

Weaponized Relic

ARNIMOR DUAL

final plus

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TIMELINE

U = Unity GM E = Echo GM >> = move ## = play song (title in italics – all songs from Linkin Park’s Thousand Sun or Living Things)	R1.1 = Room 1, large table R1.2 = Room 1, small table R2 = Room 2
--	--

TIME	ROOM 1	ROOM 2
Start (0.00)	E ## <i>Burn It Down</i> U greet players and hands out PCs E explains first ½ of background U explains second ½ of background E explains rules	
ACT ONE		
0.10	U commences Act 1	E commences Act 1
1.00	U reaches Hangar Bay and notifies E	
1.10	E reaches Hangar Bay and ## <i>In My Remains</i> U runs both groups in Hangar Bay	
1.15	U gives handouts to Jason and Rebecca and >> R1.2 E ## <i>Powerless</i> and >> R1.1 U runs Chimera flight E runs Hangar Bay battle	
ACT TWO		
1.20	U >> R2 and ## <i>Iridescent</i> E commences Act 2 E has Ajak face PCs and ## <i>The Catalyst</i>	U commences Act 2
ACT THREE		
2.00	U >> R1.2 and commences Act 3 E commences Act 3	
2.10-2.20	U meets Mical and ## <i>Roads Untraveled</i>	
2.40	U >> R1.1 when PCs escape Apollo	
2.50	U ## <i>Castle of Glass</i> when PCs implement a plan E runs the implementation of the plan	
2.55	E ## <i>Robot Boy</i> U runs Vreta’s giving order to surrender	

INTRODUCTION

“Weaponized Relic Arnimor DUAL” is a scenario for CthulhuTech, an RPG by Wildfire LLC. No prior knowledge of Cthulhutech is needed to play this scenario, though knowledge of the military drama stories and the anime series *“Gundam SEED”* is helpful. This scenario includes everything needed to play it, except some (ten sided) dice.

This scenario is designed to be run in just three hours by two GMs (as explained below). The scenario is divided into four parts. The next three chapters provide an overview of the scenario’s rules, story and structure. This is followed by three chapters which detail the scenario’s three Acts. The scenario then finishes with a page of handouts and stats for the NPCs and PCs.

This scenario recounts the events that led to the moment of understanding that ended the First Arcanotech War in 2065. The PC actions provide the catalyst that enables Field Marshal Vreta to come to the realisation that the Nazzadi had more in common with humans than their Migou masters, and that the war should end.

The title of the scenario – Arnimor – is the name of a prominent early Nazzadi mecha design used in the First Arcanotech War. Though they used the same arcanotechnologic base as human designs, the Arnimors are superior in comparison at this early stage. The reason for this advantage was the Arnimor’s pilot interface built with advanced Migou bio-genetic technology, allowing the pilot faster reaction times. In an effort to close the arms gap, the NEG captured and reversed engineered an Arnimor and began conducting genetic therapy on potential pilots. This plan nears fruition at the start of the scenario.

On its surface, this scenario is a military drama - a story about war. However, its intention is to be a cautionary tale. Though war can be a necessary means to protect those that you care for and to stop those who threaten you, it is never without consequence. These consequences can be complex and further reaching than the immediate death and destruction. Soldiers suffer mental trauma from the horrors they experience. The very act of war may create a cycle of escalation as each side inflicts wrongs against the other in retaliation for the wrongs they have suffered. As such, the reasons for going to war should be carefully weighed and one’s enemy considered. Otherwise, a soldier may well end up his own victim and facing his own brother.

To convey this message with maximum effect, this scenario tells both sides of the war simultaneously. One group of PCs are human and the other group are Nazzadi. It literally pits brother against brother as it is revealed that two PCs in each group share a common parentage, though this is biologic for the humans and genetic for the Nazzadi. It is this reveal in Act Three - along with doubts harboured by the other PCs, the danger shared by all PCs and the shadowy Migou being a common enemy - that sees the PCs form an unlikely alliance. However, even before this critical juncture, it should be obvious that there is little that divides humans and Nazzadi other than the hatred perpetrated through lies and retaliation.

To achieve this split in the narrative, the scenario is designed to be run by two GMs. The first GM runs the storyline designated as *“Unity”* which focusses on the human PCs. The second GM runs the storyline designated as *“Echo”* which focusses on the Nazzadi PCs. It is possible for one GM to run either the Unity or Echo storylines as a separate scenario if a second GM is unavailable.

