them in or out of uniform.

THE LÍ JIǔBĀ

The Lí Jiǔbā is a small but rather tidy bar only a block from the Yòuqù de Yèwǎn. When the PCs arrive, there are a handful of patrons and no sign of Angus. The staff there may recognise Angus as having visited on a previous night, but he has not been in tonight.

THE XIÓNGMǎO JIǔBĀ

The Xióngmǎo Jiǔbā is a tucked away drinking establishment with a panda stickered over a single narrow window. As they approach, the PCs hear a raucous celebration from inside. When the PC enter, they will notice that there is a party taking place, the 50th birthday of Huang Lui, and the long, narrow establishment contains what appears to be a large family. Near the front bar, a number of PanOceanians are ordering drinks. At the rear, one PanOceanian, identifiable as Angus, appears to be arguing with the DJ. When the PCs notice him, Angus manages to cajole or push the DJ aside, and start flicking across the screens that control the DJ's decks. Soon the music has increased in volume, and the family of Huang Lui are beginning to look decidedly annoyed. If the PCs approach anyone, PanOceanian or a member of Huang Lui's family, they will be told (either in an amused tone or an annoyed tone depending on who they speak to), that HE, meaning Angus, has already given a

speech praising Huang Lui and is now messing with the music.

ANGUS

Angus will be hard to handle. He will recognise the PCs and not be shy about telling anyone who pauses to listen that they are from O-12. Angus will try to engage the PCs in drinking and betting games. However, he is a clumsy drunk and will break a number of items around the bar. Comically, Angus will tap his nose when asked about the information he is meant to pass on, generally avoiding telling the PCs anything of value. He will, at least, tell the PCs that he is staying in room 314 at the Lóng Hotel. If pressed further about the information, he will relate the story of breaking up the smuggling ring, declaring, "Bipandra thinks it's all corporate skulduggery! Here!" Angus then will shush players asking him to elaborate further.

If the PCs try to fight Angus, or the GM feels that the scene needs to close, Angus will trip into the tables of the Huang family, instigating a brawl. The Huang family members will attack both the PCs and Angus, since the other PanOceanian soldiers have quietly left. There are a number of enemies equal to the number of PCs +1. The GM should use the stats for "Gang Member" on pg. 437 of the *Infinity Corebook*.

If at any point during or after the fight, the PCs ask about Angus, they will immediately notice he has gone. Heading into the street will yield nothing. There are no security cameras outside and no witnesses who might answer questions.

THE FUNCTION OF FRUSTRATION

Now, the players have a choice, wait until the next day or head to Angus's hotel. The scene is designed as something of a merry goose chase, with the PCs trying to wrangle Angus into telling them what's going on, and Angus refusing to do so. The PCs should feel irritated by Angus, and the GM should use his antics to fuel this. Once the players become frustrated at Angus's refusal to give them the information, the GM should begin the brawl that ends the scene.

FOLLOWING THE CLUES:

Following the disappearance of Angus, the PCs may:

- Contact their handler, who will tell them to go back to their hotel and wait for another meet to be organised. This will lead to Scene 2.
- Go back to their Hotel and wait to follow up in the morning since it is quite late in the night. This will lead to Scene 2
- Go to Angus's hotel room. This will lead to Scene 3.



DIRE FOES PACK ONE

After Angus leaves the PCs, he continues his wild night out. Later in the evening he is seduced by a Speculo Killer, tagged with a bio-implant, and framed for the murder of several Imperial Agents. In the morning, Angus wakes in an unknown hotel room surrounded by bodies. He will be arrested and sent to prison on Satori, a fragment of a larger Combined Army plot as found in the Dire Foes Mission Pack One, for *Infinity*, the Miniatures Game, by Corvus Belli.

HEAT

If the PCs are On the Run, the GM may spend 2 Heat at any point to have a unit of Celestial Guards arrive to capture and/or eliminate the PCs.

SCENE 2: BUSTED

To say that Bureau Noir will go to any length to support their agents is true enough in many senses, but not so much when it comes to booking hotel rooms for agents on mission. The Hù hotel is not exactly cheap and nasty, but it's far enough from a five-star hotel that some of the stars it does have are blinking and need to be replaced. The PCs are billeted two to a room, with a number of adjoining rooms enough to house them all. A majority of the rooms in this hotel are connected by double doors, which are mostly kept locked, but for a group booking, like the PCs have, it is possible to walk from one room to the next without going into the dingy hallway.

In the morning after a simple breakfast has been delivered, the rooms will be assaulted by a unit of Celestial Guard soldiers. If the PCs have set up a security system of some sort or hacked into the hotel security to access the cameras in the hall, they will be alerted to the soldiers quietly gathering in the hallway outside their rooms. The Celestial Guard will concentrate on the locations of the PCs; each room occupied will be assaulted by a number of Guardsmen equal to the number of PCs.

If the PCs are alerted (see above), they will have the opportunity to decide how they will react and may interrupt the Celestial Guard as they enter the room. It will be known to the PCs that the Celestial Guard are often employed as special police. If the PCs are not alerted (see above), the Celestial Guard will burst into the room, Combi Rifles drawn, yelling at the PCs to lie down and place their hands out in front of them. The PCs have several options available to them:

YES OFFICER!

If the PCs choose to go along with the instructions of the Celestial Guard, they will be disarmed and have their hands bound. The officer in charge will question the PCs. He will want to know:

- Where were the PCs last night?
- What were they doing?
- How do they know Angus?
- What were they doing with Angus at the Xióngmāo Jiǔbā?
- When did Angus leave, and who did he leave with?
- Were they aware that Angus was responsible for the murder of five Imperial Agents?
- Where is Bipandra?

In the to and fro of this questioning, the Celestial Guard will be rough with the PCs. If the PCs tell the Celestial Guard that they are from O-12 and offer their credentials, they will be unbound, and the discussion will continue in a tense but more conversational manner.

In this interaction the PCs will learn:

- Angus left the Xióngmāo Jiǔbā and was seen at the Lí Jiǔbā with a Yu Jingese woman. The officer shows a photo, but it is not anyone the PCs recognise.
- Angus was found this morning in a hotel room, surrounded by the bodies of five Imperial Agents.
- The Imperial Agents were all killed with Angus's weapons, with Angus still holding the smoking guns.
- Angus was drunk and claims to not know where he was or what had happened.
- Bipandra escaped arrest a few hours ago and made her way to the PanOceanian Embassy. Shortly afterwards, she left the embassy again and is currently on the run.

After this discussion the Celestial Guard officer will leave the room and return with another man who the PCs can instantly tell is an intelligence operative. He will introduce himself as Li Jun, an agent of the Yǎnjīng. Li Jun will then ask the Celestial Guard to leave the room (see p. 9).

If the PCs do not reveal they are working for O-12, the officer will treat them as potential suspects and continue to ask questions: what they are doing in Yinquan, where they came from, how long they will be staying, and so on. If the PCs manage to keep a straight story, the officer records the PCs' details, tells them not to leave the city, and takes any weapons or hacking devices they are carrying. Then he will eventually leave. The PCs may, during this questioning, reveal they are from O-12. If this happens the officer's demeanour will change, and he will summon Li Jun (see p. 9).

THE YǎNJING AGENT

Li Jun will be direct with the PCs:

Let me cut to the point. You're here for Bipandra, or whatever it was she was looking for. She is gone. Fusilier Indigo Bipandra broke into our YJITC facility earlier this morning during a scheduled emergency drill, and we captured her. Within 20 minutes, a team of unidentified operatives assaulted her location and took her. Worryingly, our security system went down at the time of the attack, and it appears that someone has gained access to the system. They may even have stolen something important.

If the PCs ask who is "they," then Li Jun will say:

PanOceania, maybe, but I doubt it. I'm not alone in suspecting MagnaObra. They have attempted to hack our systems before. Though this time, maybe they found some support. I don't know, maybe some Nomad group? If anyone has the tech know-how, it would be them. We've had an agent, Yuriko Oda, investigating MagnaObra ops on Svalarheima. It might be time to reach out and see what she's dug up. To take Bipandra though, that just doesn't add up. Maybe she was on to something?

If asked about the something valuable that was stolen, Li Jun will reply:

For security reasons, I obviously can't say anything. Just know that if I say it is sensitive, I mean it. Not just for us either.

If asked about the smuggling of VoodooTech, Li Jun will respond:

Isn't that what you're here for? I don't know about the smuggling ring beyond the reports from our Zhanshi and those shared by PanOceania. I suspect that Bipandra might, though. And if that is what she was investigating, it doesn't seem like a coincidence that she was snatched.

Li Jun will attempt to recruit the PCs to investigate MagnaObra in Yinquan if they already don't have the intention to do so. He will say:

The StateEmpire could deal with this, sure. But as far as my contacts have it, you're already on the path. We're willing to help, at the very least not stand in your way. If that's not enough then perhaps the gratitude of the Party is enough to sway you? We'd be happy to provide some material support but would rather this stay an O-12 operation. Plausible deniability and all that. You understand how it works.

If the PCs agree, he will provide them with:

- Angus's room number, room 314 at the Lóng Hotel, which they are probably already aware of (see Scene 1)
- Bipandra's room number, room 423 at the Lóng Hotel, if they don't already know it
- Permission to carry any weapons left at the spaceport

FLEE!

If the PCs choose to flee, they will need to find a way out. The most likely option is to use the doorways between the rooms to distance themselves from the Celestial Guards and escape through a window. There will be several vehicles available for the PCs to take, but they will need to inflict a Breach result on the vehicle in order to gain access (see *Infinity Corebook*, p. 135).

The GM may use this opportunity to play out a chase scene through the streets of Yinquan. If the PCs manage to get away from the Celestial Guard, they should be treated as On the Run (see above). If they are caught, their status as O-12 operatives will be revealed, and the Celestial Guard will ask the PCs to work with them (detailed above).

If the PCs are captured at any stage after having injured or killed a Celestial Guardsman, the Celestial Guards begrudgingly will be given orders to work with the PCs.

WE'RE NOT BITTER

Cost: 2 Heat

Before releasing them, a Celestial Guardsman will carefully stab or shoot any of the PCs responsible for an injury or death of another Celestial Guard. This will inflict a single Wound on the affected PCs and apply the Conditions: Hindered and Fatigued. (See *Infinity Corebook*, p. 103.)

SCENE 3:
ANGUS'S ROOM

The PCs may visit this scene following two different timelines. They may choose to visit Angus's room on the night they arrive in Yinquan, following the disappearance of Angus, or they may choose to visit this scene the following day, in which case they are likely to also have played through Scene 2.

Read or summarise the following:

The Lóng Hotel is a multi-story hotel close to the heart of Yinquan's commercial district and

HEAT

If the PCs choose to fight the Celestial Guard, they will be faced with a number of enemies equal to the number of PCs. The GM may spend 2 Heat during this fight to call for reinforcements, which will arrive in 1d6+1 turns. If the PCs manage to defeat the Celestial Guard, they may leave but will be On the Run. Stat blocks for the Celestial Guard can be found on pg. 423 of the *Infinity Corebook*.

THE CHASE IS ON

If the GM is using Zones to run the chase, the PCs must get to Long Range before they escape and maintain that range (or extend it) for 1 round. Achieving this requires a number of face-to-face tests against the Celestial Guard as they will begin within Close Range using the Vehicle Rules on beginning on p. 133 of the *Infinity Corebook*.

If they want a more abstract system, they can run the chase as a series of face-to-face tests against the Celestial Guard. If the PCs manage to beat the Celestial Guard three times in a row, they manage to escape.

There are also rules for running chases in *Infinity*: Gamemaster's Guide.

Of course, the PCs may make use of terrain such as other vehicles, piles of boxes, and fruit stalls to help them escape. The creative use of such devices should award the PCs 1-2 Momentum to be used on that turn's Pilot test but will also add 1-2 to the Complication range of any tests performed by PCs in that vehicle. Once the PCs manage to get to Long Range or have two successful tests in a row if using the abstract system, the Celestial Guard should be at an additional +1 Difficulty when making their test.



nightlife. From quick observation, it appears that PanOceanian citizens and military personnel are also staying here. It is possible that this hotel is regularly used to billet PanOceanian soldiers on leave. The exterior is nothing special, and the hotel appears neat and well maintained, but nothing opulent. There are a few entrances to the ground floor foyer as well as an underground car park.

GM NOTES

Trying to access the room and play through Scene 3 on the night of arriving in Yinquan is going to take some time, and the PCs are likely to be exhausted if they push too far. One option the GM could follow, especially if they want the PCs to play through Scene 2, is to impose a Fatigued Condition (see *Infinity Corebook*, p. 104) on the PCs during Scene 3 and again if they choose to push into Scene 4 without resting.

How the PCs choose to try and access the hotel will be up to them. Strolling in and requesting access to Angus's room is going to take a **Daunting (D3) Persuade test**. Flashing O-12 Credentials will reduce this to a **Challenging (D2) Persuade** or **Command test**. If the PCs have played through Scene 2 and have chosen to work with the Yǎnjīng, this will be reduced again to a **Persuade** or **Command (D1) test**.

Sneaking in through the underground car park or foyer and travelling to the upper floors (Angus's room is 314, therefore it is room 14 on floor 3), will require a **Daunting (D3) Stealth test**. There are numerous people moving around at all times of the day and night, as well as security cameras and key-pass locks on all lifts, stairwells, and rooms. The PCs may attempt to climb to the correct floor and window or to the rooftop, from where they can belay down, but this necessitates a **Daunting (D3) Athletics test** or **Challenging (D2) Acrobatics test** without climbing equipment.

Creating a fake key-pass to access the hotel as a guest will require a **Daunting (D3) Hacking test**, unless the PCs can get hold of a key-pass from a guest, or a hotel employee badge, in which case they will be able to reduce this to a **Hacking (D1) test**.

Hacking the hotel will require a **Daunting (D3) Hacking test**, although a guest key-pass or a hotel employee badge will automatically grant User and Super-User access respectively. With Super-User access, the PCs may force security cameras to replay old footage, switch off, or turn away. Super-User authentication can be gained by spending 2 Momentum on the test made to hack the hotel's systems.

The PCs may also decide to take a more aggressive approach. Pulling weapons on the hotel clerk or other employee will only require a **Persuade (D1) test** for that employee to give the PCs the access they ask for. Of course, security will almost immediately become aware of the PCs presence and will summon law enforcement in the form of Celestial Guards, who will take 1d6 turns to arrive.

THE ROOM ON THE NIGHT OF ARRIVAL

Angus is a complete slob. Usually a soldier's room is neat and ordered, something drilled into them during basic training, but whatever lessons were spent on Angus were clearly wasted time. Empty cans, bottles, and take-away containers litter most of the surfaces. The large window which can look out over Yinquan is playing the Maya Aristeia! channel, and clothes are scattered about.

As they enter the room, the PCs may want to roll a **Simple (D0) Observation test**.

- 0 Momentum will find a notepad on the coffee table.
- 1 Momentum will find a key-pass to room 423 with the letter "B" written on the back of it in pen on the floor near Angus's bed.
- 2 Momentum will find a small security device, still operating, hidden in one of the decorations on the wall.

THE ROOM ON THE FOLLOWING DAY

Angus is a complete slob. Usually a soldier's room is neat and ordered, something drilled into them during basic training, but whatever lessons were spent on Angus were clearly wasted time. Empty cans, bottles, and take-away containers litter most of the surfaces. The large window looks out over the busy streets of Yinquan below. In addition to the mess, the room has obviously been tossed over. Several pieces of furniture have been overturned.

As they enter the room, the PCs may want to roll a **Simple (D0) Observation test**. Momentum earned can be used to find the following additional clues (each requiring their own Momentum spend):

- 0 Momentum will find a notepad on the floor.
- 1 Momentum will find the ID Tag of a Celestial Guardsman. It obviously fell off when they were searching through the bed clothes.
- 2 Momentum will find a key-pass, almost impossible to spot, beneath the bed-side drawers. It is to room 423, with the letter "B" written on the back of it.
- 2 Momentum will find a small security device, still operating, hidden in one of the decorations on the wall.

THE CLUES

The Notepad: The notepad is a standard, hotel-supplied one with biodegradable sheets and the hotel logo at the top. On the second page is written, "Bipandra, 423." The rest of the notepad is empty.

Celestial Guard ID Tag

The ID tag is for He Kun. It could be used for a number of things, however, for every hour the PCs hang onto it, the chance of it being found missing increases. The GM could use this as the source of a Complication: tracking the PCs' movements, alerting the authorities, or summoning the Celestial Guard.

Key-Pass to 423

This key-pass has the room number 423 on it, and the letter "B" is written on the back in the same handwriting found on the notepad. It will open the door to room 23 on the 4th floor.

Security Device

The security device is small and untraceable. It is currently operating unless the PCs destroyed it. A **Challenging (D2) Hacking test** will indicate there is another such device somewhere else in the building, and the feed is being sent to a location in Yinquan. More than that cannot be discerned.

SCENE 4: BIPANDRA'S ROOM

If the PCs visit Bipandra's room on the night they arrive in Yinquan, it can be assumed that by now it is early morning. Bipandra is not in her room; she's on a terrace enjoying a light breakfast. Bipandra's room is neat and thoroughly organised. Her few clothes and possessions are all hung and lined up in a precise and ordered fashion, and everything has been switched off.

As they enter the room, the PCs may want to roll a **Simple (D0) Observation test**.

- 0 Momentum: A careful examination of the room will find the architectural layout of a building, which can be identified as the offices of the Yu Jing Interspace Trust Corporation here in Yinquan. A flyer is attached, and the whole document folded up and shoved behind spare blankets in the cupboard.
- 2 Momentum will find a small security device, still operating, hidden in one of the decorations on the wall.

As the PCs are searching the room, a team of Celestial Guard arrive to arrest Bipandra. Play out Scene 2, adjusting for the new location and timing, and with questions focussed on both Angus and Bipandra.

If the PCs visit Bipandra's Room on the following day (or days), the room will appear roughly the same but will show signs of having been turned over by investigators.

As they enter the room, the PCs may want to roll a **Simple (D0) Observation test**.

- 0 Momentum will find a flyer for the Yu Jing Inter-space Trust Corporation here in Yinquan. This is caught between some blankets that have been roughly pulled out and shoved back into the cupboard.
- 2 Momentum will find a small security device, still operating, hidden in one of the decorations on the wall.

As the PCs are searching the room, there is a hesitant knock at the door. A glance through the door viewer will show a young lady. She appears nervous, leans close to the door and states that she has information for Bipandra on MagnaObra.

If the PCs let her in, she will wait till the door is closed and then attack suddenly, with Surprise (See *Infinity Corebook*, p. 105). She is a disguised Shasvastii Speculo Killer. (The stats for a Speculo Killer can be found on p. 473 of the *Infinity Corebook*.)

THE CLUES

Security Device: The security device is the same as the one in Angus's room.

YJITC Flyer

The flyer caught in the blankets is for the Yu Jing Interspace Trust Corporation. Written in the margin are the words, "YJITC or MO?" The PCs may make an **Education (D1) test** to connect these acronyms with the corporations Yu Jing Interspace Trust Corporation and MagnaObra.

YJITC Floorplans

The floorplans clearly show the layout of the YJITC, marked with the locations of security cameras, locked doors, and computing systems. A specific room is circled, labelled as the records room, which contains documents and storage devices detailing the YJITC holdings and investments.