There are two main points in the session where the two groups come together. The first is at the end of Act One and the other is start of Act Three. During the former, one PC from each storyline will cross over to the other which should help convey the scenario’s message by weaving the two sides together. These moments of crossover require the two GMs to coordinate their efforts, but the scenario has been written to make this as painless as possible.

This scenario is derived from ideas, pictures and resources that I sourced from a number of places. I would like to thank everyone who contributed in some way. In particular:

Playtesters: Sam, James, Jenni, Gwynnedd, Norman, Nick, Ellen and Scott who playtested this scenario.

Matthew, Mike and Wildfire LLC: For their encouragement and visual inspiration.

Marco Nelor: For his wonderful image on page 3 depicting the NEG’s First Arcanotech War Memorial.

Linkin Park: Living Things and Thousand Suns were the soundtrack for this scenario.

SYSTEM

CthulhuTech uses a rules system called Framework. This scenario contains a simplified version of Framework that is suitable for use at conventions and with those who aren't familiar with the system at all. It lacks the depth and options of the full system, and I recommend that if any of this is of interest to you, you go check out the CthulhuTech rulebook.

Tests

All rolls involve rolling a number of d10s determined by your Skill. The result of this roll is the highest single die result, unless the dice contain a straight or a match of 2 or more dice, in which case those dice may be added together if that is a higher result. For example:

- if you roll 1, 3, 7, 9, your result is 9.
- if you roll 3, 4, and 6 your result is 3+4=7.
- If you roll 2, 7, 7, 7, 10, your result is 7+7+7=21

If the PC does not have the appropriate Skill, roll one dice and half the result (rounded up).

This result is then modified by any applicable modifiers, such as Attributes (these have already been added on the PC sheets) and wound penalties. If the result equals or exceeds the Difficulty (Diff) set by the GM, the action succeeds. The general guideline for setting Diffs are:

Easy = 8	Hard = 22
Average = 12	Very Hard = 28
Challenging = 16	Legendary = 34

Where two PCs and/or NPCs are contesting against each other then rather than using Diffs, the winner is simply the one who rolls the highest.

Drama Points

Each PC has drama points to spend during the scenario. Jason and Rebecca have 12, the Echo PCs have 9 and Evie and Ranger have 6. Each drama point may be spent after the PC has made a roll to add an extra dice. In addition, if a player describes an action in a particularly cool and exciting way that builds to the scene for all involved, the GM may award a drama point.

Combat

In combat, time is broken into segments of time called turns. Each PC and NPC can take one action on their turn. Should it be required to determine who acts first in a turn, the GM should determine the order based on the drama. The GM may also wish to group all NPCs together at the end of the turn for ease.

Attacks and Dodges by PCs are performed like any other contested roll. If an Attack roll succeeds, the attacker does a number of points of damage equal to the base damage listed on the PC or NPC sheet, +1 for each whole increment that they beat the Dodge Skill roll by 5. This result is then reduced by the Armour of the opponent.

If the PC or NPC is using autofire, they do +1d5 damage on a successfully hit. Due to ammunition limits, a PC or NPC may only use autofire twice in each Act.

Each PC and NPC has a set amount of Vitality. This is the amount of damage needed to move to the next "box" of injury on their PC sheet. Damage suffered accumulates and the PC suffers the effect from the highest "box" of injury which includes damage, normally a penalty to future rolls. NPCs just have a total Vitality score that must be reached before being taken out. PCs recover Vitality equal to their Vitality score at the end of each Act.

Vehicles

For ease, vehicles are statted just the same as PCs and NPCs. In general, there should be no mechanical interaction between personal level and vehicular level of combat.

BACKGROUND

The shaded paragraphs should be communicated to the players during set up.

The year is 2064 and humanity is five years into a war for its very survival against an alien threat - the Nazzadi. The Nazzadi blazed a trail through the solar system until eventually they reached Earth. There they besieged mankind and began a protracted struggle to destroy and demoralise the New Earth Government (**NEG**). The Nazzadi proclaim themselves a proud and ruthless conquering empire from beyond the bounds of the solar system and it is their divine right to subjugate all lesser species, including mankind.