Combined Presence

The presence of Combined soldiers makes for a very compelling argument that the smuggling ring is more than a small illegal outfit.

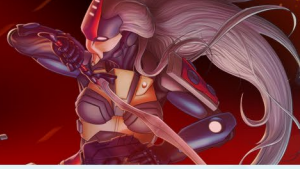
Whatever the outcome of the confrontation, a unit of Celestial Guard will appear as the fight is drawing to a close. Here the GM can run the encounter with the Yǎnjīng Agent (see Scene 2), if they have not done so already.

FLASHBACK

If the PCs have played through Scene 2 already, the face of the young girl rings a bell. It is the same young girl photographed with Angus on his night out. If the PCs become wary as a result, they will not be surprised in the following confrontation.

GM NOTE:

If one Speculo Killer is not strong enough to pose a significant threat to the party, the GM should accompany her arrival with an inward explosion of the window's glass and the entrance of a number of Morats (see *Infinity Corebook*, p. 465).



SCENE 5: MAGNAOBRA

MagnaObra is one of the largest corporations in the Human Sphere, though one might not guess that from its offices in Yinquan. MagnaObra leases several residential buildings on the outskirts of the commercial district. These single floor buildings were previously a part of a gated community for low-ranking Party members and are some of the earliest residential buildings in Yinquan.

There are three large, single storey houses sitting in a triangle. They face one another with what was originally a garden in the middle. Extensive renovations have been undertaken over the last five years, and the garden has been replaced with a landing area for small craft, as well as general modifications to the buildings themselves. Due to city planning regulations, MagnaObra was not permitted to build up, and instead extended and connected the cellars beneath the buildings into a wide oval tunnel beneath the buildings. The facility is still gated; there is a large fence running around the perimeter and about fifty metres of grounds between the fence line and the buildings.

It is monitored by an extensive chain of cameras around the perimeter.

Inside the buildings, at any one time, there are between fifteen and twenty workers. Ostensibly, the Yinquan branch of MagnaObra handles the paperwork related to business acquisitions and deals on Paradiso. Files, personnel, and equipment may be brought directly to the facility via the landing pad.

The underground room is a large oval tunnel mostly used for storage and computing systems. Here, up to ten technicians may be at work at any time.

How the PCs choose to gain access to the grounds, buildings, and lower level will be up their own ingenuity. It is possible that they have already been given a security pass by Li Jun, or they may attempt to tail a MagnaObra worker and obtain one through scanning, stealing, or coercing them. If they gain such a pass, they will have user access to the system, and a pass to enter Buildings 1 and 2, but they will not have clearance to enter Building 3, or the underground ring. Gaining that access will need to be achieved through other means.



There are six security guards on duty at all times:

- Two are stationed in the front security rooms of Building 1.
- One is stationed in the Building 2 security point.
- One is stationed in the Building 2 security room.
- One is patrolling the buildings and grounds.
- One is stationed in Building 3.

If an alarm call goes up the security guards will be notified via their comlogs, and all except the two in Building 1 will move to the location of the alert.

The grounds have numerous cameras located around the perimeter and on the buildings. There are security cameras inside Buildings 1 and 2. There are no cameras inside the Security Room of Building 2, in Building 3, or in the lower ring. The security systems are all controlled from the Security Room.

The six security guards of MagnaObra should be treated as having the same stats as the Bodyguard on page 422 of the *Infinity Corebook*. The other staff present in the buildings should be treated as having the same statistics as the Research Scientist on page 452 of the *Infinity Corebook*.

Gaining access to the lower ring is possible through four different doors. One door is in the board room in Building 1. This is a meeting room for executives, and the door here is carefully concealed in the floor beneath a rug. The door itself springs slowly open in response to the appropriate security tag and leads to a gentle ramp leading down.

Two gates are in the courtyard between the buildings, which is also the newly finished landing pad. On the landing pad are two short-trip vehicles, both locked. One is designed to carry cargo, and the other is a passenger shuttle the Morats used to infiltrate Yinquan and travel to the MagnaObra facility. The gates open onto ramps extending down and may be opened at the key-pads or by using the appropriate security tag. A window in the Building 2 security room overlooks the landing pad.

The landing pad is only accessible from the Lower Ring, Building 3, or by scaling the buildings, corridors, or gate that surround it.

One gate may be found in Building 3. This is a large door obviously used for shifting pallets and materials from the ground floor to below, or vice versa.

The Lower Ring contains one long continuous rack of computers and servers running around the outer wall. Not fully complete yet, tool benches and technical equipment are scattered throughout.

The north end of the ring is walled off, with security doors on either side that open into a large room that is referred to as the Ops Room. Inside, there are a few tables, ten bunks, a basic kitchen, and toileting facilities.

A Shasvastii Speculo Killer, a number of Morats (equal to the number of PCs +1), and Morat Treitak Anyat are present at the MagnaObra facility, in the Ops Room, and moving to and from the shuttle.

CONFLICT

How the PCs want to gain access to the MagnaObra buildings will affect how this scene plays out, and the GM should encourage the players to be creative.

If the PCs manage to get inside Building 3, the Landing Pad, or the Underground Ring, they will have caught the Combined Army by surprise. As the PCs are infiltrating the MagnaObra facility, the Morats have moved Bipandra to one of the vessels on the landing pad and are currently in the underground Ops Room being briefed by the Speculo Killer on their next mission. The PCs may be able to rescue Bipandra, lay an ambush, or trap the Combined soldiers (for a time at least).

If the PCs are noticed or raise an alarm before getting to any of those points, the Morats and Speculo Killer will be expecting them. The Speculo Killer will approach them first and appear to be nothing more than a technician scared out of his mind. He will rush at the PCs begging for help, possibly with some other technicians who are legitimately scared. If he is allowed close enough, the Speculo Killer will launch an assault. This will signal the Morats to step in as well. This should be a challenging combat encounter for the PCs, but one they should be able to overcome if they are careful. As the combat wears on, Treitak Anyat will, under covering fire, make her way to the passenger vessel, and escape. (She has a Dire Foes mission to attend.)

CLUES AND INFORMATION

Bipandra

Bipandra has been loaded into the cargo vessel and is bound and gagged. If Bipandra is rescued, she will be able to pass on the files that show the smuggling ring was owned and run by a shell company that could be traced back either to the YJITC or MagnaObra. It is obvious now the real owner is MagnaObra, but she has no idea what they are doing with VoodooTech. After she feels she has done what she can, she will excuse herself saying:



Some fool has to rescue Angus. As fate would have it, I'm some fool.

The Security Room

The Security Room may be used to control the security systems, and gain access to the lower ring.

The Lower Ring

If analysed, the Lower Ring servers will show the most recent access was a deep hack of the YJITC systems here in Yinquan. It will also show that the systems were used as a repeater for a source off world. A large data package was recently sent via relays to an address and group on *Bakunin* called the Heatwave Enclave. An **Analysis or Hacking (D1) test** will suggest the group, from their handles, is possibly an Equinox cell. From the records, the PCs find a flurry of the interactions between the *Bakunin* group and the MagnaObra offices during the same time as the hack on YJITC.

The servers will also contain records of communications sent and received from a research base on Svalarheima. The contents of these messages have been deleted, but they look like a mix of technical files and shipment records of deliveries made from Paradiso to Svalarheima.

Ops Room

The underground Ops Room will contain a list of shipment times and dates. There is no record of what is being shipped, only that cargo is being moved from Paradiso to Svalarheima.

There are several dossiers on one of the tables, which appears to be a hit list. On this list are a collection of corporate executives and others, all recently deceased apart from three:

- Angus. His file stipulates that he is to be framed for murder.
- Bipandra. She is listed as to be killed.
- Rosario Lena. an executive of MagnaObra. Her dossier is marked urgent. Rosario's dossier notes that she has sensitive information that cannot be released, has fled to or been abducted by the Hassassins, and is currently in either Maracanda or Turfan, both on Bourak.

There is also a list of mag-lev time-tables covering almost every network across Paradiso. This ties to the "Dire Foes Pack One," and the schedule for one specific Mag-Lev is one of the reasons Treitak and her Morats are here. (See "Morats in Yinquan" on p. 5.)

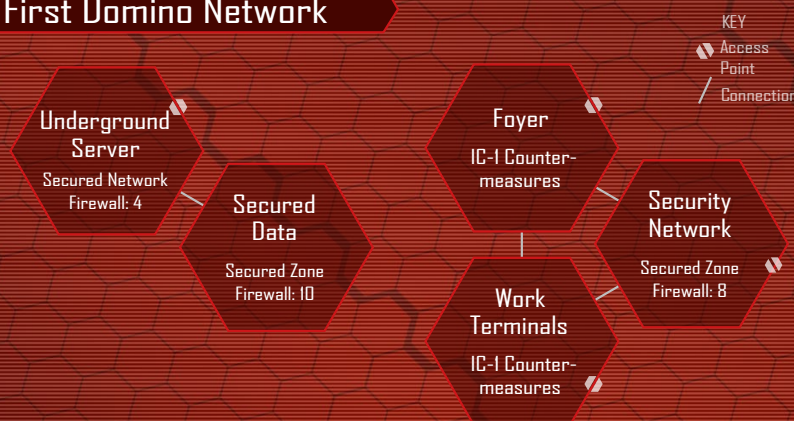
WHERE TO NEXT?

If the PCs manage to survive their entanglement at MagnaObra, they should have a ready supply of information to either follow up or pass onto Bureau Noir:

- MagnaObra has been infiltrated by Combined agents.
- MagnaObra has been in communication with and shipping cargo to a facility on Svalarheima and the PCs may know a Yu Jingese contact who might have further information (Yuriko Oda).
- MagnaObra was communicating with a group on *Bakunin*, possibly an Equinox Cell, and the name Heatwave Enclave.
- Rosario Lena, former MagnaObra Executive is a high priority target for MagnaObra/The Combined Army, and now she is being held by the Hassassins in either Maracanda or Turfan, on Bourak.

If they contact their handler, he will congratulate them, and ask them where they are going next, and what they will need.

First Domino Network



ADVERSARY ROSTER

- 1 Security Geist in Server 100%
- If alerted, 1 Wardriver will enter Server looking for intruders

ADVERSARY ROSTER

- 1 Security Geist moving through Foyer 40%, Work Terminals 40%.
- If alerted, 1 Wardriver enters through Security searching for intruders

THE COST OF GREED ICE AND FIRE A SVALARHEIMA ADVENTURE

Shipments made by the hypercorp MagnaObra to a hidden location somewhere on Svalarheima are suspected to confirm the VoodooTech smuggling from the front lines on Paradiso. If a massive corporation like MagnaObra is directly involved in such an operation, it would be an act of breath-taking audacity, brazen defiance of multiple O-12 regulations on the transport and disposal of Combined Army artefacts.

OPERATIONAL SUMMARY

Following a trail of clues from a busted smuggling ring on the Norstralian front and the MagnaObra offices in Yinquan, Bureau Noir believes MagnaObra is directly involved with a highly illegal and well-organised smuggling network. This network is suspected to utilise a nest of shell companies to traffic VoodooTech from Paradiso to a research facility on Svalarheima. The PCs are on a mission to find this research facility and confirm MagnaObra's involvement.

BACKGROUND

MAGNAOBRA

For nearly a year, MagnaObra has been smuggling VoodooTech from the frontlines on Paradiso to Svalarheima. This operation has been a gold-mine for the company, providing research breakthroughs resulting in lucrative technology patents.

MagnaObra have been using agents on Paradiso to source the technology, and then pass it to small-time smuggling outfits. These outfits transport the technology along a chain of receivers, who carefully mix the VoodooTech in with export shipments headed out of the Paradiso system. The shipments converge on Svalarheima, where commercial delivery services ship them to regional settlements, and finally to Quanxue. Private transports move the shipments on from there to the hidden research station either by air or overland.

The research station is under an old, abandoned Hyō Shō Domes some 56 kilometres South from Quanxue. Unbeknownst even to those working closely with this operation, the VoodooTech from Paradiso is being sourced directly from the

Combined Army and is part of a larger plot by the Evolved Intelligence. For more on MagnaObra, see the background material in "First Domino" (see p. 12).

YURIKO ODA

Guī Fēng Yuriko Oda is a special agent in the Yǎnjīng but also leads a secret life as an agent of the Kempeitai. She is driven, ruthless, and untrusting of anyone. She is also a consummate double-agent and has only survived this long by being careful to not raise suspicions or leave loose ends. Oda is currently on a mission on behalf of the Yǎnjīng to monitor and track MagnaObra shipments; however, she has recently found that one of the Yu Jingese supply depots on the outskirts of Quanxue is stockpiling explosives. Yuriko suspects they will be used against Japanese forces smuggling refugees from Chunqiu to Kōritawā. Once she encounters the PCs and realises that they are investigating MagnaObra, she concocts a plan to use the explosives to destroy the depot. Oda secretly plans to plant information to accuse depot officers of supplying the MagnaObra facility as this will both legitimise the attack and provide the PCs with the information they require without raising suspicions.

HATAIL AELIS KEESAN

Hatail Aelis Keesan hates the cold, and Svalarheima is the coldest place she has ever been assigned to. She is on an O-12 sanctioned operation seeking a small team of suspected Shasvastii Speculo Killers; a mission she requested, even if it did mean going to the most backward hell-scape in Human Space. On Paradiso, she was part of a Tohaa strike team that uncovered the mutilated bodies of multiple human technicians, private operators employed to test network systems. Several hours after the technicians were killed, a few of them boarded the C8 Circular headed for Svalarheima. None of these 'dead' passengers stayed on the Circular headed to Dawn, so they must be on Svalarheima. Hatail Aelis intends to find them and make sure that they pay.

MISSION BRIEFING

All the comforts of the Sphere are on board a Circular, but waiting wasn't a part of the plan. Instead, the PCs managed to catch a berth on a Yu Jingese troop ship, delivering soldiers home after their tour of duty on Paradiso. The trip wasn't difficult but cramped and noisy.

GM NOTE:

The GM may feel free to run Keesan as a support agent for the PCs, an NPC that accompanies them on their mission, or keep her out of the main action, allowing Aelis and the PCs to contact one another when they find something useful. Whatever the choice, it is likely the Hatail will want to be involved in infiltrating or assaulting the MagnaObra facility. Whether she goes off on her own or sticks with the PCs is, again, up to how the GM wants to handle her.

HEAT

At any time while the PCs are playing through this adventure, the following Heat Spend may be used: If the PCs suffer any sort of Harm (Breach, Wound, or Metanoia), the GM may spend 2 Heat to give the PC the Fatigued Condition. This represents the physical and mental wear of living and working in such a cold and demanding environment. This Condition may be applied once each time a PC suffers a Harm, with the effects stacking. The PCs may attempt to recover after 6 hours of rest (rather than the usual 8), following the rules for that Condition (see *Infinity Corebook*, p. 104).



The ship set down in Quanxue, the primary military base of the Huangdi province, a city almost totally buried underground and insulated for a safe and liveable environment. From what the troops have said over the journey, Quanxue sounds like it's perpetually two steps away from a riot.

Read or summarise the following:

Investigations into MagnaObra in the city of Yinquan led to a web of shipping firms used as intermediaries to transport goods from Paradiso. Following the trail wasn't easy, but by slowly sifting through manifests and records, you've discovered that the goods sent by MagnaObra were brought to the surface of Svalarheima by three different shipping companies: Alliance Transport Group, Lui Shipping, and Nandock Enterprises. Researching these companies uncovered that they are little more than shell operations, having existed for only a short period of time with no up-to-date information available. However, records of each show that Alliance is based in Chunqiu, while Lui and Nandock both operate out of Shidong.

If the PCs are working for Bureau Noir, read or summarise the following:

Your handler has sent a personnel file on one Hatail Aelis Keesan, also on mission on Svalarheima. Being a Tohaa operative she shouldn't be hard to miss. Keesan has been sent your details and will no doubt contact you some-time after you land. It may be that her mission and yours are connected.

Since the PCs played through the "First Domino" adventure, they may know of a Yu Jingese contact they can tap for information once they arrive on Svalarheima. If this is the case read or summarise the following:

WEAPONS IN QUANXUE

Quanxue is full of soldiers, retired veterans, trappers, and frontiersmen. It has a reputation for being a rough and tumble place, where the rule of law is over-stretched and underfunded. Explosives are not permitted in the city, but almost everything else is tolerated. Like most places though, walking around with military grade weaponry is going to attract the wrong sort of attention. Some people want to prove how tough they are in front of their friends, and others want the gear for themselves. While the PCs are allowed to take and carry their weapons around, the reactions they get will be impacted if they are visibly carrying anything more than a sidearm. Some will be fearful, some eager to get away, some will be aggressive, and some will deliberately bait a showdown.

In your dealings with the Yǎnjīng, you know the name of an operative who may be able to help you locate the suspected MagnaObra base. Yuriko Oda was her name, although she may be going by another. It may be possible to make contact with the Yǎnjīng in Quanxue, and they in turn may be able to help set up a meet with Yuriko.

SCENE 1: A COLD TIME IN HELL

The city of Quanxue seems to pierce the ice and snow of the surrounding area. Heavily protected by thick walls and honeycombed with insulation, the portion of Quanxue visible from the air is only a small part of the larger city. Beneath the surface of towers jutting from the ice is a deep series of shafts that lead to the city below. Originally a mining site, Quanxue began as a settlement extending from one of the larger caverns. Lit by dim artificial globes strung everywhere, the city is half in the shadows, half in the light. Some buildings are carved directly into the rock, while others are freestanding in the open spaces of the large caverns the city flows through. Shops, nightclubs, pubs, eateries, and residential buildings are all bundled in together.

The streets and alleyways are tight, poorly lit, and perpetually cold. While ostensibly all on the one level, the caverns vary in depth. Winding tunnels and stairwells lead up or down, opening onto vast caverns. It's an easy place to get lost in. Repeater towers and cabling are strung in great bundles running across the cavern ceilings. These are attached to antennae on the surface and allow the city to maintain its datasphere and Maya connection.

FINDING A PLACE TO STAY

The PCs are likely to want to find a place to stay soon after they arrive so they can work, research, and plan without worrying about the people at the next table. Finding a place to stay will require a **Lifestyle test**. If one of the PCs is from Svalarheima and Yu Jingese, the test is **Simple (D0)**. If they are Yu Jingese but not from Svalarheima, the test will be **Average (D1)**. If they are not Yu Jingese, the test will be **Challenging (D2)**. The momentum generated in this test will indicate roughly how lavish, safe, and secure the place is

THREE KEYS

- The PCs may want to begin researching one or more of the three shipping companies thought to be shells owned by MagnaObra: Alliance Transport Group, Lui Shipping, and Nandock Enterprises. The local datasphere and Maya network contain more information than the PCs were able to find on the transport to Svalarheima. A **Hacking** or **Education (D1) test** will find information on any of these companies, and a search for any of the three will net roughly the same results. If the PCs succeed with:
- 1 Momentum will tell the PCs that the companies used small-time local delivery services to take packages from Chunqiu and Shidong and deliver them to Quanxue.
- 2 or more Momentum will tell the PCs that a number of local shipping businesses are still owed money for deliveries made on behalf of these companies.