At least, this is what Nazzadi have been taught to believe by their secret Migou masters. The reality is that the Nazzadi are a cloned race not more than 8 years old. The Migou created them to invade the Earth and arrest humanity's development of arcanotechnology to prevent their meddling awakening the Old Ones. The true irony of the Nazzadi is that they were created using human DNA, with just a few changes to alter their appearance. To many humans, they are a thing of nightmares with their midnight black skin, blood red eyes and sharp incisors. They move like predators and their eyes are able to pierce the darkest shadows.

The NEG military initially were barely able to defend themselves in battle as the Nazzadi were equipped with seemingly superior arcanotechnology (though the true source was a bio-genetic interface added by the Migou). This made Nazzadi ships and mecha faster and more responsive. This technological advantage became personified by the Arnimor, one of the Nazzadi's most prominent mecha designs. The Nazzadi regarded the Arnimors as religious artefacts (or weaponized relics) and their pilots as templars.

Battle of Apollo

Desperate to close this gap, the NEG military developed a plan to capture an Arnimor so that it could be reversed engineered. This plan was headed by two brilliant scientists – Mical and Lillian. An ambush was set at Apollo, a near-earth asteroid, and it was successful in retrieving an Arnimor intact. However, the casualties were great on both sides and Mical and Lillian were included amongst the dead.

The Migou were somewhat shocked by the set back of the battle of Apollo. They assumed that humanity would be no match for their cloned army, but the genius of Mical and Lillian against the odds proved otherwise. In an effort to understand what went wrong, the Migou revived Mical and Lillian and commenced a monstrous cloning programme using their DNA to create a new line of Nazzadi clones. Desperate to keep this programme hidden from both humanity and the Nazzadi, the Migou hid the location of this cloning programme at Apollo itself, knowing that both races avoided the place after the tragedy that occurred there.

It was the revenant of Mical that broke the Migou's secrecy. Though he has no memory of who he was, he was able to piece together his past and the nature of the program. He sent secret messages to Herot, a member of a Nazzadi conspiracy known as the Dual. This conspiracy suspected that there was a shadowy force behind the Firstborn Nazzadi rulers and that all Nazzadi history is a lie. At Mical's invitation, they have worked in secret to locate both the Apollo facility and a couple of humans said to hold the key to the mystery (being Jason and Rebecca). Once done, it is left to Herot to bring the pieces of the puzzle together.

Ptolemy

Following the battle of Apollo, the NEG relocated the Arnimor to an orbital station called Ptolemy. The main hurdle was recreating the pilot's bio-genetic interface that human pilots could use. Perhaps ironically, two such test pilots were the children of Mical and Lillian, dedicated to seeing their parents' plan through to completion. Given that the two were orphaned by the battle of Apollo, no one saw reason to refuse them.

To the NEG's surprise, the Arnimor's technology was very similar to its own. However, the user interface exhibited technology alien in design, seemingly working on a genetic level. Rather than reverse engineer this interface for human use, the NEG opted to conduct gene therapy on test pilots for the new mecha bringing them closer to the Nazzadi.

The Nazzadi have not been idle since the battle of Apollo either. They have been desperate to retrieve the new "Arnimors" and avenge their losses at Apollo. Unseen by their enemies, a Nazzadi taskforce has positioned itself to attack Ptolemy. Things look hopeless for all involved as both sides are bent on destroying the other. But even at such times, hope may be found and peace may be forged.

SUMMARY

This section summarises the overarching course of the scenario's story. The whole scenario should take **3 hours**. It is broken down by Act and by story line. The Unity storyline primarily focuses on the human PCs and the Echo storyline primarily focuses on the Nazzadi PCs. However, there are moments of cross over detailed in the Acts, and this summary also highlights those occasions in shaded boxes, as well as provide key advice on how the two GMs may best coordinate at these times.

Act One

This Act covers the attack on Ptolemy by the Nazzadi and the evacuation of NEG personnel on the NES Chimera.

Unity: For the NEG personnel, the day starts like any other. The only thing of note is that the test pilots are finally going to be allowed to pilot the two Arnimors – Unity and Echo. This is interrupted by a Nazzadi attack in which many NEG personnel are killed, both in the initial wave and in the attempt to evacuate. The only chance for survival is to board the NES Chimera. During this flight the Arnimor of Jason is captured by the Nazzadi, hindered by an alien device that causes the pilot, along with Rebecca, to suffer a terrible vision.