ALL ROADS LEAD TO HOME

Once the PCs learn that the VoodooTech found its way to Quanxue, they may try to find out who picked it up and where it went. Local shipments are processed through the surface spaceport, and whoever picked them up has paid a good amount of money to ensure the whole thing remains unknown. If the PCs start digging around, they will be introduced to Li Wei, a customs agent at the spaceport. Li will initially profess to know nothing of the operation. The PCs may engage him in a PsyWar conflict, setting his Discipline against Persuade, Command (if using O-12 status as leverage), or Psychology. (For Li Wei, use the stats for Customs Agent on p. 428 of the *Infinity Corebook*.) If the PCs manage to inflict 1 Metanoia Effect on Li, he caves in and tells them:

I don't know... On the surface, somewhere. All I know is the shipments go out by ground or air. All short-hop vehicles, so can't be too far away. They pay me to keep my eyes and ears closed.

He is unable to provide more information and cannot or will not be specific about dates and times. The PCs should learn that whatever or wherever the shipments go, it's not too far away, an estimated 100 kilometres.

HATAIL

Aelis will contact the PCs shortly after they find lodging (see "Finding a Place to Stay"). When she does, she'll arrange to meet them at a quiet bar where she will ask about their mission. If the PCs are forthcoming, she will relate her own mission (see her background description). She has no further information to share but suggests that it looks likely they are looking for the same things. The GM should decide how they want to handle Aelis at this point.

KEY INFORMATION

From Aelis, the PCs will learn that there may be a number of Speculo Killers on Svalarheima, and it may be connected to their own mission. They may also gain an ally who works alongside them or whom they can contact as required.

YURIKO

If the PCs start investigating the three MagnaObra shell companies, Yuriko becomes aware of them. She will locate the PCs and approach them, preferably where the PCs are staying. Yuriko, presenting herself as an agent of the Yǎnjīng called Akari, will use Persuade to interrogate the PCs as a PsyWar attack. If the PCs reveal they are from Bureau Noir, she will relent.

The PCs may also choose to seek out Yuriko by trying to find the Yǎnjīng and make contact from there. Using their O-12 credentials will make this task easy at any Yu Jingese military or political office in Quanxue.

If the PCs ask for help, or whether she knows the location of the MagnaObra facility, she will state:

My contacts are narrowing down the possibilities, and we're confident it's one of four locations near Quanxue. We discovered one of the key materials suppliers to that facility on the edge of the city in an old Yu Jingese military supply depot. It's being used as a holding pen for munitions, chemicals, and supplies, which are passed on to the MagnaObra facility by some ex-soldiers. This depot needs to be destroyed. My plan was to make it look like an accident, a heating leak near some munitions, but I'm overstretched. I need to go to Shidong tonight where I'm hoping my contact will have orbital imagery of the suspected MagnaObra facilities. That should nail the bastards to a spot. I was going to tap the military to perform the attack, but there may be clues relevant to your investigation there like the supplies they're sending on to the MagnaObra facility. Will you do it?

GM NOTE, IT'S COLD! SPECIAL RULE:

Operating outside on Svalarheima will inflict 1 ^{BN} of physical damage on the PCs for every 30 minutes they are outside and every 60 if they bought clothing and protection locally. Any effect rolled will cause 1 Resolve damage. This damage ignores Soak. PCs may roll a **Simple (D0) Survival test** for Physical damage or a **Discipline (D1) test** for Resolve damage. Every Momentum generated reduces any damage rolled by 1 (to a minimum of 0).



If asked about how many ex-soldiers she will say:

"No more than X" (where X is the number of PCs).

KEY INFORMATION

From Yuriko (Akari), the PCs learn that an old Yu Jingese supply depot is being used to store and send materials to the MagnaObra facility, and that a member of the Yǎnjīng has asked them to attack and destroy the depot.

A SNOWFLAKE IN A SNOWSTORM

If the PCs decide to seek out the MagnaObra facility themselves before encountering Yuriko, they will need to hire a vehicle to do so. They can hire a local craft and pilot, or they can rent one to fly themselves. They may also decide to hire a ground vehicle. Searching for the MagnaObra facility is going to be difficult. Imagery and maps of the area show a number of possibilities: old mineshafts, an abandoned Melt-Rig, a planned outpost that failed, the ruins of an old Hyō Shō dome. The PCs should be given several options, but also understand that piloting a vehicle, even close to the city, is going to be a dangerous task. The GM should permit the PCs to make a number of such attempts. A **Piloting test** will range from D1 to D3, depending on the weather. Remember, any time the PCs are outside on Svalarheim, the GM should use the 'It's Cold' Special Rule found on p. 17.

- The PCs may encounter various things on their investigations:
- A drug manufactory. A gang has set up a lab for manufacturing illicit drugs inside an abandoned Melt-Rig. There are a number of Thug A equal to the number of PCs +1 (see *Infinity Corebook*, p. 459).
- A small mining operation. A number of Prospectors (equal to the number of PCs+2) are trying to make a little extra off a mineral seam beneath a broken Hyō Shō Dome. No, they don't have a license and are very cagey about it. (see *Infinity Corebook*, p. 451).
- An abandoned settlement. A Trollhättan Troll stalks the empty ruins of a settlement (see *Infinity Corebook*, p. 495).
- An old, empty mineshaft. It looks on the verge of collapse and is halfway iced over. An **Average Athletics** or **Acrobatics (D1)** test will allow the PCs to escape safely. Failure will result in 4 **IN** of damage, with Effects causing 1 damage to Resolve instead.

The GM should allow the PCs to run through one or two of these encounters and then use Yuriko to intervene.

WHERE NEXT:

After playing through this scene, the PCs should know:

- The MagnaObra shell companies used local shipping firms to have the goods shipped to Quanxue.
- The goods shipped to Quanxue left the city but didn't go far.
- Speculo Killers may be involved somewhere.

The PCs may know:

- That a Yu Jingese supply depot is being used to ship materials to the MagnaObra facility.

The PCs may try to seek out the MagnaObra facility on their own, in which case, after two to three of the encounters described above, they should move to Scene 3.

The PCs may decide to follow Yuriko's advice, in which case they should move to Scene 2.

SCENE 2: THE SUPPLY DEPOT

Completely isolated from the rest of Quanxue, the supply depot detailed by Akari (Yuriko Oda) is a seldom-used storage facility for the Yu Jingese military. While the PCs will believe it is currently used by MagnaObra, the connections they will find between this facility and MagnaObra have been planted in the systems by Yuriko.

The depot is situated two kilometres from Quanxue and is only accessible from the entry on the surface. The surface level is a large, squat, rectangular building rising from the snow and ice of Svalarheim. It has no distinguishing features, no windows, and only a communications dish on the roof, which is currently switched off. The surface level contains two access points, a personnel door and a transport door. The personnel door is a heavy security door that uses an old-fashioned deadbolt lock and keyhole. Getting through this door can be achieved through:

- Picking the lock. Roll a **Daunting (D3) Thievery test**. Picks may be used.
- Cutting through the hinges. This will take 5 minutes with a Powered Multitool and is a **Simple (D0) Tech test**. Each Momentum generated will shave 1 minute off the time it takes.
- Blasting the door. This requires an explosive Charge or a D-Charge. These can be set according to the normal rules for explosives (see *Infinity Corebook*, p.349). The amount of damage rolled is irrelevant; the door will not stand up to the blast.
- Convincing the guard. Access to the depot is

strictly prohibited to military personnel only, and the PCs may not realise this is still a military facility. If they are quick, they may masquerade as an officer, an agent of the Yǎnjīng, or personnel from MagnaObra. Alternatively, they can reveal themselves as O-12 operatives. Pretending to be an officer will require a **Daunting (D3) Education** or **Persuade test**, and an agent of the Yǎnjīng will require a **Challenging (D2) Persuade test**. Pretending to be from MagnaObra will require a **Challenging (D2) Persuade test**.

Once they get through the door, they will find an antechamber containing a number of guards: zero if the lock was picked, four if the door was cut through, two dead and one ready and armed if the door was blasted, and two if the PCs convinced the guard to open the door. If the PCs pretended to be from MagnaObra, the guards will be very confused and want to know why a corporate rep is there. While opening the door the PCs will be outside. Any time the PCs are outside on Svalarheim, the GM should use the 'It's Cold' Special Rule found on p. 17.

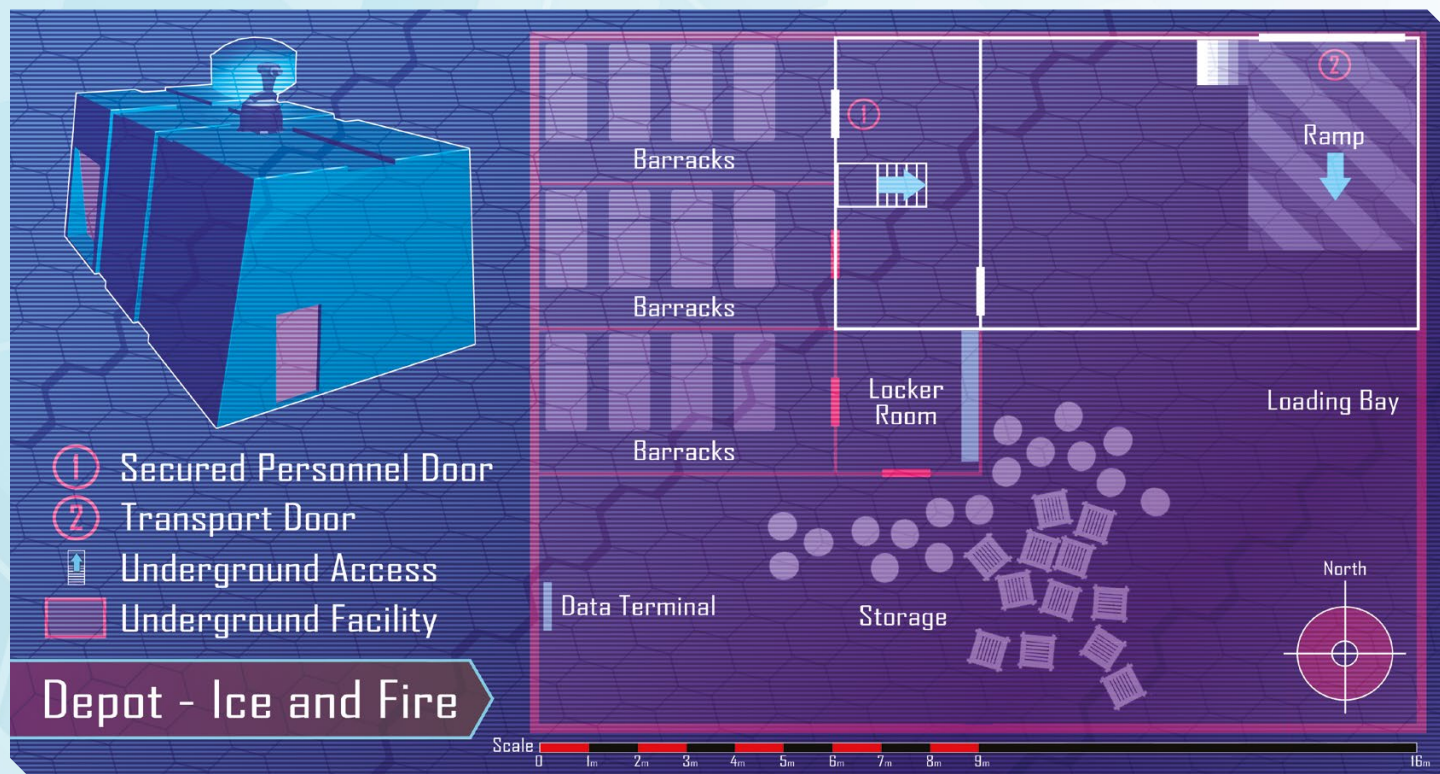
The transport door is a heavy segmented rolling door. It is designed to slide on rails into the roof space and is operated from a station inside the surface level. The transport door is large enough to accommodate a truck-sized vehicle. Getting through this door will only be possible using explosives. Follow the same rules as for the

personnel door, but the PCs will need to inflict 12 damage to blast the door enough for them to enter.

The surface level contains one stairwell and one access ramp leading down to the depot itself. The depot is a single underground floor, and there are a number of small rooms for soldiers, officers, and staff, and one large storage area. Currently, the storage area contains some barrels of chemicals and about a dozen crates of explosives. The computer network is accessible from any one of the terminals. There are no security measures on the computer systems, as the facility is disconnected from Maya and the datasphere. Only the dish on the roof is used for communications, and this is activated remotely from Quanxue.

Inside the depot, the PCs will encounter a number of Yu Jing soldiers equal to the PCs +1. If the PCs blasted their way through the personnel door, there will be a number of soldiers equal to the number of PCs and several dead bodies, but the inside of the depot should be treated as if the PCs are outside. (See the 'It's Cold' special rule found on p. 17 above.)

If the PCs gained access by persuading the soldier—they are O-12 operatives or from MagnaObra, they will need to show their badges or corporate ID. The soldiers will ping the city and wait for an officer to activate the communication dish in order to validate the PCs' access. The PCs will be under trained guns and will be asked to disarm. Convincing the officer





KEMPEITAI MACHINATIONS

This Yu Jingese military facility currently stores munitions used to attack a Tatenokai network. Helping Japanese refugees escape Chingiu, this network is called the Yukiressha, or "Snow Train." Yuriko Oda is a double agent. On the surface, she is a Yǎnjīng operative but secretly is using the PCs to attack a Yu Jingese facility for the Japanese Uprising. After speaking to the PCs, she visited the depot and planted information for the PCs to find in the data-network. While the information connects the depot to the MagnaObra facility, the PCs can determine that the depot has no connection to MagnaObra and that the information is a plant, or they may uncover no such truth. Either way, the attack on the depot is likely to have consequences for the characters at a later stage.

RIPPLES: GM HEAT SPEND

If the PCs discover the information was a plant, and decide not to destroy the depot, they will gain the animosity of the Tatenokai. If they demolish the depot, they will gain the animosity of the Yu Jingese military who will eventually trace the actions back to the PCs. The GM can use these seeds to influence future interactions with Yu Jingese military personnel or Tatenokai operatives, and the GM can spend 4 Heat to give the PCs the trait: Animosity (Yu Jing/Tatenokai).

HEAT

The GM May spend 1 Heat to trap a PC in the crashed vehicle. A Challenging (D2) Athletics, Acrobatics, Discipline, or Tech test will need to be made to get free. One attempt may be made a turn, and other PCs may assist.

they should be allowed to access the data system will require a **Dire (D4) Persuade test** if they stated they were from O-12. If they stated they were from MagnaObra, the soldiers will be directed to detain the PCs.

If the PCs gained access through any other means, the situation will instantly devolve into combat. The GM should use the stats for Spec Ops on p. 455 of the *Infinity Corebook* for each of the soliders.

WHERE NEXT

If the PCs access the data systems, finding the information they are looking for will require an **Average (D1) Hacking test**. If passed, the PCs will find logs of shipments made to a location about 56km from Quanaxue. This is the location of the facility the PCs are looking for, and they will need to hire a craft to access the location. If the PCs manage to generate 3 or more Momentum in this test, they will also discover the information was planted in the system within the last day or so.

If the PCs follow Yuriko's directions, they should be reminded that she wants the facility destroyed. Setting the explosives to detonate will require a **Challenging (D2) Tech test**. Failure will cause them to not explode. The depot is far enough away and underground so that its demolition will not cause damage or danger to the city.

The crates contain D-Charges. The PCs may take a number with them, but the GM should remind the players that they cannot carry too many, that taking them back into Quanaxue could be dangerous and is certainly highly illegal, and that they will not be able to take them off-world.

SCENE 3: THE FACILITY

Built beneath a small experimental Hyō Shō dome some 56km south of Quanaxue, the facility stands alone in a barren, white wilderness. Approaching the facility will be difficult, and security is high. It is likely that Aelis will want to accompany the PCs if she knows they are headed here and if she isn't already with them.

If the PCs approach in a vehicle, they will be contacted by a security officer who states:

This is the Fāxiàn Industries research facility. This is a privately-owned facility and non-authorised access is strictly prohibited. Please turn around, and head back to Quanaxue.

If the PCs persist or respond, the security officer will continue:

I have asked you to turn your craft around and leave private property. If you persist, we will have no choice but to respond in defence of ourselves and our property.

Scanning or studying the facility will indicate the facility has two Hyper-Rapid Magnetic Cannons on turrets that have been turned to track their craft.

The PCs can turn around and attempt a stealthy approach by foot or to bluff their way on by claiming to be making a delivery, to be inspectors, to be from MagnaObra, or whatever else the GM deems to be convincing. This will require a **Challenging (D2) Persuade test**.

If the PCs persist without a convincing reason, their craft will be fired on. The PCs should make a Face-to-Face **Piloting test** against the facilities systems (Combat: 12 Focus: 2). Three tests will need to be made to get the craft close enough to make the HMCs unable to track or target the PCs' craft. Once inside this zone however, the PCs will need to land and will come under fire from the facility. If the PCs fail, the craft will be hit and will crash into the snow (2 Physical Damage, Soak functions as normal). The PCs will need to get out, and each PC must roll 1 per turn they are in the vehicle. On an Effect, they suffer 1 Physical Damage that ignores soak from the heat of the burning vehicle.

If the PCs managed to convince the facility to allow them to land, they will be met outside the facility by a security team who will demand to know why they are there and what their credentials are. Security will only allow the PCs to enter the facility if they are convinced the PCs are from MagnaObra, a **Daunting (D3) Persuade test**.

Any PC that makes a quick search for Fāxiàn Industries, an **Average (D1) Hacking test**, will find that they are a research company owned by Guāng Industries, which is a subsidiary of Loi Enterprise. No connection to MagnaObra can be found directly.

Gaining access to the facility is tough. The PCs will be required to frontally assault the access way, either hacking, picking or demolishing the doors, a **Daunting (D3) Hacking** or **Thievery test**, or a **Challenging (D2) Tech** with D-Charges or similar.

THE DEFENDERS

Defending the facility is a number of security guards equal to the number of PCs. They will behave in a coordinated fashion, using a mixture of both combat and hacking to attack the PCs. Use the stats for Corporate Security on p. 427 of the *Infinity Corebook*.

In addition to the security team, there are about half a dozen Research Scientists (see *Infinity Corebook*, p. 452).