Echo: For the Nazzadi, the day starts in a mission briefing and swiftly moves to the attack on Ptolemy. The first objective is to eliminate a majority of the NEG officers in a surgical strike. The second objective is to prevent any one escaping the station, even civilians. The third objective is securing the Arnimors. The presence of the NES Chimera comes as a surprise, but it doesn't prevent the Nazzadi capturing one of the Arnimors. Herot uses this opportunity to board the NES Chimera when it escapes.

The two storylines converge during the last part of this Act, when the human PCs attempt to escape in the NES Chimera. Once the Unity GM reaches that location (around the **1 hour mark**), they should signal this to the Echo GM, who can proceed to give the Nazzadi PCs the new objective via the chain of command and combine the groups when appropriate. The Unity GM becomes the primary GM at this point and runs the NES Chimera's flight. The Echo GM runs the battle in the hangar bay which commences when both Arnimors are targeted by a Migou device.

Act Two

This Act deals with the aftermath of Ptolemy and sets up the final Act. The presence of PCs from the other storyline should mean that the scenario's themes and the PC's issues can be explored more deeply.

Unity: Aboard the NES Chimera, the situation is grim. It is pursued by Nazzadi forces and a variety of factors, such as the use of the top secret Arnimor and Migou meddling, makes the NEG military suspicious that the ship is part of a Nazzadi plot. With nowhere to go, the Herot should be able to convince them to go to Apollo.

Echo: The Dual reveal themselves soon after Herot's absence is noted as they know this has revealed their hand to the Migou. With the Ptolemy mission a failure, the PCs are forced to attend a mission debriefing, which only reinforces their growing suspicions. Shadowy forces move against them on all fronts. The PCs know that they have to act fast upon arriving with the armada at Apollo, if Herot is to survive and the truth is to be found.

Act Three

This Act covers the second battle of Apollo and should see the PCs from both story lines join forces.

Unity: The NES Chimera arrives at Apollo to find itself between two opposing fleets, along with the hidden facility. There the true nature of the Apollo cloning program is revealed by Mical, including the fact that Nazzadi are cloned from human DNA and that two human PCs and two Nazzadi PCs share a common heritage (albeit one biologic and the other genetic).

Echo: The PCs must escape the Nazzadi armada as the Migou commence action to destroy the hidden facility under the cover of escalating tensions. Only the PCs and the NES Chimera within the Nazzadi armada can stop the Migou as a massive space battle envelopes them. When the other PCs escape from the hidden facility, the PCs band together under fire to ensure that the truth makes its way to those who can act on it, such as Field Marshal Vreta.

The two storylines converge for the entirety of this Act. The Unity GM relocates the Unity group in the room of the Echo group when the NES Chimera arrives at Apollo (at around the **2 hour mark**). The Unity GM runs the events at the hidden facility and its approach. The Echo GM runs the events outside the hidden facility, including the escape from the Nazzadi armada, the second battle of Apollo and the climax of the scenario.

ACT ONE

Act One covers the attack on Ptolemy station, which sits in orbit around the Earth, and the evacuation of the NEG personnel via the NES Chimera.

The Act should take just over an hour, not including ten or so minutes for the players to read the PCs and GM to introduce the setting and rules. The player of Herot should be given the *Plan handout*. It is recommended, though this is not necessary, that both groups start in the same room with the two GMs to establish the scope of the game. In terms of the background, the GMs should make both groups aware of the events in the shaded paragraphs in the Background chapter.

Overview

Both the Unity and Echo storylines have a similar structure and serve a similar purpose in this Act. Both start with a period of every day life for both sides. This is to allow the players to ease into playing their PCs and get a sense of what came before. For Unity, this consists of attending lessons at Ptolemy's training academy. For Echo, this consists of a mission briefing for the attack on Ptolemy. This opening period is followed by a period of high action. It also introduces an event that drives home the consequences of war. For Unity, the PCs see their friends die and other friends risk their lives to save them. For Echo, the PCs see brutal acts of war on innocents that demand to be questioned.