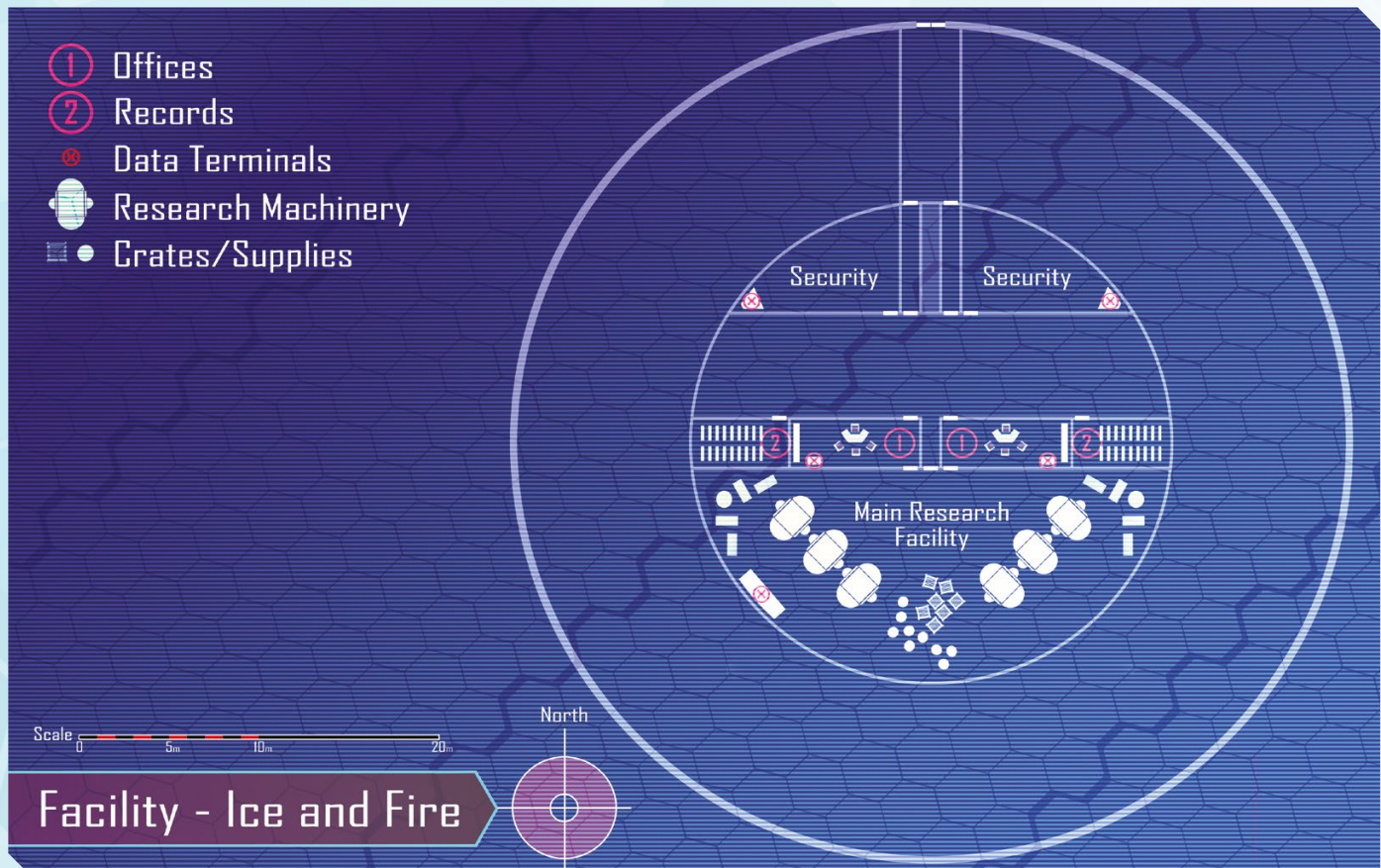
There are also three Speculo Killers present. These will do several things:

- One will attack the PCs, likely as a scientist or tech running toward them asking for protection during a firefight.
- One will attempt to wipe the computer systems. This should appear as a tech in sight of the PCs desperately accessing the system.
- One will find and execute Vanessa Matheson, the lead scientist, before disappearing to lay explosive charges throughout the facility. The PCs may witness the execution, but then this Speculo Killer will appear to flee to secretly plant the charges.

ACCESSING THE SYSTEMS

The data systems in this facility are top of the line and heavily protected. Gaining access is not easy, but in the main laboratory the access point is completely unsecured. Vanessa, the lead scientist, disabled the security protocols because accessing information and logging data was a pain in the backside if you kept having to enter passwords and key-codes.

See the Quantronic Network Map for details on accessing the system. Gathering the data the PCs require will take access to the system, and a **Challenging (D2) Hacking test**. Copying the information will take 8 rounds, with every Momentum generated decreasing the time by 1 round.





If the PCs manage to access the systems, they will find:

- Records of deliveries made from Paradiso and the network used.
- The VoodooTech that is being studied is not damaged or heavily used. It appears to be almost new, which would suggest it is coming directly from the Combined Army.
- Deleted communications with an Equinox cell on *Bakunin*, and something called the Heatwave Enclave.
- A message directed to Vanessa Matheson stating that a team will soon be dispatched to Bourak to deal with the loose end: Rosario Lena.
- A record of a number of technologies developed at the facility under the lead of Vanessa Matheson that match the patent list filed by MagnaObra, definitive proof of MagnaObra involvement.

TIME TO DEMOLITION IN...

The GM has a number of tools to apply pressure to the PCs in this scene. Aside from the obvious combat threat, if the PCs manage to dispatch the security team easily, they must also deal with the Speculo Killer attempting to wipe the systems and the impending demolition of the whole facility. For the PCs, this should feel like a race against the clock. They must try to defeat or pin down the security, gather the data required from the systems, and get out before the whole place goes up in flames.

If the PCs are struggling, it is suggested that Aelis deal with the Speculo Killer trying to wipe the systems, while some of the PCs deal with the rest of the security detail and one or more tries to gather the data required.

As they get close to getting what they need, the timer to demolition should initiate. This will apply pressure on the PCs to get out. Whether under fire or otherwise, getting out will require hustling back through the facility. If this is too easy the GM should introduce a number of locked security doors on the way out that need to be either hacked with an **Average (D1) Hacking test** with access to the system, a **Daunting (D3) test** without access, or demolished using a **Challenging (D2) Tech test**.

As they leave the facility it should explode, sending fragments and fire high into the white and frigid sky. The Speculo Killer and any remaining security will be waiting for the PCs outside. If the GM requires an extra threat, a Trollhåtan Troll may be attracted by the fire and warmth.

Whether they landed or were shot down, the PCs' vehicle is now destroyed. After dealing with any remaining enemies, they need to survive. Materials from the destroyed facility can be used to make a shelter while they radio for help. Help will arrive in two to three hours, and the GM should apply the 'It's Cold' Special Rule. Building a shelter will require a **Challenging (D2) Survival** or **Tech test** and will take around an hour to complete. Once built, the shelter will protect the PCs from the 'It's Cold' Special Rule.

WHERE TO NEXT?

If the PCs manage to survive, they should know:

- MagnaObra has direct ties to the smuggling of VoodooTech from Paradiso.
- The VoodooTech from Paradiso seems sourced directly from the Combined Army.
- MagnaObra was communicating with an Equinox Cell on *Bakunin* and something called the Heatwave Enclave.
- That a team will soon be dispatched to Bourak to deal with Rosario Lena, who may be either in Maracanda or Turfan.

If they contact their handler, he will congratulate them, ask them where they are going next, and what they will need.

THE COST OF GREED QUANTRONIC NOISE A BAKUNIN ADVENTURE

MagnaObra has long provided financial support to Equinox, but in the wake of the social and political backlash following the Palmyra Star incident, MagnaObra publicly disavowed any connection. Their support for Equinox, however, never wavered. Instead, it was concealed in a web of discreet transactions, with financial and material support distributed to Locus cells through back-channels. In exchange, Equinox provides MagnaObra with research into social engineering and mind-hacking, as well as the provision of more specific services. Recently one such cell, concealed on *Bakunin* in a social commune that calls itself the Heatwave Enclave, hacked a protected Yǎnjīng tech facility on Paradiso, and stole a program the Yǎnjīng were developing to monitor secure communications channels.

OPERATIONAL SUMMARY

It is assumed that the characters are coming to this adventure after having played the “First Domino” adventure, and may have also played through “Ice and Fire,” and/or “Hot Sands.” In any of these cases, the characters will arrive at this adventure knowing: that MagnaObra has been communicating with a hacking group on *Bakunin*, that this cell is connected with the name Heatwave Enclave, and possibly that it is a suspected Equinox cell. Their mission is to locate the Heatwave Enclave and the hacking group, discover what they have been doing, and figure out their connection to MagnaObra. The PCs may also want to shut this cell down.



**GM NOTE:**

For more on Equinox, see pages 222-224 of the *Infinity Corebook*.

What the PCs do not know is that the Equinox group has been monitoring them ever since they broke into the MagnaObra facility in Yinquan—the PCs have been compromised.

BACKGROUND

THE HEATWAVE ENCLAVE

The Heatwave Enclave is officially designated Commune T-4 of *Bakunin* and is a tribute to the sun, surf, and sea subcultures of Earth and later Varuna. However, none of the people who created and live in this commune have ever been a part of this subculture terrestrially. The Heatwave Enclave is a warped version of the real thing, a commune with a mauled surfing culture derived from Maya shows and other media. Electric roller-blades and skateboards take the place of surf boards, and dominating the centre of the commune is a large, central skate-park painted vividly in blues and greens, embellished with graffiti starfish, sharks, and coral. It is a place of fake-tans, board shorts, and bikinis, where the patina includes a continual background noise of waves lapping, and the heating is turned all the way up. There are a few hundred permanent residents, a majority of whom operate commercial businesses, and Heatwave is also a popular destination for short-stay visitors. Their constant flux drives the economy of the commune.

EQUINOX

After their expulsion from Praxis, Equinox has found no welcome home among the Nomad ships so Equinox Locus cells are hidden throughout the Human Sphere. A Locus cell on *Bakunin* is highly unusual, and it is only due to the itinerant population of the commune that it was able to infiltrate and remain hidden. The Locus cell in the Heatwave Enclave was paid a considerable amount of money by MagnaObra to hack the Yǎnjīng tech facility on Paradiso and steal the program being developed by the StateEmpire to monitor secure communications channels. In the process of copying and relaying the program files, the Equinox cell also created a backdoor in the program for their own access, something unknown to MagnaObra.

The Locus cell in the Heatwave Enclave is masquerading as the technical team in charge of manipulating the augmented reality experience and patina of the inhabitants and visitors to the commune. Utilising the resources supplied by MagnaObra, the Locus cell is developing methods to manipulate subjects' experiences of reality and change their emotional and behavioural states.

THRASYMEDES AND LUPE BALBOA

ALEPH has become aware that an Equinox cell is operating out of the Heatwave Enclave, and that it has stolen something from the Yǎnjīng designed to subvert security protocols. This cannot be allowed. While aware that Bureau Noir has agents working the case, ALEPH has also activated Thrasymedes to investigate. With his tracking and monitoring software switched off, Thrasymedes has made contact with an on-again-off-again contact and lover Lupe Balboa.

Alguacil Vortex Lupe Balboa initially refused to consider allowing an ALEPH 'tin-soldier' (as she sometimes refers to him as) anywhere near a Nomad ship, but after being shown evidence of an Equinox Locus cell on board, she agreed to allow Thrasymedes to investigate as long as she personally chaperons him.

Thrasymedes and Lupe will be undercover and arrive at *Bakunin* around the same time as the PCs. The GM may decide to have them team-up. If not, the PCs should at least encounter Thrasymedes and Lupe, with both teams understanding they are going after the same target. The GM can use them in the adventure to assist the PCs as required and help the PCs in the final scene.

ISOBEL MCGREGOR

Isobel is an oddity, a hacker from Ariadna. She has worked with Bureau Aegis on Paradiso as an intel operative, and has loyalties to the Stavka, Ariadna, and her clan. She is on *Bakunin* to learn from the best and has spent some time with a number of Nomad tech and hacking groups to improve her skills. In this adventure, she is an unwitting pawn, tasked by one of her hacking contacts (who has been hired by the Equinox cell) to find the PCs as they arrive and lead them to the Heatwave Enclave.

MISSION BRIEFING

Arriving at the *Bakunin* is an experience, and the PCs are bombarded by the high-definition, full-colour panoply of life in all its forms on display from the moment of disembarkation.

Read or summarise the following:

Your previous adventures have led you here and all the clues point to a hacking group and something called the Heatwave Enclave. They were involved in stealing something from the Yǎnjīng, in partnership with or for MagnaObra. Two questions remain: What did they steal, and why is it important?

SCENE 1: THE BAKUNIN

Bakunin is one of the three motherships that make up the beating heart of the Nomad nation. A celebration of life in all its variety, choice in all its extremes, and individuality in all its permutations, *Bakunin* is like no-where else in the Human Sphere. The PCs will arrive in one of the docking bays leading directly into the port. Here they will be security checked and allowed to proceed whether they reveal they are from O-12 or otherwise. The patina will include a map of the local area overlaid with choices for eateries, places to stay, and any form of entertainment option conceivable. The wash of people moving in and around the port area and the commercial halls beyond are a vivid declaration of the individuality that underpins the Bakunian mindset.

The PCs should be permitted to explore if they choose, and they will be quickly reminded that the laws of O-12 and the norms of the Human Sphere are stretched here. This is obvious in all the forms of entertainment, equipment, and media they encounter.

If they log in to the local data sphere in search of information, they will encounter the ways in which the Nomad Nations and the powers of the Human Sphere are portrayed, particularly ALEPH. Conspiracies abound, and novel concepts and ideologies are everywhere.

The PCs will be looking for something called the Heatwave Enclave, listed in the Bakunian datasphere as Commune T-4. Whether they do their research prior to arrival, or once they arrive, the information they are able to glean mirrors the text in the background description above. The Commune is not difficult to find.

ISOBEL

Once the PCs start looking for the Heatwave Enclave, whether by asking around or digging into the data sphere, they will come to the attention of Isobel McGregor. Isobel will approach the PCs and engage them in conversation, if they have been asking around she will directly ask them if they would like her to show them where the Heatwave Enclave is. If they have been looking on the data sphere, she will try and draw that information out of the PCs. She will be happy to let them know that she is a visitor to *Bakunin* looking to improve her tech skills. If the PCs reveal themselves to be from O-12, she will do the same. If asked about Equinox, she will know they are a dangerous group of experimental hackers, but will not know of their presence on *Bakunin*.

Isobel will be happy to show the PCs to the Heatwave Enclave, and at some point she will use analysis to identify the weakest hacker in the PC group with some hackable tech, and attempt to hack them in order to install a Tag Breach Effect (see *Infinity Corebook*, p. 120). If this test fails, she will try to convince the PCs that Bureau Aegis has tasked her with keeping an eye on the PCs. If asked why she wasn't forthcoming, she will reply with a shrug and a smile, and say she is here to learn new tech skills, and the only way to get good at them is to practice. If successful the Tag may be used as a repeater, and access to it will be assumed by the Equinox group.

THRASYMEDES AND LUPE

While the PCs are looking for the Heatwave Enclave, they are likely to encounter Lupe Balboa, who will confront the PCs about their motivations and where they are from. If the PCs reveal they are from O-12, she will be disdainful, but will take them to meet Thrasydes who is in hiding for the time being. If the PCs do not state they are from O-12, she will tell them in no uncertain terms to watch their step.

SCENE 2: THE HEATWAVE ENCLAVE

The PCs can find the Heatwave Enclave either with Isobel or Lupe and Thrasydes guiding them or on their own. It is in a sealed commune attached to the outer hull of the ship. Access costs a small fee, and the PCs will be encouraged to change into clothing that is more comfortable. They will also be asked to leave their weapons in a secure lock up at the entry point, but will not be forced to do so.

LIKE A SORE THUMB

Once the PCs enter the Heatwave Enclave, they will notice the temperature is set high. Everyone within the commune is wearing beach style clothing: shorts, bikinis, and the like. If the PCs are wearing their own clothes, they will likely be uncomfortably hot, especially in armour. If a character is not in beach equivalent clothing, the GM may spend 2 Heat to give that character the Fatigued Condition. If they stay in their own clothes or wear armour, the GM may spend 2 Heat to change the Fatigued Condition to Dazed. Both these conditions will require the character to cool down and rest before they can be removed. For more on Conditions see p. 104 of the *Infinity Corebook*. Any PC wandering around in armour or clothes that are unsuitable will be treated with disdain and ridicule, all social interactions will be at +1 Difficulty.

GM NOTE:

If any of the PCs spend some time asking questions about the conspiracies they encounter on the data network, the GM may spend 3 Heat to give them a trait such as Feels Persecuted, Paranoid, Bitter, Confused Identity, Disillusioned, or similar. The player may choose to remove this trait once the character leaves *Bakunin*.



GM NOTE:

For more on Patinas, see p. 142 of the *Infinity Corebook*.

IS THIS THE REAL LIFE?

Because the Equinox Locus cell has the authority and protocols to manipulate the augmented reality of the Heatwave Enclave and the patinas of inhabitants and visitors, the GM may apply the following Heat spends while the PCs are within the Heatwave Enclave:

- 1 Heat:** Make one person appear to be another person, or alter the perceived physical forms of individuals. PCs must make an **Average (D1) Discipline** test to ignore the effect.
- 2 Heat:** Make the PC see or experience something that relates to one of their traits. This will either have a narrative effect or inflict 1 Resolve Damage. The PC must make an **Average (D1) Discipline** test to ignore this effect.
- 3 Heat:** Alter the patina and reality of a PC subtly to upset, aggravate, or distract. The PC suffers a face-to-face Psywar attack at Expertise 10 and Focus 2. Heat may be spent to add dice to the attack as normal. If the PC suffers a Metanoia Effect, it will be the GM's choice of either Emotional State or Influence Belief (see *Infinity Corebook*, p. 131).
- 4 Heat:** Make a PC see every other individual as a reflection of themselves; for example, everyone Sophie looks at is Sophie. The PC must make a **Challenging (D2) Discipline** test to ignore this effect.

SEARCHING FOR EQUINOX

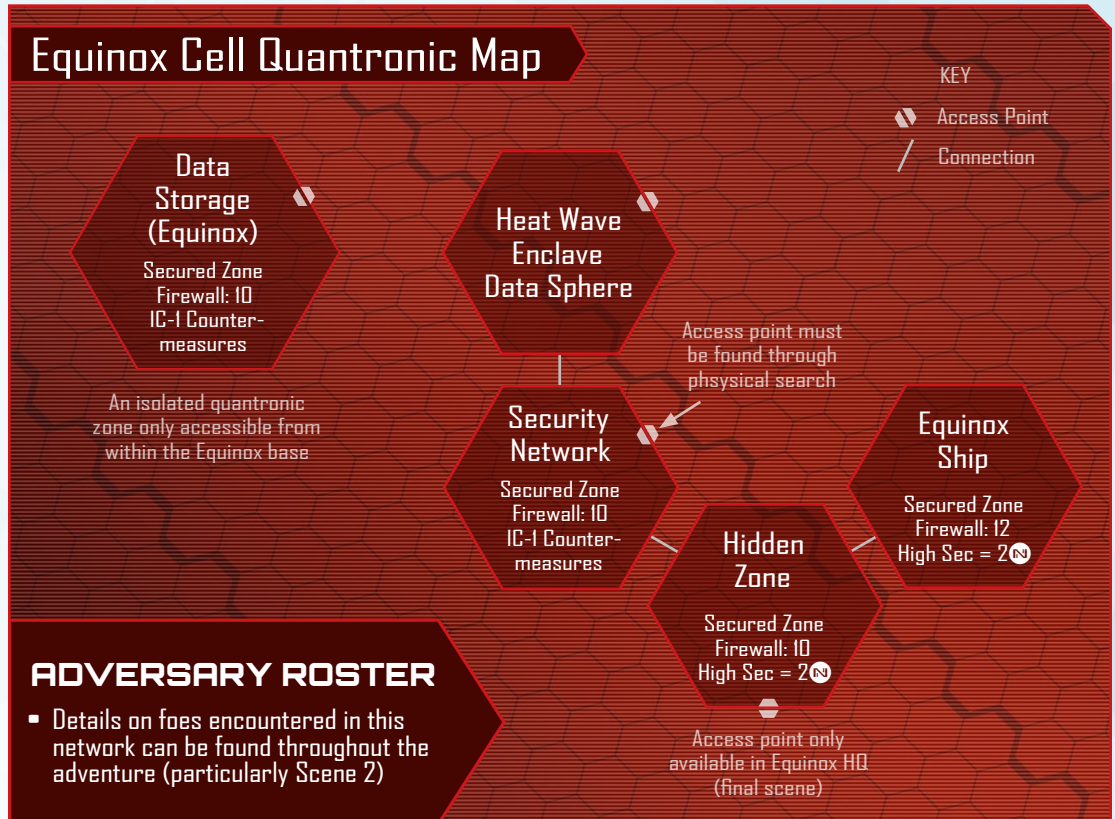
The Heatwave Enclave is decidedly low-tech. As they explore, the PCs will notice that aside from the ubiquitous comlog, there is a noticeable absence of technology. The great irony is that while the civilians here claim a 'tech-free' lifestyle, their experience of the enclave is completed augmented through their patinas.