Both groups come together at the end of this Act. This is initiated by the Unity PCs travelling to the hidden hangar bay where the NES Chimera and the Arnimors are held. This should be at the *one hour mark*. The Unity GM notifies the Echo GM of this, and the Echo GM then has Field Marshal Vreta give the PCs new orders to travel to the hangar bay and seize the Arnimors. Once the Echo PCs arrive, around *ten minutes later*, the Echo players should move to the Unity players' location. The GMs should confer for a few moments, before the Unity GM continues the narration for all players. Just as the NES Chimera takes off, Nazzadi forces activate a Migou device that forces one of the Arnimors to remain in the hangar bay. The Echo GM then runs the rest of fight in the hangar bay, as the Unity GM follows the NES Chimera. When the NES Chimera makes its hyper-acceleration jump at the *one hour twenty mark*, the Unity GM calls the Act to an end taking the players at their table into the other room (being the one the Echo players started in).

NPCs

Most of the important people in this Act are PCs. There are also a few NPCs in either storyline. For Unity, these are *Captain Brunner*, the highest ranking officer on Ptolemy, and *Jordan Kohi*, a friendly test pilot. Captain Brunner is a mentor figure for Evie but he dies early in this Act to convey the sense that Evie needs to step up and take charge. Jordan dies trying to evacuate the station, an event in which the Echo PCs have an obvious hand. His death is designed as a hot point between Unity and Echo PCs, but ultimately to represent the consequences of conflict.

For Echo, these are *Field Marshal Vreta*, the leader of the Nazzadi armada, *Wing Sergeant Ajak*, a fellow Nazzadi soldier favoured by the Migou, and *Talot*, an engineer and member of the Dual. Field Marshall Vreta and Talot are not that active in this Act but become more so in later Acts. Vreta gives the PCs orders and Talot provides mechanical support, and possibly a diversion for Herot. Ajak represents the Nazzadi orthodox view of humanity and forms the face of antagonism in the Echo storyline.

Ptolemy

The Ptolemy is a large cylindrical orbital station. The interior area is spacious and well light. Though its main purpose is to facilitate gravity via rotation, this space is used for a variety of purposes such as water reclamation and horticulture. It is also used by station personnel for recreation, thanks in no small part to the low gravity. Various buildings arise from the interior surface, much like you would expect from the surface of a planet. One such building is the training academy which is a three story with a good view of the cylinder's interior.

The outer layer of the cylinder is riddled with smaller passages and living spaces. Again, low gravity is used here to allow for every space to be used. It is here that the private residence for station personnel can be found as well as the evacuation areas and many docking bays. One end of the surface is kept away from the main flow of traffic and it harbours the top secret hangar bay in which can be found the NES Chimera and Arnimors. A breach of the outer layer of Ptolemy spells disaster due to the perils of space. Only the outer layer has a system of pressure doors that allow continued survival in isolated pockets.

ACT ONE: UNITY

This Act can be summarised as follows:

1. The PCs all attend the Training Academy and the first time flight of the Arnimors is announced.
2. Ptolemy is attacked and the officers' quarters are brutally destroyed.
3. Attempts to evacuate the station fail due to Nazzadi intervention and Jordan is killed.
4. PCs make for the secret hangar bay to escape on the NES Chimera. The Arnimors are deployed. Jason's Arnimor is captured due to a Migou device, also causing Jason and Rebecca to suffer a vision.

Training Academy

This Act opens with the PCs attending class at the Training Academy. It is on the third story of the Training Academy building overlooking the cylindrical interior of the station. Though most of the expanse is metal, there are signs of life - spots of greenery, running water, and people walking.

Evie is the teacher for the class today. Teachers often change depending on the subject matter. The PCs know that she is a Lieutenant and that her normal role is a supply officer, specifically organising events for NEG personnel and arranging any large gatherings like parades. The other three PCs are all in attendance as students, including Jordan Kohi. The GM should allow the PCs to talk together before class commences and let Evie decide when to call them to attention. The PCs are aware that they are being trained to pilot the Arnimors; new mecha designs reversed engineered from the superior Nazzadi ones. However, they have had little experience in them, except for training in inferior NEG Bayonet Class mecha and simulations. The GM should encourage the PCs, and especially Evie, to make the most of the happy occasion.

Attack Commences

Shortly after the class starts, they hear an explosion. It is worth reminding the players that an explosion on a space station is a potentially catastrophic event. Some distance away in the direction of the main docking bay area, the PCs can see a plume of smoke. Everyone seems stunned but this quickly turns into panic as several large shapes appear of the smoke and begin to cause devastation.