The PCs may try asking around for hacking groups, or even Equinox. The best routes are attempting to access the data sphere of the Heatwave Enclave or looking for somewhere with enough tech to support a hacking group.

Whatever they choose to do, the PCs will need to move around the commune to find access points and find the location of the group. They may ask where computer systems are, posing as tech support, or any number of creative solutions. After a number of encounters with the locals who will try to sell the PCs on the Heatwave lifestyle—boarding, skating, AR snorkling in suspended pods, drug use, etc—the PCs will meet someone who tells them:

No-one here has much use for tech, man. Nah, this lifestyle is all about being free of the burden of such things. Only the team running this place has much time for it.

Equinox Cell Quantronic Map



EQUINOX INTERFERENCE

The PCs are known to the Equinox cell, and once they enter the Heatwave Enclave they will come under subtle attack. It should not be obvious at first, but the Equinox cell will hack the PCs comlogs and any piece of tech they carry. The GM should conceal initial attempts by having them take place alongside any interactions the PCs have.

Hacking attempts by the Equinox cell will seek to create the Breach Effect: Command System, which in turn will have the PCs Geist bring the PC some story or conspiracy theory from the local datasphere. This should be resolved as a Psywar attack on the PC. With every attack, the GM gains one automatic Heat for use on any Psywar attack. If a Metanoia effect is applied, it will be Emotional State (panic, suspicion, or paranoia) or Influence Belief that O-12 is a pawn of the evil ALEPH. The GM should track any damage without the players knowledge. If any PC passes an **Average (D1)** **Observation, Education, or Analysis test** or attempts a hack of their own, it will become obvious that the strange things going on are a result of hacks, and any listed damage can be transferred to the character sheets.

THE EXPERIENCE

Begin with stories highlighted in the PCs' local newsfeed and snippets or data or stories from the local data sphere. Once the PCs become aware they are being hacked, the hacking attempts are overt, full sensory assaults utilising sound and imagery to disorient and deceive. The PCs may shut down or reboot their systems, but once they go back online the attacks will resume again. If a PC goes offline or reboots, one or two locals will be prompted to attack the PCs, scream at them, or run from them. These can be resolved as a mix of basic Psywar attacks or physical attacks, with inhabitants utilising the statistics of Thug A (see *Infinity Corebook*, p. 459) or Police (see *Infinity Corebook*, p. 449).

These attacks happen alongside the Heat Spends listed under "Is This the Real Life" and will increase in severity as the PCs get closer to their target. There are as many Equinox members as there are PCs, and the GM should use the stats for the Wardriver (see *Infinity Corebook* p. 461). Initially, the PCs will be attacked by one Wardriver at a time, but this may be increased by the GM as the scene progresses. Until the final scene, the Wardrivers primary method of attack is through hacking with the intent on making Psywar attacks, but they will use civilians if the PCs go offline.

FINDING THE EQUINOX CELL

The PCs can physically find the Equinox cell by looking around the Heatwave Enclave themselves and asking around or quantronically by accessing the data sphere and trying to isolate the access point/s being used by the Wardrivers attacking them. A combination of the two can be used in support of one another.

PHYSICAL SEARCH

Walking around the Heatwave Enclave, or asking around, will yield a number of dead ends as well as some useful information. In all cases physically looking around will require an **Average (D1)** **Observation, Education, Persuade, or Lifestyle tests**.

Dead ends will include things like:

- Buildings that look like they might house the group but actually house a number of viewing stations for Aristeia! matches.
- Buildings that house life support systems.
- Buildings that house the technology to modulate the environmental conditions.
- People who claim, "No one here has much time for tech."
- People who claim, "It's all handled on *Bakunin*."
- People who claim, "Some people here can't cope with tech withdrawal. Sounds like you folks. It can get hairy!"

Useful Clues will include things like:

- Access points for the security zone.
- A number of 'suspect' buildings that utilise more power than those around them.
- Details unique to suspected buildings which might help identify them in quantronic space like comms tech, security systems, and entertainment systems that may all be used to identify the building's footprint from within the datasphere.
- People who claim, "The tech support crew doesn't mingle with us, just operates the data-sphere and manipulates our patinas to help us chill."
- People who claim, "There are a lot of people who go insane here. My brother killed himself, and one of my friends had a break down. Most folk think it's tech withdrawal."
- A number of "police," security guards ostensibly there to protect people, but really just goons for the Equinox cell to use as required. These have ID tags that allow them User level authentication in the security zone of the quantronic map.



Over the course of a number of dead ends and successes the GM should be chipping away at the PCs resolve through “Is This the Real Life” Heat Spends and through the actions of the Equinox Wardrivers.

If the PCs are not using the data sphere to locate the Equinox cell, the GM should have the PCs find the likely location. This will likely include raiding one or two other buildings and finding dead ends. Ideally, a number of the PCs have suffered Metanoia effects at this stage. Then, move to the final scene.

QUANTRONIC SEARCH

The PCs may also decide to hack into the datasphere to find the access point being used by the Equinox cell. While they must go through the quantronic map, they may access the datasphere from anywhere in the Heatwave Enclave. The PCs will need to have their comlogs on to do so and as such will be open to attack from the Equinox Wardrivers, who are seeking to destroy the PCs’ Resolve.

If the PCs find the security zone access points, they may attempt to access the security systems directly using brute force through the firewall, a breach effect on the quantronic zone will give access. The PCs may also steal, take, or spoof the ID of one of the security team who wander around the Enclave.

If the PCs manage to access the security zone on the quantronic map and they have identified a number of likely buildings through a physical search, an **Average (D1) Analysis test** locates the correct building and identifies the existence of a hidden quantronic zone.

If the PCs have not done a physical search of the Enclave, a **Challenging (D2) Analysis** scan of the security zone will reveal a hidden secure quantronic zone. A further **Average (D1) Analysis test** will reveal the physical location of the cell in the Enclave and where any of the Wardrivers the PCs have not yet encountered are operating.

If the PCs find the physical location of the Equinox cell, move to the final scene.

SCENE 3: SHOWDOWN

GETTING INSIDE

Gaining entry to the building will require a **Daunting (D3) Thievery test** to break through the security or pick the lock. A Breach effect in the hidden quantronic zone can also be used to open the doors. Alternatively, the PCs may employ D-Charges or

similar, which will automatically wreck the door if they can be set off. The PCs might also consider using a **Challenging (D2) Tech** test to cut through the hinges or locking apparatus. This requires an Engineering Waldo, Handheld Multitool, or similar and will take about ten minutes. The PCs may use Momentum to reduce this time by two minutes per Momentum spent to a minimum of two minutes.

There is an atmosphere filter on the roof that may be used for access, following the same rules for the use of D-Charges or cutting through.

ADVERSARIES AND EVENTS

Wardrivers inside the building will divide their attention between attempting to hack any equipment the PCs are using to break in, any weapons the PCs are carrying that are hackable, and the PCs themselves. There are a number of Wardrivers inside equal to the number of PCs (see *Infinity Corebook*, p. 461). One of these Wardrivers is the Equinox cell leader, Hawkins, who will stay in the hidden quantronic zone and attack any PCs from there as he is not physically present.

While the PCs are trying to gain entry to the building, a general alarm will go off in the Heatwave Enclave. Civilians from the Enclave will attack the PCs because their AR experience of the Enclave is telling them that the PCs are Shasvastii.

The civilians will attack, scream, and flee in equal measure. Use a number of Thug A equal to PCs, all using hand weapons (see *Infinity Corebook*, p. 459) and a number of Police equal to the PCs minus one (see *Infinity Corebook*, p. 449).

For every attacker the GM should roll a **IN**. On a 1, 2, or Effect result, the attack will be physical (attacking Vigor). Any other roll, the attack will be Psywar (attacking Resolve). The GM may continue to spend Heat on the “Is This the Real Life” Heat Spends.

The PCs may call for help, in which case Lupe and Thrasymedes (and/or Isobel depending on how the PCs’ interaction with her went) will respond swiftly. They will arrive in 5 turns, minus 1 per Momentum spent from the PC pool or Heat paid to the GM to a minimum of 2 turns. These NPCs will hold off the crowd while the PCs focus on the Equinox cell. Alternatively, a Breach Effect in the hidden quantronic zone may be used to cut the Equinox cell off from the Patinas of the Heatwave Enclave, in which case the civilians attacking will respond like sleepwalkers woken from a nightmare.

INSIDE THE BUILDING

Once inside the building, the PCs will need to deal with any Wardrivers. These will turn to using either their boarding shotguns or assault hacking devices to kill the PCs.

Remember, that while there are a number of Wardrivers equal to the number of PCs, one of these is the leader Hawkins. Hawkins is using a remote to access the hidden zone and is actually in a ship outside *Bakunin*. PCs may hack the ship to shut it down. A Breach Effect can be used to shut the ship down, and fully destroying the firewall will prevent Hawkins from escaping. They may also solicit Lupe to contact *Bakunin* security about the matter. The GM can decide that Hawkins might make a suitable recurring villain and have Hawkins escape.

Inside the building, a single unconnected terminal is used to store data. When the PCs enter, one or more of the Equinox members will be seen trying to destroy it. Even if they damage it, the following information remains retrievable:

- Equinox was solicited by MagnaObra to hack the Yu Jing Interspace Trust Corporation servers in Yinquan. This building was a front for the Yǎnjīng, who developed high level software that would allow them to hack into communications relays and eavesdrop on communications without arousing attention.
- Equinox used a bastardised version of this software to manipulate the Heatwave Enclave in an experiment on the psychological effects of patina manipulation to control and stimulate specific behaviours.
- Notes taken by one of the Wardrivers suggests that MagnaObra has plans to use this software to gain information on military matters concerning Paradiso and trade this information with the Combined in exchange for VoodooTech.
- The MagnaObra operation dealing with the Combined Army is connected to the name "The Black Box."
- Samples of VoodooTech have already been taken to Svalarheima, to a research facility near the city of Quanxue.
- Rosario Lena, former executive with MagnaObra, is regarded as a loose end who knows too much. Information gained from the system states that she is on Bourak, held in either Maracanda or Turfan.

WHERE TO NEXT?

If the PCs manage to survive, they should know that:

- MagnaObra has direct ties to the smuggling of VoodooTech from Paradiso.
- The VoodooTech from Paradiso may be sourced directly from the Combined Army.
- MagnaObra has been sending VoodooTech to Svalarheima.
- Rosario Lena has knowledge and can be used as evidence, if she survives. She is on Bourak, in either Maracanda or Turfan.
- MagnaObra appears to be planning to sell the security of the Human Sphere to the Combined Army in exchange for technology and is connected to the name "The Black Box."

Lupe and Bakunin security will be thankful to the PCs for destroying an Equinox cell operating under their noses. ("We appreciate it, now get off our ship!")

If any of the PCs suffered multiple Metanoia effects (especially any PC that suffered 4 or more), the GM might negotiate with the PC to add or replace a single trait. Something to do with Equinox, Hawkins, or MagnaObra would be appropriate.

If they contact their handler, he will congratulate them, ask them where they are going next, and what they will need.



THE COST OF GREED HOT SANDS A BOURAK ADVENTURE

MagnaObra Executive Rosario Lena disappeared from the city of Rilaspur, in Septentria, on Paradiso. She was a key leader, coordinating operations across several MagnaObra facilities across the planet. Initially, MagnaObra issued a press release stating that a team of employees, led by Lena, had been in the city of Aritya to demonstrate military hardware the company was developing. According to the release, the team was caught in a strike by Combined Army Morat soldiers, and all members were killed. Curiously, the press release was pulled from circulation after footage of Lena was released that showed her in a Xiangyu orbital elevator terminal.

Several Maya news outlets have followed with wild stories, painting her as a turncoat to a rival company, a sleeper agent performing industrial espionage, or even a Shasvastii escaped into the Human Sphere. The truth may be even wilder than the fiction. Rosario Lena became aware that a cabal on the board of executives of MagnaObra has been trading information for functional VoodooTech. With her life in danger, she fled and boarded a Circular leaving Paradiso. At some point, she jumped ship, and all evidence points to her either being sheltered or held by the Hassassins in Maracanda or Turfan, on Bourak. What she knows is vital to bringing MagnaObra to justice, and they are well aware of it.

OPERATIONAL SUMMARY

It is assumed that the characters are coming to this adventure after having played the “First Domino” adventure and may have also played through “Ice and Fire” and/or “Quantronic Noise.” In any of these cases, the characters will begin this adventure knowing that MagnaObra Executive Rosario Lena is currently being held or sheltered in either Maracanda or Turfan by the Hassassins. After updating their handler on the way to Bourak, a flurry of communications set up a meeting between the PCs and a member of the Hassassins. They are not willing to intervene directly, especially as pressure is being applied from multiple sides, but will provide covert support to the PCs in their efforts to get Rosario Lena to safety. The PCs will have to locate and recover Lena and make it off world, but there are other forces with the same target.

BACKGROUND

FORMER MAGNAOBRA EXECUTIVE ROSARIO LENA

Rosario Lena was a high-flying executive for MagnaObra, overseeing facilities across Paradiso, until a chain of events led her to question everything that she knew about the corporation. While MagnaObra has always had a reputation for dirty dealings and skirting the edge of legality, what Lena stumbled across went too far, even for her.

While auditing a facility in the jungles of Septentria, Lena saw fellow executive Andrew Holland die in a violent explosion. Shocked and upset, Lena ran downstairs and turned to see Holland walk from the building towards her. “What happened?” he asked. “Lucky I was running late! Was anyone hurt?”

Lena felt the hairs on the back of her neck rise, but out of fear for her life, she said nothing. Back in Rilaspur the story of Holland running late to the car was like wildfire in the offices. It caused her to question herself and what she had seen. She kept quiet but noticed that Holland had changed. He regularly met with three other executives: Nisha Kumar, Alison Hertwig, and Kwame Ahanti. Lena researched them and found that each had escaped some accident or attack in the last two years.

Unfortunately, the company tracked her private searches. Lena was posted to Aritya with a small team to demonstrate military tech to PanOceanian officials. But what she encountered was Morats. Her paranoia saved her, and she managed to get away. During a week of desperate travel, she rode the Xiangyu elevator to orbit and boarded a Circular. Contacts helped her find the Hassassins, and they in turn found her shelter on Bourak.

THE HASSASSIN – HUSAM YASBIR

Stories and legends surround Husam Yasbir like the explosion of life around an oasis, from holding a seat on the inner circle of the Hassassins, to being the Old Man of the Mountain's right-hand man, to actually being the Old Man of the Mountain himself. Husam Yasbir is a feared assassin, but is also an intellectual, philosopher, teacher, and advisor. He epitomises the scholar-assassin idealised by the Hassassins.

While attempting to flee Paradiso, Rosario Lena was brought to the attention of a Hassassin agent. Identified immediately as a high-level executive of MagnaObra, and one recently announced as killed, she was deemed important enough to shelter and bring back to Bourak. The Hassassins have no love for MagnaObra. Several potential targets within the corporation have been identified for neutralization. Lena offered a unique opportunity to gain intelligence about how the company operates on the ground, the security systems of the facilities, and habits of any of the targets she may know personally. What she revealed to the Hassassins was deemed of such importance that recordings of her testimony were shared with the Hachib, and it was decided that she should be removed to Concilium. With MagnaObra's close financial ties to the Funduq Sultanate, no move could be made officially. The Hassassins are not yet ready to show their hand. When Bureau Noir contacted the Hassassins in connection to Lena, the perfect solution presented itself.

MAGNAOBRA

Enemy infiltration is as old as the art of war. Utilising the genetic fluidity of the Shasvastii, the Evolved Intelligence has been waging a secret war against the Human Sphere. Speculo Killers wear the faces of assassinated business moguls and important executives, and the EI has been able to infiltrate and exploit several corporations in its ongoing attack. MagnaObra is the latest target. A secret cabal within the corporation has gained influence to initiate a series of projects that will greatly benefit the Combined Army. The projects have seen immense financial success, even if they do involve breaking a number of laws. After all, MagnaObra has never been shackled by such restrictions.

After her clumsy attempts to mine information about certain members of the cabal, Rosario Lena was marked for termination but somehow managed to escape. Selling the executives on the need to find and eliminate Lena now has been easy. With her knowledge, she could be a major scoop for a rival company, and that cannot be allowed to happen. MagnaObra has narrowed Lena's current location to Turfan or Maracanda and is sending in hit squads to take her down.

INDIGO BROTHER KONSTANTINOS

Indigo Brother Konstantinos lost Nikki, the woman he loved, in a violent sabotage of the MagnaObra dome-factory where she worked. He lost control of his vehicle in his rush to get to the dome, arriving too late to save her and four others. He joined a Military Order in hopes of earning enough credit to have her resurrected.

Konstantinos learned of Rosario Lena's death, like everyone else, on Maya. He also learned that she resurfaced shortly afterwards. How the information that she was being held by the Hassassins fell into his lap he isn't sure, but with it came a glimmer of hope. If he could return a MagnaObra executive, perhaps the corporation would pay for Nikki's resurrection? Surprisingly, his superiors green-lit his proposal, perhaps because it was connected to MagnaObra.

The chance to kill Hassassins is just icing on the cake; they were the ones who sabotaged the dome.

MISSION BRIEFING

After debriefing following the last mission, wheels were put in motion to make contact with the Hassassins to negotiate for Rosario Lena. All of this happened surprisingly quickly, and the Hassassins agreed to have a representative meet the PCs on Gelişmek Station, the main orbital around Bourak.

Read or summarise the following:

Your previous adventures have led you here, all clues suggested Rosario Lena was being held on Bourak, and contact between the Bureau and the Hassassins has confirmed it. You're here to negotiate her release, but remember, she is marked for death by MagnaObra, so you need to make sure you get to her before they do!

Taking the C7 Circular made for a comfortable journey, and the transfer to Gelişmek Station was easy. Now to find the Dânesht restaurant, and your contact inside it...

SCENE 1: THE MEET

Arriving on Gelişmek Station was easy enough, but everything the PCs have heard about the place is true. It is a rabbit warren, with narrow corridors, ongoing repairs throughout, and a wash of people everywhere. Connecting to the station's datasphere will allow the PCs an opportunity to access up-to-date information on the station layout, including directions and general information, fed directly into their patina.

The GM may allow the PCs to find the Dânesht restaurant easily or may extend the scene with a number of short encounters.

Some Suggested Random Encounters:

- The PCs may be pickpocketed.
- The PCs may walk into a dispute that turns into a brawl.



WEAPONS ON GELISMEK STATION

PCs will be asked to check their weapons in to a secure lock up when they arrive. If they flash their O-12 Credentials, a short conversation with their superior will result in the security guard telling the PCs that they will be able to retrieve their weapons before they move down to the surface, but they cannot be carried on the station. If they do not flash their credentials, the Security guard will inform them that their weapons will be available to pick up on the surface. Anything with a restriction level of 3 or higher will not be permitted unless the PCs reveal they are from O-12. Any weapons with the Bureau Aegis sigil in the restriction category will not be allowed at all. Hacking devices will also be stored in the lock up.

- The PCs may be accosted by a number of sellers trying to hawk their goods.
- The PCs may get lost and find themselves in a secured area needing to explain to security why they are there.

THE DÂNEŞH RESTAURANT

The Dâneşh restaurant is a small establishment tucked into a series of linked rooms on the edge of a large domed area containing a range of freestanding stalls. The stalls sell a wide range of good from the surface, from parasols, to clothing, to food. The smells and business of the area could be overwhelming for anyone who hasn't visited before.

The Dâneşh restaurant is unusually quiet. Once the PCs state they are from O-12 or that they are here for a meeting, one of the patrons will approach and direct them to a room at the back.

Through the curtained doorway, the PCs find a small room and a low table. At the rear of the room is a man whose age is hard to assess. He stands and smiles, gesturing for them to sit. If any of the PCs are Haqqislamite, he will shake them by the hand, then follow with each of the PCs.

Read or summarise the following:

Welcome to Gelişmek Station, the gateway to Bourak. I trust your trip was a pleasant one?

After a short exchange of pleasantries, he will ask the PCs to identify themselves. One of the patrons from the other room will enter and scan the PCs' comlogs for their IDs. Once he is content the PCs are who they say they are, he will continue:

I understand you are here to negotiate the release of Rosario Lena? In truth, she was never our captive, but your arrival coincides with our decision that she must be removed to Concilium. Do you agree to these terms?

If the PCs ask any questions, he will relate some of the background material above, detailing how Lena encountered the Hassassins, that she has information on MagnaObra, and that she is in danger needing immediate transport to Concilium.

Rosario holds sensitive information, and it is important that this come to light. While we obviously have recordings of her testimony, it will never be accepted by a court. MagnaObra will have an army of lawyers ready to claim it was given under duress. An intermediary is needed. While we have protected her for now, we are unwilling to openly stand against MagnaObra. Politics – you understand. MagnaObra has deep pockets, and much influence, even here.

The ideal solution is for us to hand her over to you, and for you to see her safely to Concilium where she can provide testimony of what she knows. She is currently living in a safehouse in Maracanda, but we are concerned that bringing her through such a public place as Gelişmek Station could be dangerous. We have a sandport ready, and a ship with O-12 markings for you to use. The sandport is away from the major cities to avoid the risk of having a public spaceport locked down. To get Rosario from Maracanda to the sandport, we have arranged a Maglev. This is the Silk Route; a safer journey could not be found anywhere in the Human Sphere.

Any PCs who choose to roll a **Simple (D0)** **Observation test** will note that he appears to be genuine in everything he says apart from the final sentence. His smile never touches his eyes when he states the trip will be safe.

The Hassassins have sheltered Rosario for now and will continue to pray for her safe arrival at Concilium. We will do what we can to ensure your journey is successful.

He swipes to send the PCs a digital map detailing the route the Maglev will take from Maracanda to the sandport, as well as the location of Rosario Lena.

If the PCs want to ask any questions, he will answer as best he can (see the information in the Background section). If the PCs ask for help or support, he will state that the Hassassins will not intervene directly but will provide support.

GM NOTE:

For more on sandports, see the sidebar on p.233 of the *Infinity Corebook*.

SCENE 2: MARACANDA

Getting to Maracanda was a journey in itself – the shuttle from Dar El Funduq was barely air-conditioned, and the heat has been stifling. Any PC who has not lived on Bourak gains the **Fatigued** condition. The GM may use the “It’s Getting Hot in Here” Heat spends to increase this.

The shuttle deposits the PCs in one of the landing pads around Maracanda. The city is a lush oasis which fades away to harsh desert. Home of the Terraformation Institute, the greenery of the city is a testimony to their capabilities. Vehicles are plentiful, carrying goods and people to and fro, and the city is alive with people moving about for work or out enjoying the many gardens.

The PCs have been provided with a car. When they arrive, a comlog code is generated that will open and start it, and it is currently parked in a lot outside the landing pad. As they exit the landing pad, the PCs will see a shuttle descending in the distance toward one of the many multistory corporate buildings in the centre of the city. The side of the shuttle is clearly emblazoned with the logo of MagnaObra. Luckily, Lena is being kept at a safehouse that isn’t too far away.

A **Simple (D0) Piloting test** will get the PCs to the safehouse. Every Momentum gained in this test will give the PCs one extra round before the Spec Ops team arrive at the scene.

The safehouse is on a quiet side street, and as the PCs arrive, they see locals fleeing the area. The door is smashed, and the PCs hear sounds of a fight. Indigo Brother Konstantinos and a group of soldiers equal to the PCs in number are inside the building. As the PCs enter, the last of the Hassassin guards is killed, and Lena is being restrained and bound.

If the PCs burst in, two soldiers flanking the door will ambush them, gaining **Surprise**. If the PCs are more cautious, a **Challenging (D2) Observation test** will indicate the presence of the soldiers, negating their surprise, and providing the PCs with the opportunity to reverse it through stealth.

Konstantinos will make a fighting retreat through the building to the rear where there is an alley and the vehicle he arrived in. If he makes it to the vehicle, he’ll throw Lena in the back and take off while his soldiers provide covering fire. If the PCs manage to cut him off or kill his soldiers before that, he will abandon Lena and flee.

If Konstantinos made it to his vehicle, a chase may ensue. If the PCs manage to either catch up or inflict damage on Konstantinos’s vehicle (use the same stats as a car), he will abandon it and flee. The GM may use the rules suggestion outlined in the “The Chase is On” sidebar on p. 9. Konstantinos will not kill Lena because he views her as his ticket to getting his love back (see his Background).

If the PCs managed to rescue Lena and head Konstantinos off before he gets to his vehicle, they will hear another vehicle pulling up outside the front of the building. A **Simple (D0) Observation test** will reveal it is a truck containing Spec Ops soldiers. While the vehicle is unmarked, they have likely been sent by MagnaObra. Use the stats for Spec Ops on page 455 of the *Infinity Corebook*. There are twice as many Spec Ops soldiers as there are PCs, and they will operate in small teams. The PCs may decide to make a stand or flee out the back, taking Konstantinos’s vehicle to get away. The GM may decide to follow with a chase scene or allow the PCs to get to the vehicle while taking fire.

SCENE 3: THE MAGLEV

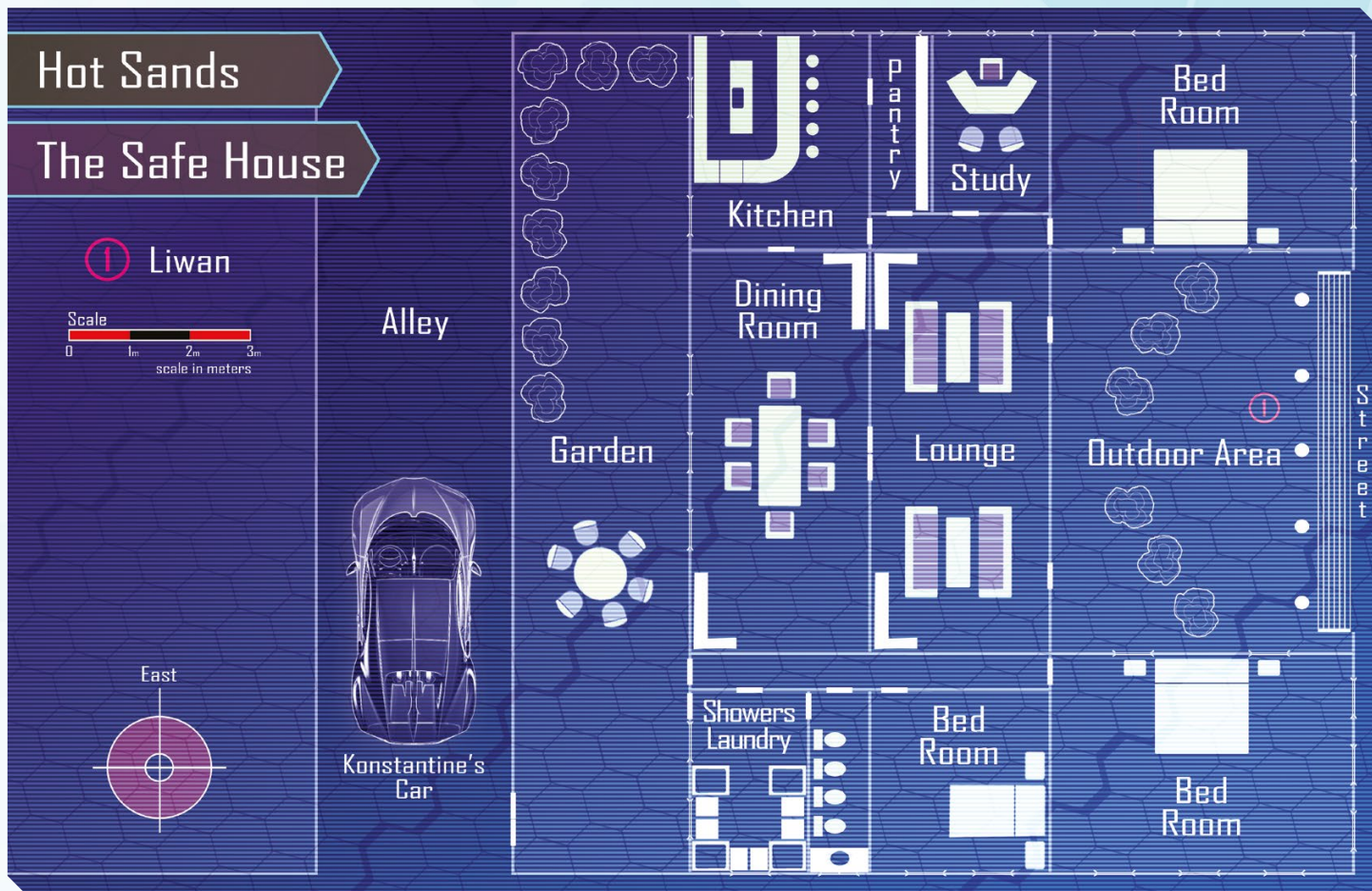
Read or summarise the following:

There are number of military personnel around the Maglev station serving as security. They have obviously been informed in advance, as they wave the PCs through and close ranks behind them.

The Maglev is sitting low on the track, but when the magnets are powered up it will rise and move. It’s white, with windows every metre or so down the length. The driver’s room at the front angles to the track like the bill of a duck, and there are two carriages behind. No other passengers are visible. As the PCs board with Lena, the doors seal and the vehicle starts to move.

To increase the tension, the GM should feel free to pick and choose from a number of possible described obstacles or add their own. Running one into another is ideal; for example, Sabotage and Swarm happening concurrently. Pick obstacles that play to different skills sets to keep all players active and contributing.

The scene should culminate in either the PCs or Lena calling the Hassassins for help, and then doing their best to stave off disaster until the Hassassins arrive. At every stage, the PCs should feel like they must keep the train moving. After



the first obstacle, Lena will encourage the PCs to call for help. If they don't, she will during or after second obstacle. The GM may run more obstacles after this point or may choose to cut straight to the rescue.

OBSTACLES:

AIRBORNE!

A number of loud crashes echo from the roof, and windows explode inwards, followed by flashbangs. Spec Ops Elite have arrived via combat jump packs. There are a number of Spec Ops Elite equal to the PCs (see *Infinity Corebook*, p. 455).

BREAK!

The Maglev seems to be getting faster and faster, and these things are quick! Soon however, there's an uncomfortable rattling noise, soft at first but crescendoing. An **Average (D1) Pilot, Education, Hacking, or Tech test** will indicate that something is not right. An **Average (D1) Hacking test** will show that someone has inserted a nasty little program into the Maglev's operating system. The Maglev is increasing speed, and the brakes have been disabled. Getting in to fix the problem will require

the PCs to gain access to the system. Brute forcing an entry will require inflicting a Breach effect or taking down the firewall. The Maglev has a BTS of 3, and a Firewall of 10. Once in, the program is a **Average (D1) Hacking test** to disable.

If a complication is rolled at any point, the Maglev will jerk, throwing the PCs around and inflicting 1N worth of damage that ignores soak, and an effect will inflict 2 Resolve damage.

The PCs have 1d6-1 rounds to disable the program before the Maglev becomes unstable. Every round after that, they will suffer damage from being thrown around.

EXPLOSIVE!

Found during one of the other obstacles, either beneath a panel that was blown off, from looking through the operating system, or digging into the mechanics, is an explosive device attached to an active timer. This explosive packs enough punch to destroy a majority of the Maglev, damage the rails, and kill the people on board. It is brutally wired into the Maglev's systems. Though obviously done in a hurry, it won't be easy to disarm. Disarming the explosive will require a **Daunting (D3) Tech test**,

and failure will cause it to go off. If the explosive goes off everyone on board will suffer an attack from a D-Charge (see *Infinity Corebook*, p. 350).

SABOTAGE

Maracanda has disappeared, and the landscape is desert in all directions. There is a noticeable jerk, and the Maglev begins to slow down. An **Average (D1) Pilot, Hacking, or Tech test** will reveal the cause of the problem. Fixing it will require 5 successes using an **Average (D1) Tech test**. Successes from previous rounds contribute toward this total. For example, if in the first round the PC gains 1 success, in the second round they gain 2, they now have a total of 3 successes. Other PCs may assist using Analysis, Education, or Hacking. Once repaired, the Maglev will continue as normal.

SWARM!

As Maracanda recedes, a number of dust plumes may be seen in the desert. Looking through the scope of a weapon, binoculars, or any similar device will reveal motorcycles and pickup trucks belonging to the Tokson Erkek (Ninety Men) Kum riders gang. The vehicles are angled toward the tracks ahead.

There are a number of vehicles equal to the PCs plus 2 (use the stats for cars). It will take them 1d6 rounds to get close enough to attempt to board the train. In boarding, the GM should describe a number of successes and failures. For example, he leaps for the handrail running the length of the roof, but bounces back from the side of the Maglev, and is lost in a swirl of dust behind you. The PCs may fend off attackers, and in any case where the PCs manage to succeed in damaging a target, the target will be thrown off the Maglev. Any failures will allow between one and three attackers to get on board. All attackers will have the same stats as Thug B, found on page 460 of the *Infinity Corebook*.

This obstacle ends when the PCs manage to fend off a number of attackers equal to twice the number of PCs or when as many attackers make it onto the Maglev equal to the number of PCs plus one. After this, the PCs may need to deal with any thugs still on board, but no more vehicles will pull alongside the Maglev.

RESCUE

Either the PCs or Lena have made contact with the Hassassins for help, which will arrive in the nick of time. A number of Spec Ops heavy soldiers have arrived via combat jump packs equal to the PCs plus two. They will arrive at the rear of the Maglev, blow the rear carriage door, and cover their entry with flashbangs. They will move systematically through the carriages one-by-one to the engine

and follow the PCs to the roof if required.

The Hassassin rescue consists of a small, low-flying shuttle above the Maglev engine. The PCs must climb a carbon-fibre and nylon ladder dropped from its side-door. The rescue craft will arrive one round after the Spec Ops Heavy soldiers do. The ladder can hold up to two people at a time and climbing it to the craft will require two **Average (D1) Athletics or Acrobatics tests**. If a PC generates 2 or more Momentum in this roll, they may get into the craft in one round. The PCs will need to hold off the Spec Ops troops while their team makes their escape.

Once the party gives the all-clear to the pilot, the rescue craft will bank away from the Maglev and head into the desert, toward the sandport.

SCENE 4: HOT SANDS

Their Hassassin rescuers are dressed in the uniforms of what looks to be a mercenary outfit. Read or summarise the following:

Well, we needed you to get Rosario to the sandport, but if we'd known it was going to be this hot this quickly, we'd have done this to begin with...

Five, maybe ten minutes after leaving the Maglev, a structure starts to grow on the horizon. It is not too far from the Maglev track here, which has looped back. As the PCs get closer, they see a small battle taking place.

As you approach the sandport, a conflict rages. Spec Ops teams like those sent by MagnaObra seem to be everywhere. It is a little unclear from inside the shuttle, but there seem to be multiple sides to this conflict.

How this scene is run depends on how the GM wants the adventure to end. If the scene on the train was exciting enough, they may decide to cut out a majority of the action in this scene, have the PCs make it under heavy fire to the sandport, and get away. Otherwise, the scene should be played out as a minor battle, where the PCs are simply trying to escape.

In the battle on the ground, there are three factions aside from the PCs. Dressed as a mercenary outfit, the Hassassins are defending the sandport, MagnaObra is assaulting it from the east, and Indigo Brother Konstantinos and his men (if still alive) are assaulting from the west.





HEAT OF BATTLE

A bullet explodes through the windshield of the rescue shuttle, and the pilot slumps over. One of the PCs needs to take the controls. Two **Challenging (D2) Piloting tests** will land the craft inside the sandport.

Once inside, the PCs may make a dash for the waiting shuttle. It will take three rounds to power up. Any other PCs should be defending the craft from being hacked or physically attacked.

Enemies will include Spec Ops soldiers (MagnaObra), Knights (the men of Konstantinos), and Wardrivers (hackers from MagnaObra attempting to lock down the craft). Hacking attempts against the craft will take place as hacking attempts against the PCs. If two breach effects are achieved against the PC, the craft will take an additional +1 round to power up. There are Hassassins defending the sandport, but these should be used as an aide to storytelling. As the rounds pass, the Hassassin defenders will be forced further and further back into the sandport, and more adversaries will break through to the PCs.

If the PCs can hold off all enemies for three rounds, they may fire up the engines and blast their way out.

If the PCs fail one of the piloting tests, their shuttle is hit from the ground. With an engine burning, the craft must be ditched. Unfortunately, it must be ditched outside the sandport. Every PC on board will take 4  worth of damage. The pilot may make an **Average (D1) Pilot test**, with every Momentum generated reducing the number of  rolled for damage by one.

Getting into the sandport will require a quick running battle to get behind the Hassassins. The GM may have the PCs encounter Konstantinos running into the sandport, once inside the sandport, or simply have him a part of the larger scene.

FADE TO BLACK...