Alarms ring, calling for evacuation. Everyone knows the drill and makes their way to the evacuation areas. Ranger may wish to leave the class to engage the enemy, but he is constantly called in to defend the class as they encounter a few advance Nazzadi soldiers in the ground floor of the Academy. Evie knows her duty is to report in immediately to Captain Brunner. During that brief conversation, the line goes dead. A few moments later the PCs all see the officers' quarters seemingly implode from a bomb that seems to create a localised black hole with sickening force. The PCs know that the building contained most of the NEG officers and their families attending a Memorial Open Day.

If PCs start to bunker down, the GM may encourage them to keep moving by having Nazzadi mecha approach, including at least one Arnimor. If the PCs think to go to their Arnimors, the GM should let them with a warning that it would be unlikely that military personnel would allow trainees access to such hardware. If they persist, the GM may skip straight to 'NES Chimera' section and use elements from the 'Evacuation' section as events that happen on the way.

Evacuation

The evacuation areas in the Ptolemy are located around the central ring of the station on the outer layer. This requires that the PCs move out of the interior through the maze of corridors lining the outer layer of the station. Here the PCs can no longer see the devastation directly but ominous rumbles and flickering of lights ensure that the presence of danger remains. It should feel claustrophobic.

After the short conflict at the Academy, the students may well have questions of Ranger's steadiness under fire or the state of the chain of command of Evie. Before the PCs are put into jeopardy again, have them encounter other evacuees. Feel free to make this a false scare even, having them run into them when they least expect it. The evacuees make some panicked claims of Nazzadi soldiers flushing prisoners out into space, targeting officers and even filling the tunnels with some kind of biological weapons.



The situation quickly deteriorates and the sound of gunfire nearby starts a panic that causes the class to rush to continue its journey. In the commotion, the class gets split and Jordan cannot be found. The evacuation areas are filled with panicked people. However, discipline seems to be holding as a few NEG soldiers herd evacuees into the lifeboats and launch them. The PCs can do little but wait. Those who offer to help are rebuffed except Ranger who will be asked to join the perimeter guard and watch for Nazzadi approaching. Ahead in the crowd, the PCs see Jordan and several of their classmates getting into a lifeboat. They are able to call out and wave but the press prevents a reunion.

The evacuation areas contain a number of windows looking out into space. No ships can be seen, either NEG or Nazzadi. However, as Jordan's lifeboat is launched a squadron of Nazzadi mecha appear from above. The PCs may again see that this group contains at least one Arnimor. The squadron fires at the lifeboats. The PCs get a moment to see Jordan's face in one of the portholes, unaware of the danger, before his lifeboat explodes.

Shortly after, the Nazzadi mecha turn their weapons on the evacuation area. Many evacuees are flushed into space. The PCs should be able to make a mad dash back to the interior as the bulkheads come crashing down. There are few survivors and Evie should quickly discover that she is the only officer present. One of the other survivors demands that she take them to the hangar bay on the far side of the station. This hangar bay is both hidden and well protected compared to the rest of the station, as the Arnimors and NES Chimera are located there.

NES Chimera

To get to the far hangar bay, the PCs must briefly travel back across the interior of the station. The journey is eerily quiet and filled with trepidation. The PCs may notice that atmosphere seems to be leaking from the interior as the whole station shakes itself apart.

When the PCs arrive at the far hangar bay, the GM needs to let the Echo GM that this has occurred. This should occur at the **1 hour mark** (remember that the opening introduction takes about 10 minutes). From the docking control room overlooking the bay, everything seems in order. The Arnimors – Unity and Echo – are standing prepped and stationary, next to a row of NEG Bayonet class mecha. The big surprise is that there a pocket battlecruiser, NES Chimera, is docked outside the bay. A few engineers are present and report no activity other than distance sounds of a fire-fight. Station communications have been down since the attack began. No officer of a rank superior to Evie can be located. Presumably, the PCs rush to the NES Chimera with the survivors in tow. Jason, Rebecca, and Ranger are also likely to suit up when they discover that the Chimera is tethered to the outside of the station.

It is a race against time though as the Echo players are brought into the room (roughly **10 minutes later**) and the Nazzadi begin their attack. The initial fight should be run by the Unity GM and last no more than a round or two. Inside the NES Chimera, chaos reigns. It writhes with panicked survivors. This deepens when the ship's computers announce the approach of two Nazzadi battlecruisers. Herot will also look to infiltrate the NES Chimera at this stage, leaving him on the ship when it jumps. The Unity GM may wish to require Herot to be inside the NES Chimera at the jump so that he will need to leave his mecha.