Once the shuttle launches, the PCs will hear the rattle of fire against the hull diminish as the engines take it clear of the port. The PCs may check the craft over to see if there are any breaches. A **Challenging (D2) Observation** or **Average (D1) Tech test** will show there are none. The shuttle already has the clearances to leave orbit, and the PCs will note a route to the C7 Circular has already been loaded. The PCs are expected to take Rosario Lena to Concilium, and their handler will encourage them to do exactly this. In orbit around Concilium, the PCs can hand Lena over to a Bureau Aegis ship, which will meet them in orbit.


WHERE TO NEXT?

If the PCs manage to survive Bourak, they will have a wealth of information readily given by Rosario Lena. First of all, she will detail her background story and provide the names of those executives she strongly suspects of being Shasvastii infiltrators. She will also tell them:

- The names of the four executives she believes are Shasvastii infiltrators: Andrew Holland, Nisha Kumar, Alison Hertwig, and Kwame Ahanti.
- That the main base of operations each of those executives was promoted to is a MagnaObra research facility on Paradiso known as the Black Box. She provides a location and a rough map of this facility.
- That the Black Box contains detailed records of MagnaObra staff and operations on Paradiso. She believes it is also the headquarters for the cabal of Combined sympathisers and infiltrators.
- That one of the operations she stumbled across on her researching of Alison Hertwig was something called 'The Yǎnjīng Key' involving hacking information on military movements. This operation took place in Yinquan and involved a hacking cell from something called the Heatwave Enclave on Bakunin.
- That the smuggling operations undertaken by MagnaObra were sending VoodooTech to Svalarheima to be reverse engineered to find potential commercial applications.

When docked with the Bureau Aegis ship their handler will meet them in person, congratulate them, and ask them where they are going next and what they will need.

HEAT

The GM may spend 2 **Heat** to have the craft raked by fire or a glancing hit by an explosion. All inside take 1  worth of damage, and the next Piloting check will be at +1 difficulty.

THE COST OF GREED THE BLACK BOX THE FINAL ADVENTURE

Greed is a poison that corrupts any system. MagnaObra's plan was a simple one: to exchange potentially useful but not otherwise compromising information with the Combined Army in exchange for functional technology that could be reverse engineered for commercial benefit. But what began as simple trading with the enemy on Paradiso has snow-balled with dire consequences. The Evolved Intelligence manipulated MagnaObra using Shasvastii infiltrators who replaced key MagnaObra personnel. Once the claws of the EI were embedded, it initiated a new plan. A basic evolution of the trade deal, MagnaObra would be used as a Trojan horse to gain vital military intelligence on troop movements and dispositions on Paradiso. Using the company's connections and resources, MagnaObra hacked the Yǎnjīng, gaining a surveillance program which would allow them to eavesdrop on secured communications around Paradiso. Responsible for dealing with the Combined Army, the executive

team, which was working from the Black Box facility would parse these communications for titbits that could be traded for VoodooTech. However, with that executive team replaced by Combined Army agents, the drip-drip of information to be traded will become a torrent, and the EI will have direct access to all secured communications channels around the planet.

OPERATIONAL SUMMARY

The characters will arrive at this adventure after having played through "First Domino" and at least one of the other adventures, "Ice and Fire," "Quantronic noise," and "Hot Sands." How many of the other adventures they have played through will influence the information the PCs arrive with at the Black Box.





HEAT

The following GM Heat spends may be used by the GM at any point during this adventure:

2 Heat – Death from Above –

The stress of working under the threat of orbital bombardment is tiring. A PC should roll a **W** and take the result in Resolve Damage. If an Effect is rolled, the PC's grit overcomes all stress, and they heal 1 Resolve or Physical damage instead (player's choice).

4 Heat – It's Broken – The GM may apply this Heat Spend once during the adventure. The Repeater is damaged, knocked against a wall or damaged by a stray bullet. It must be repaired. This will take 20 minutes, a Daunting (D3) Tech test, and requires pieces taken from one or more of the PCs' comlogs or hacking devices, rendering them inoperable (GM's choice). Momentum can be used to reduce the time spent by 5 minutes per **Momentum generated**.

First Domino

- MagnaObra hacked the Yǎnjīng using a hacking group on Bakunin.
- VoodooTech was being sent to Svalarheima.
- Rosario Lena was being held by the Hassassins on Bourak.

Ice and Fire

- MagnaObra was trading directly with the Combined Army.
- The PCs have information on how this tech was smuggled off Paradiso.

Quantronic noise

- The PCs know that an Equinox cell was employed by MagnaObra to hack the Yǎnjīng, gaining a program that would allow for the surveillance of secured communications channels.
- MagnaObra planned to exchange information with the Combined Army in exchange for VoodooTech.

Hot Sands

- Rosario Lena told the PCs that MagnaObra has been infiltrated by Combined Army Shasvastii agents.
- That the cabal of Shasvastii are using a MagnaObra facility called the Black Box.

It is likely that the PCs have played through at least "Quantronic noise" and/or "Hot Sands," where they will have encountered the name the "Black Box." If they have played through "Hot Sands," they will know where and what this is. If they have not, some digging into MagnaObra will reveal that it is a facility run by the company, and its location.

In this adventure, the PCs have been tasked with secretly infiltrating the Black Box to gain access to the secured server in the facility. This server is believed to hold information that will allow Bureau Noir and Aegis to find and eliminate any remaining Shasvastii agents within MagnaObra and is vital in the execution of the case against the company. This information must be uploaded via satellite uplink, and the PCs must then exfiltrate themselves before the Black Box is destroyed from orbit by Bureau Aegis.

BACKGROUND

MAGNAOBRA AND THE BLACK BOX

MagnaObra has been compromised by Combined Army agents. Its resources and contacts have been used to execute a plan which would see highly sensitive military information made available directly to the Evolved Intelligence. The cabal of

infiltrators are working from a former research facility in the jungles of Septentria known as the Black Box. Positioned next to a fast-flowing river and perched on the edge of a cliff face and waterfall, it is well positioned to defend itself from all comers. Security is tight, and the level three facility operates its own small datasphere. From here, Combined Army agents communicate with their superiors, and a cave system in the cliffs allows for the clandestine relocation of troops that is next to impossible to monitor from the air.

According to the information gained from Rosario Lena, the third floor houses a secured server that contains employee records. Cut off from the rest of the datasphere, this computer contains information that will be vital in the execution of the case against MagnaObra and will help root out any remaining Shasvastii infiltrators.

CORAX HASHT

The key contact providing direction and support to the cabal within MagnaObra is Shasvastii Corax Hasht. Calculating and deadly, he a ferocious opponent able to use guile and raw power in equal measure.

MISSION BRIEFING

After debriefing following the last mission, evidence for the case against MagnaObra is mounting. However, the existence of several Shasvastii infiltrators who have worked their way into the company is of serious concern. Gaining the personnel information stored on the secure server in the Black Box should provide evidence for the court case and identify any other Combined Army infiltrators still at large.

Read or summarise the following:

This is it, the final domino, and we're going to ask a lot. The information on the secured server in the Black Box should contain information vital to both revealing any Shasvastii infiltrators as well as provide solid, tangible evidence that can be used in court. The Black Box is a former research station cut off from the datasphere, so you'll need to position a deployable repeater to relay a data-dump from the server. This will involve getting to the server, installing a transmitter, and positioning a repeater on the roof to connect with the military datasphere. Once the data-dump is complete, you'll need to get out quickly. Bureau Aegis will level the facility from orbit and there won't be time for error.

The PCs are provided a rough map of the facility, a transmitter, and a deployable repeater. They may

also be provided with other equipment if they provide a good reason for having it, if it doesn't weigh too much all together, and if it isn't illegal or overly expensive. If the PCs have played through "Hot Sands," they will also have access codes for the facility and server from Rosario Lena. These may be spoofed by the PCs to provide them with multiples.

SCENE 1: THE APPROACH

Read or summarise the following:

Breakneck, the only term to describe your arrival to the ground on Paradiso. From low-orbit to the ground. At terminal velocity. At night. The jump packs fire as late as possible. You pull 8Gs or more when the packs fire up.

Each PC should then make a **Challenging (D2) Resistance test**. Failure will result in them suffering the Dazed condition (see *Infinity Corebook*, p. 104). Any PC that becomes Dazed should roll 1d6, the number rolled indicates the number of rounds (0, 1, or 2) until they may attempt to use Absterge to get rid of this condition (see *Infinity Corebook*, p. 110). If they roll an effect, that PC suffers from the Dazed condition for the length of Scene 1.

Once the PCs are on the ground, they need to make their way to the Black Box. The GM can make the trip a simple one, describing the sounds of a jungle alive at night opening to a clearing with a dark building sitting on the edge of a waterfall. Or, they may choose to make the approach more difficult. Some encounter suggestions are:

- Each of the PCs makes a **Simple (D0) Survival test** as they move through the jungle toward their target. The PC who rolls the lowest amount of Momentum (randomly selected from any who tie for lowest) is attacked by a Scorpionette (see *Infinity Corebook*, p. 493).
- Each of the PCs should make a **Simple (D0) Observation, Survival, or Education test** as they move through the jungle toward their target. The PC who rolls the lowest amount of Momentum (randomly selected from any who tie for lowest) is attacked by a Karava Vinetrap (see *Infinity Corebook*, p. 485).
- The landing site was on the opposite side where the PCs intended. The PCs will need to scale the cliff face the Black Box sits atop or find a way around. Scaling the cliff face will require three **Average (D1) Acrobatics or Athletics tests**. If the first test is failed, the PC will fall one zone. If the second is failed, they will fall two zones, and so on. For falling damage see page 110 of the

Infinity Corebook. It will take all night to scale the cliff, and the PCs will need to Hide Out during the day if they wish to approach the facility under cover of dark.

- A small patrol of Morats is seen moving through the jungle. The PCs may attack them with Surprise (but may alert the facility to their presence), hide from them, or skirt around them. There are a number of Morats equal to the PCs – 1 (see *Infinity Corebook*, p. 465).
- A human in a MagnaObra uniform has been ensnared by a Karava Vinetrap. Their screaming will soon draw attention. The PCs may choose to ignore, execute, or rescue this person. If rescued, his name is Daniel Franklin, and he is attempting to escape. He can provide a keypass for the first level of the facility and an access code with user level authentication.

If the PCs have some form of encounter, the act of firing unsilenced weaponry will attract the attention of the Combined Forces in the Black Box.

HIDING OUT

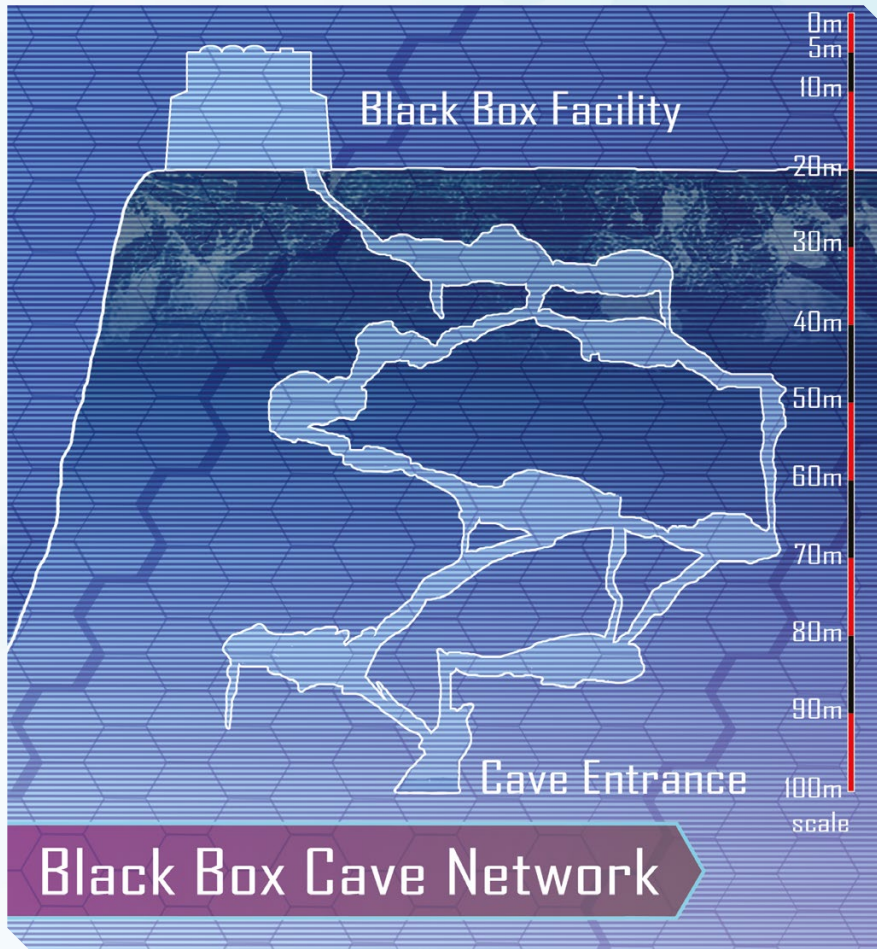
The approach to the Black Box may take long enough that the early morning is upon the PCs by the time they get close. If this is the case, they may want to hide out for the day. This should involve finding a small cave or building a concealed shelter. The PCs may make a **Simple (D0) Stealth, Survival, or Thievery test** to achieve this task with the Momentum generated providing an indicator for how well hidden they are. The PCs may assist with Observation, Education, Command, or Persuade.

If the PCs hide out for the day, they will have the opportunity to see a herd of grazing animals stray close to the Black Box. A motion sensor is tripped, and soon a handful of Morats emerge to shoo the animals away. Seeing this will provide the PCs with two things: they will spot the motion sensors and cameras without needing to roll, and they may decide to use the grazing animals as a distraction in Scene 2.

The GM may decide to use any of the encounters listed above during the day, or if the PCs rolled well, allow the day to pass without incident.

HEAT

1 Heat – Branches lurch out of the darkness and into view. Roll an **Average (D1) Piloting test**. If failed, the PC will suffer 2d6 in physical damage, and each effect rolled counts as the Vicious 2 quality.



SCENE 2: INFILTRATION FOR INFORMATION

Getting the information from the server is the goal. To do that, the PCs must get to the second floor of the building and the roof to set up the system that will transmit the data.

There is a significant Combined Army presence at The Black Box, although it may not be immediately apparent. The security systems are surprisingly lax, with only a handful of motion sensors and cameras on the exterior of the building. These are easily spotted with an **Average (D1) Observation, Education, Tech, or Analysis test**. This test is unnecessary if the PCs hid during the day.



Inside the building are eight human techs, essentially kept as prisoners, twenty to thirty Morats, and several Shasvastii Speculo Killers. Two of the four MagnaObra executives are here, Andrew Holland and Nisha Kumar, as well as two other Shasvastii in the guise of MagnaObra technicians. The PCs will not encounter all of these at the same time, unless

they decide to perform an all-out assault. For all these NPCs, use the stats found in the *Infinity Corebook*: Tech Support page 457, Morat page 465, and Shasvastii Speculo Killer page 473.

Several ways to enter the building are described below, of course, if the PCs come up with a plan that is not covered, the GM should feel free to adapt the rules for one approach to whatever is the PCs preferred plan.

CREATING NOISE

Throughout the following descriptions, various actions will be described as Creating Noise and have a number value listed. This represents the PCs doing things that may attract attention. If the PCs are sneaking into the facility, they should be regarded as having the stealth state of Hidden (see *Infinity Corebook*, p. 104). If they become Detected, the general alert will sound.

The GM should keep a running tally of how much Noise the PCs create. Whenever the PCs Create Noise, the GM should roll 1 , adding the Noise total made by the PCs to date, with the result of the  (0, 1, or 2). If the total exceeds 6, the PCs become Detected, and the General Alert is sounded. If an effect is rolled, reduce the Noise total by 1. As per the Stealth rules in the *Infinity Corebook*, any PC that undertakes an action that would create noise may spend 2 Momentum to prevent this from happening. The PCs may stop whatever they are doing for 10 minutes to reduce the noise total by 1 (and may do so multiple times).

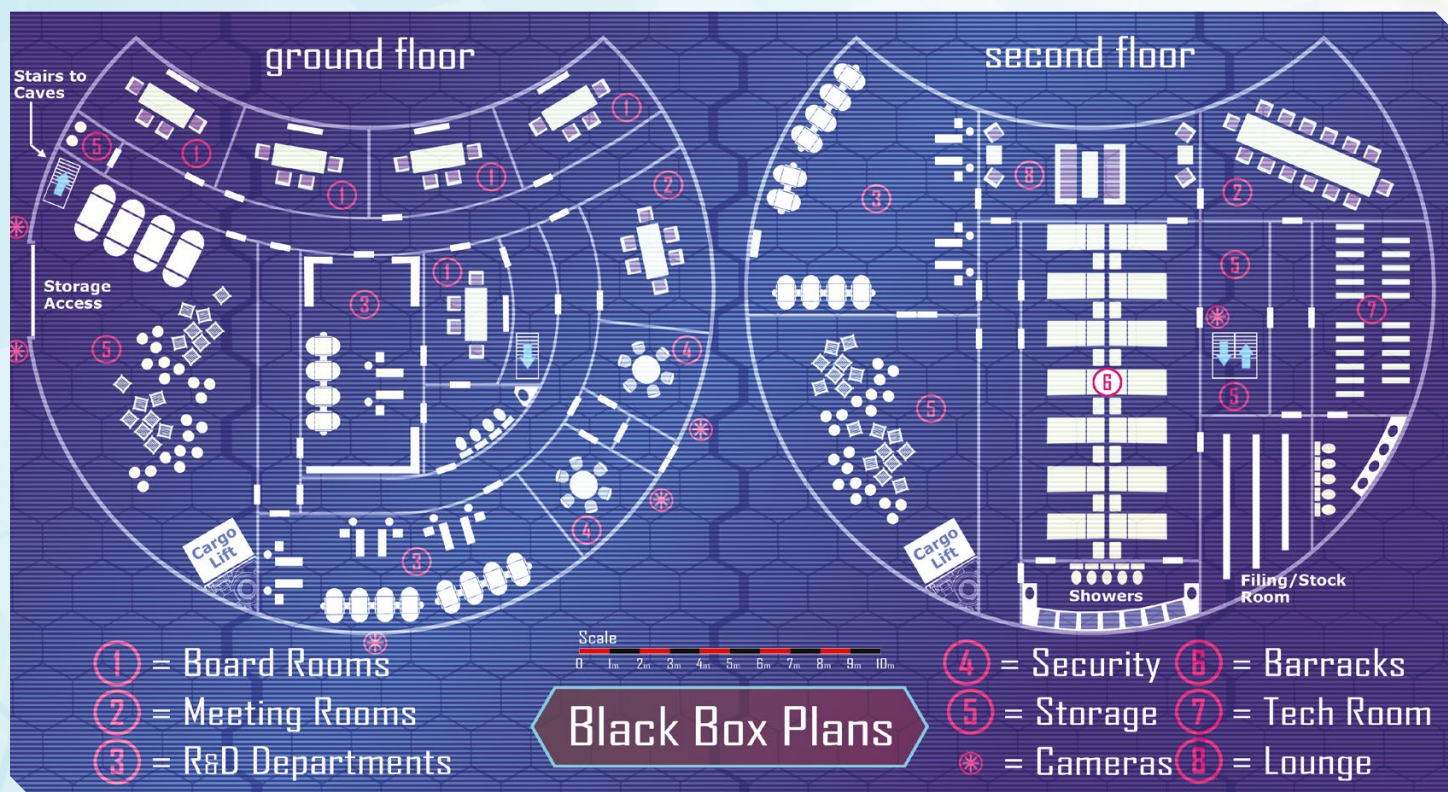
This rule may be played secretly, with the GM stating the die they are rolling is for the noise the PCs are making and the GM is keeping tally, or the PCs may be made fully aware of this rule, whichever the GM would prefer, and whichever creates the most tension.