As soon as the NES Chimera is untethered and takes off, a Nazzadi will activate a Migou device designed to take control of the Arnimors through its user interface. A distant buzzing noise will be heard behind any comm traffic. Both of Jason and Rebecca's Arnimors will be hindered, including loss of flight capability and weapon systems, causing a feedback to the pilot's mind. Also, due to Mical's own efforts, embedded in the signal is a communication for the two PCs. Jason receives **handouts Vision 1 and Vision 2** and Rebecca only receives **handout Vision 1** as she is able to shake of the device's effect thanks to modifications made by Ranger to Rebecca's Arnimor. After these events, the Unity GM takes any PCs on board or defending/engaging the NES Chimera to a separate table, leaving the Echo GM to run the rest of the battle in the hangar bay.

The Unity GM follows the NES Chimera, presumably under the command of Evie. Two Nazzadi battlecruisers close in. A small amount of time is needed to power up the hyper-acceleration jump and prepare the panicked crew for the g-force. Any mecha coming along also need to dock. Evie is able to communicate with Unity PCs whose players are at the Echo GM's table. Rebecca and/or Ranger may escape from the hangar bay and if they let Evie know they want to dock, let them. Also, give Herot a last chance to sneak aboard the NES Chimera if they already haven't done so. The Unity GM calls the Act to an end with the jump away (roughly **ten minutes after** the fight started, being at the **one hour twenty mark**), taking the players at their table into the other room for Act Two.

ACT ONE: ECHO

This Act can be summarised as follows:

1. The PCs attend a mission briefing for the attack on Ptolemy station.
2. The station is breached and the PCs extract Nazzadi who have planted a Null bomb in officers' quarters.
3. The PCs assist in preventing a counterattack and discover it is actually an evacuation.
4. The PCs are ordered to go to secret hangar bay to prevent the NES Chimera escaping and capture the Arnimors. Herot slips aboard NES Chimera.

Mission Briefing

This Act opens with the PCs attending a mission briefing aboard one of the Nazzadi battlecruisers. The room is filled with other Nazzadi soldiers ready for battle and the air bristles with anticipation. At the front of the room spins a holographic image of the Ptolemy. It is a cylindrical station known for training NEG pilots and otherwise acting as a nexus between Earth and other orbital stations. Allow the PCs to speak to each other in hushed tones and allow the players to get comfortable. The PCs form Cell Group 4, a four man military unit with Torin as its leader. It is during this time that Wing Sergeant Ajak is introduced as an experienced warrior, often ally on missions and more recently the leader of rival Cell Group 3. Despite the rivalry, he is in good spirits at the thought of battle and wishes the PC "true destiny".

The room hushes when Field Marshall Vreta enters. He commands respect from his troops. Though he has a youthful appearance, he has seen many battles, most he commanded and won. He speaks in low and deliberate tone which is transmitted around the room for everyone to hear. The objective of the mission is to avenge those that fell at Apollo and recover the Arnimors taken by the NEG. He impresses on those present the need to be swift and decisive, as it is through such victories that this war will end sooner.


The room is then allowed to break up into various groups formed of Cells and given further orders. The PCs join Ajak's Cell. Their first objective is to exploit a breach in the hull caused by Cell Group 1 and provide cover for the extraction of Cell Group 2 which plans to strike a majority of the NEG officers attending an open day at the officers' quarters. Their second objective is to cover the outside of the station, preventing any NEG personnel from escaping. Once this is done, allow the PCs a moment to ask questions and contribute ideas.

Officers' Quarters

The PCs are deployed into space with their mecha systems deactivated to avoid detection. They are launched with precision to time their arrival at the station. During this time they are surrounded by the blackness of space and the sound of their own breathing. Cells are close enough to communicate to each other. The station grows larger in their vision until they can see little else. An explosion wracks the main hangar bay, courtesy of Cell Group 1. This allows the PCs to fly directly into the interior, but the window is short as the station's systems move to seal the breach. The PCs make it inside and fighting immediately starts. The interior is odd to the PCs. The human's desire to emulate their homeworld is apparent in their wasteful use of space in this military facility. The Echo GM should take into account the Nazzadi military mindset in the descriptions: sports teams are bizarrely dressed elite squads, dog walkers train weapons of war and cafes are indecipherable training grounds.