FRONT DOOR OR CARGO ACCESS

The PCs may decide simply to go through the front door or cargo access door. If this is the case, they may either attempt to do so stealthily or with guns blazing.

IN UNIFORM

If the PCs asked for MagnaObra uniforms while preparing for the adventure, they may attempt to approach the doors in those. As the PCs approach the doors, they will trip the motion sensors, and a number of Morats equal to the number of PCs will emerge, fanning out on either side of the doorway.



If the PCs approach hands in the air (or similar), a tech will be brought out to translate. This is a Speculo Killer in human form. It will require a **Daunting (D3) Persuade test** and a good reason to convince the Combined Army soldiers that the PCs are legitimate. If this roll is successful, the PCs may either enter the building or draw these soldiers away from the building.

If the PCs enter the building, they will be led to one of the briefing rooms, where they will encounter Andrew Holland or Nisha Kumar, who will need to be convinced again of their legitimacy. If this test is successful, the PCs will be permitted to do what they say they are there for but will do so under guard. If any of the tests are failed, the PCs will be fired upon, but the PCs will have the opportunity to act first. If the PCs arouse the suspicions of the Combined Army soldiers, the General Alert will sound.

DISTRACTION

If the PCs create some form of distraction outside the building, whether by corralling the herd animals they may have witnessed, by detonating something, or starting a fire, a number of Morats equal to the PCs will exit the building to investigate. If the PCs are clever enough with their distraction, they may be able to lure the enemy away far enough to sneak in through the door. This could be a **Challenging (D2) Animal Handling test** to herd the animals, an **Average (D1) Tech test** to set off explosives, an

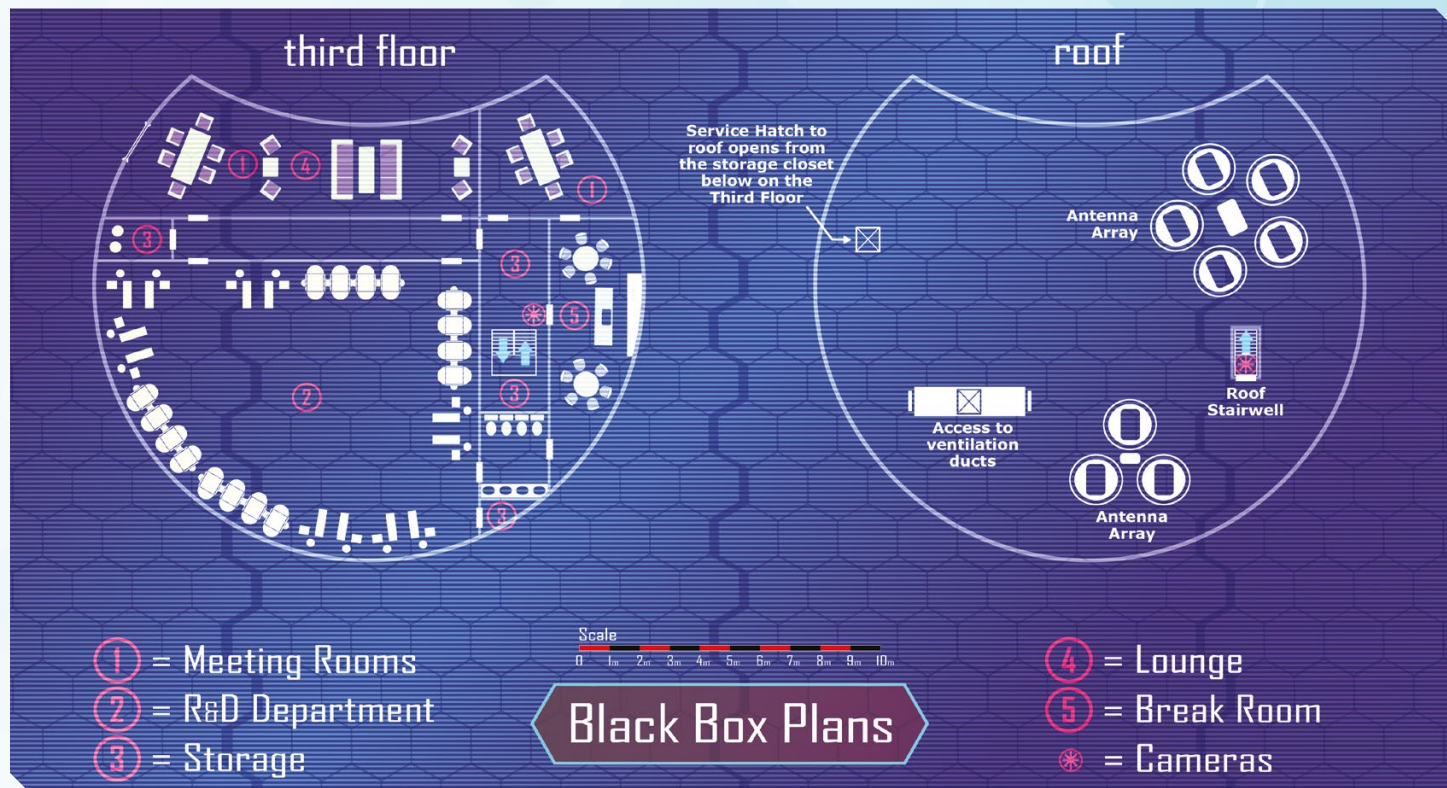
Average (D1) Survival test to light a fire, and so on. The GM should consider spending 1, 2, or 4 Heat to create a complication around their form of distraction like attracting a predator (herd animals), starting a potentially dangerous brush fire (explosives or fire), or other creative snag.

GUNS BLAZING

If the PCs decide to take the aggressive option and attack with guns blazing, they will be met by several waves of Morat soldiers. These will exit the building in teams of Morats with each team equal in number to the PCs. The Morats may be lured away through a fighting retreat, and this counts as a distraction. If they are otherwise held back by the PCs, or take a number of losses, they will bring out a human tech at gun point. If the Morat holding the tech is shot, the tech will run toward the PCs for safety. This tech is a Shasvastii Speculo Killer and will seek to accompany the PCs. The Shasvastii will either reveal their location if they try and sneak in later or attack them when they are particularly vulnerable.

WINDOWS AND WALLS

Most of the windows overlook the cliff and waterfall, but there are a handful of windows facing away from the cliff. All of these are on the second and third floors. Climbing the side of the building will require hacking the security system so they may pass unnoticed, followed by a **Challenging (D2)**



Acrobatics or **Athletics** test for each floor climbed. Each floor is 4 metres tall, and if a PC should fail their roll, they will fall the relevant distance either 4, 8, or 12 metres (see *Infinity Corebook*, p. 110). The difficulty can be reduced to an **Average (D1) Acrobatics** or **Athletics** test if a rope is attached at a high point by one PC and used by the others. Climbing up the side of the building will create 1 Noise for each floor climbed. This is for any PC or group of PCs climbing at the same time; separate climbs accumulate noise separately. PCs may use 1 Momentum (or pay 1 Heat) to cancel 1 Noise.

The windows on all levels are thick, shatter proof glass, and may not be opened. Breaking them will require the PCs to inflict 4 damage. The sound of explosives, someone smashing the glass, or of breaking glass hitting the floor will generate 6 Noise. If the PCs have some form of cutting device, they may use it to cut the glass but removing the cut piece without it shattering should involve some ingenuity on the PCs part. Cutting the glass will require two **Challenging (D2) Tech** tests, and each test will generate 1 Noise.

If the PCs desire, they may climb to the roof using three climbing tests as described previously. On the roof are a few antennae, which may be used to access the datasphere of the Black Box but not the secured server, as well as an access door to floor three. There is also a large ventilation filter, which may be accessed to enter the building via the ducting.

ROOF DOOR

The doorway on the roof leads down a stairwell to the third level. There is a single motion sensing camera in this space at the bottom of the stairs looking up. If the PCs have accessed the Black Box datasphere, they may switch off or loop the cameras. Getting through the locked door will require either picking the lock with a **Challenging (D2) Thievery** or **Tech** test that generates 1 Noise or smashing down the door, which takes 10 damage and generates 6 Noise.

DUCTING

The PCs can get into the ducting system that runs throughout the facility from the rooftop. Moving between rooms or between floors counts as moving one zone. Moving a zone will require both an **Average (D1) Stealth** test and either an **Average (D1) Acrobatics** or **Athletics** test. Failure on either test will create 1 Noise.

DATASPHERE

Breaking into the data-sphere of the Black Box requires either access to one of the keypads at the front door or the cargo access door, a security camera, or one of the antenna arrays on the roof. An **Average (D1) Tech** test will allow the PCs to access the system and will generate 1 Noise. From there the system will need to be hacked. The PCs may have access codes from Rosario Lena or from

an encounter earlier in this adventure. Codes from Rosario Lena will grant the PC using them superuser authentication; codes from an earlier encounter will provide user authentication. Without either, the PCs will need to brute-force the security server to spoof authentication (see *Infinity Corebook*, p. 116).

CAVES

Beneath the facility, there is an extensive cave system that eventually leads down to the base of the waterfall. This is how the Combined Army is invisibly bringing soldiers to the facility. Sneaking through the cave system requires **Average (D1) Stealth tests**, as well as **Average (D1) Survival tests** to not get lost. Any time the PCs must check for **Stealth**, a failure will create 2 Noise.

GENERAL ALERT

If at any stage the PCs cause the General Alert to go off, the Combined Army soldiers inside the facility will be placed on high alert. Groups of Morats will patrol through the facility from the ground floor to the roof. If they find the PCs, they will engage. Once engaged, a new group of Morats will arrive every two rounds. The PCs may use the rooms and contents to help stave off the Morats.

The GM should use the Speculo Killers in the sneakiest ways they can – posing as prisoners, hostages, or simply relying on their ability to infiltrate. They should be able to travel through the facility faster than the Morats. For example, the PCs may be barricaded into a room with Morats hammering at the door, when one of the Shasvastii drops from the ventilation duct. The leader of the Combined Army forces at the Black Box is Shasvastii Corax Hasht, who will use whatever means possible to stop the PCs.

If the General Alert was set off because the PCs have set up both the repeater and transmitter, the Morats will go straight to the second floor.

BARRICADING A DOOR OR ROOM

If the PCs decide to barricade a door or room, the GM should roll 1[Ⓝ]. If an effect is rolled, the Morats break through. Every round, add one more [Ⓝ] to the roll. On the fifth round, the Morats break through.

BOOBY TRAPS

The PCs may set traps consisting of D-Charges or the like and setting them will require an **Average (D1) Tech test**. Triggering them require an additional **Average (D1) Tech test**. Any charge set off near a barricade will destroy the barricade

and generate 6 Noise. Any assaulting Morats that survive the trap will wait 1 round before assaulting again.

THE TRANSMITTER AND REPEATER

Setting up the repeater must be done on the roof and will require an **Average (D1) Tech test**. A **Simple (D0) Stealth** or **Thievery test** may be made to make it look a part of the other antenna bundles, with the amount of Momentum generated indicating how successful the PCs were. The transmitter must be connected to the secured server on the second floor. This will require hacking the server followed by an **Average (D1) Tech** or **Hacking test**.

Once both items are installed, the General Alert will sound, and it will take 6 rounds for the data contained in the server to be uploaded. At this stage, and irrespective of how many Morats the PCs have eliminated, all hell should break loose, and the PCs should make their escape quickly before the whole facility is shelled from orbit.

SCENE 3: ESCAPE

Once the data has been uploaded, the PCs will have ten rounds to exit the building and get a safe distance away. Every round, the GM should make it clear how many rounds are remaining. They may like to use tokens or markers to track this countdown clock. To intensify the encounter, the GM may roll 1[Ⓝ] per round, adding an extra token or marker to the countdown clock if an effect is rolled.

There are multiple ways the PCs can get out, including all the ways they could gain entry as described above. If the PCs decide to sneak out, the GM should use the Stealth rules on page 104 of the *Infinity Corebook*. The PCs may use a break in the fighting to get away into the ducting, up a stairwell, through a window, or another method. If they manage to get away undetected, they should be regarded as being Hidden. Further actions may cause them to become Detected or Revealed.

The PCs will need to get out of the building and into the jungle, deep into the base of the cave system, or over the falls into the water below to be safe. If they make it, it should be in the nick of time, with the building erupting just as they make it to safety.

In addition to the methods described in the previous scene, the PCs may also want to investigate the following:

NOISY, NOISY...

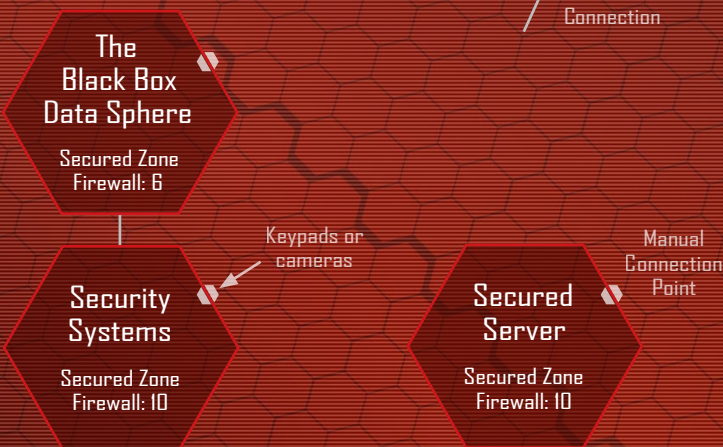
1 Heat - At any stage the GM may cause a PC to bump into something, drop something, or trip, generating 1 Noise.

2 Heat: Whatever the PC dropped was loud; it generated 2 Noise.

2 Heat: Roll 1[Ⓝ]. A PC must take the result in Resolve damage (0, 1, or 2). If an effect is rolled, generate 1 Noise instead.



The Black Box Quantronic Map



ADVERSARY ROSTER

- 1 Security Geist, 40% in Data Sphere, 60% in Security Systems

jump should roll an **Average (D1) Acrobatics** or **Athletics test** and take 4 in physical damage, reduced by -1 for every Momentum generated. For example, Grant makes the jump, and rolls Athletics, scoring 2 successes. He will take 3 in damage, 4-1 for the Momentum he generated in his **Athletics test**. Any effect rolled will result in the PC suffering the Dazed condition.

If the PCs decide to take the option of leaping over the cliff, the GM should describe in suitable dramatic terms, the facility behind them erupting into flames and debris as the orbital shelling begins.

WHERE TO NEXT?

If the PCs survive this adventure, they will be commended by their handler, receive whatever medical treatments they require, and given a period of leave.

In the weeks and months that follow, the PCs learn that after a thorough vetting of the MagnaObra personnel (with help from the information the PCs gathered), a further three infiltrators were uncovered, as well as multiple sympathisers. These have all been executed or jailed. MagnaObra itself is currently embroiled in a court case on Concilium in connection with its involvement, but it looks like the hypercorp will go largely unpunished as they are positioning themselves as the victims in an enemy plot.

Whatever the outcome of the court case, the PCs have earned the gratitude of Bureau Noir and those handful of operatives that knew of their mission. They may have also gained some enemies along the way, not least of whom are several MagnaObra executives who have managed to worm their way out of punishment.

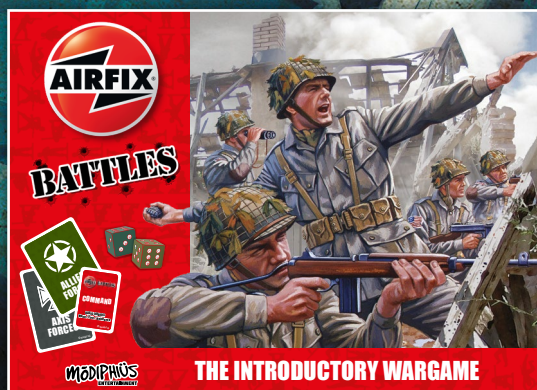
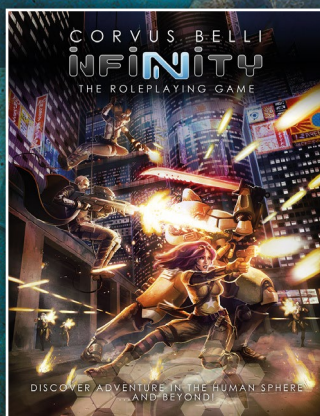
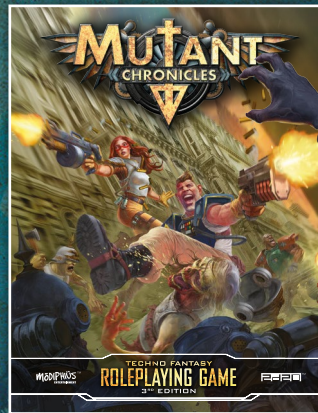
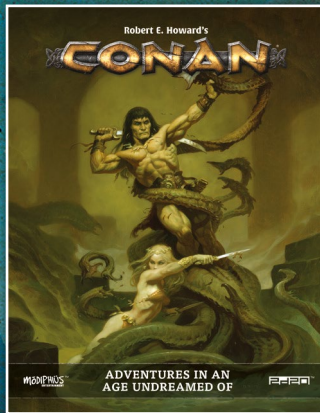
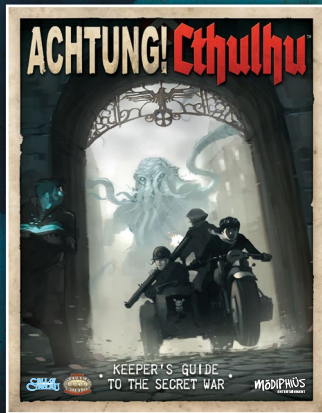
THE CEILING

On each floor the ceiling hangs below the floor above it. The PCs may use the furniture or climb up to the ceiling using an **Average (D1) Acrobatics** or **Athletics test**. The ceiling is made up of several panels that may be pushed aside so the PC can climb into the narrow space revealed. Just as moving through the ducting, moving between rooms is counted as one zone. For each zone, the PC should make both an **Average (D1) Acrobatics** or **Athletics test** and a **Stealth test**. If they fail either test, the PC should roll 1 . On an effect, they fall through the ceiling into the room below them. Any other result will reduce their stealth state by one step. PCs may use the ceiling to access the ducts.

OVER THE CLIFF

From any of the floors or the roof, the PCs may decide to smash the windows and take a running leap at the waterfall, aiming to land in the river below. Smashing the windows is described in Scene 2. Leaping off the cliff will require a **Challenging (D2) Discipline test**, which may be reduced to an **Average (D1) Discipline test** if the countdown timer shows there are only 1 or 2 rounds before the orbital shelling begins or if there are Combined Army soldiers firing on them. Any PC making this

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