The PCs are engaged immediately by an NEG Bayonet Class mecha, but it should be swiftly overcome. A load lifting utility vehicle also leaps into the fray but is swatted like a fly by Ajak. The PCs may also encounter some NEG ground troops but they prove little more than an annoyance. Communication is quickly established with Cell Group 2 that confirms that extraction can commence. During this time, the PCs can hear an odd distant buzzing noise over their comms, possibly attributed to the station's superstructure creating interference. The PCs are able to link into the visual feeds from Cell Group 2 to assist them locating them. They see that the officers' quarters are filled with not only NEG military personnel but also their families. Then the Null bomb is set off. This creates a localised singularity in the centre of the officers' quarters that draws the structure and everyone inside it to it with immense force. It is a weapon that the PCs haven't seen before and it is horrific to behold. Ajak can be heard hollering, excited at the blow being struck, over the fading buzzing noise of the explosion echoing over the comms.

Herot may decide to split from the other PCs early. If so, run this as a split scene using material from the Unity section of this Act. Avoid having the PC join with the Unity PCs until the hangar bay. However, feel free to send



the player of Herot to the Unity GM's room earlier than the other PCs, any time after the Unity GM gives a signal that the Unity PCs are at the hangar bay (see below). Herot may also hack into the station's systems discovering any of the information on the human PCs that is presented in the PC sheets or the "Act One: Unity" section.

Counterattack/Evacuation

Following the devastation of the officers' quarters, the PCs and the remnants of Cell Group 2 withdraw. There is little use for mecha inside the facility, so they are called to join the battle outside and in particular prevent the escape of NEG personnel. So far, no NEG battlecruisers have been sighted, so the Nazzadi continue to hold considerable advantage.

As the PCs leave the station, they can pick up a Nazzadi broadcast from Cell Group 6 announcing that they had encountered stiff resistance from the far side of the station and suffered a number of casualties. Field Marshal Vreta calls for Cell Group 5 to reinforce, whilst Cell Groups 3 and 4 are to intercept a build-up of craft, possibly a counterattack (which is in reality an evacuation). Messages of encouragement are given between the various Cell Groups as they separate to deal with their new objectives. Some call for revenge, some remind others of the profanities suffered by the Nazzadi's sacred relics, and others wish true destiny.

Wing Sergeant Ajax races around the large exterior of the station and over the horizon a large number of ships can be seen being launched. Amongst these ships, the PCs glimpse NEG Bayonet Class mecha preparing to fire. Ajax takes no chances and calls the PCs to engage. The PCs will discover during the battle that a majority of the ships are in fact lifeboats and may be shocked by the devastation caused. Even if revealed, Ajax turns his armaments against the evacuation area itself, filling it with hundreds of floated distended human corpses.

NES Chimera

At around the **1 hour mark**, the Unity GM will announce to the Echo GM that the Unity PCs are at the far hangar bay. At this point, the battle at the evacuation bay should be brought to an end. Field Marshall Vreta contacts Cell Groups 3 and 4 and advises that Cell Groups 5 and 6 have almost been annihilated, but they have made a startling discovery. The Arnimors are located in a hangar bay on the far side of the station. There is also what appears to be a pocket battlecruiser. Caution is advised but Cell Groups 3 and 4 are to urgently confirm the discovery and secure the Arnimors and battlecruiser.

As the PCs set off, a new Nazzadi mecha arrives claiming to be the sole survivor of Cell Group 5. Though everything about the mecha checks out as authentic, the pilot's comms has the same distant buzzing sound heard earlier and he speaks with a cold emotionless voice. In truth, the pilot is dead and a Migou controls the mecha remotely. This mecha also carries the remote control array for the Arnimors. The signal still cannot be analysed at this stage other than confirming it does not come from outside the Nazzadi armada.

Aim to have the PCs arrive at the hangar bay **ten minutes after** the Unity GM's signal, and move the players to the Unity GM's room. The two GMs should confer for a few moments regarding the status of the Echo PCs. From that point, the Unity GM runs the scene. If the Herot doesn't look to take action, feel free to remind the player that the NES Chimera is capable of hyper-acceleration jumps and may well escape this battle. The Unity GM will handle his attempt to infiltrate the ship. The Echo GM should remain in the room so they can listen to the battle progress. The NES Chimera departs once it is untethered and the Unity GM will have the strange Nazzadi mecha activate a Migou device and hand to two PCs certain handouts. The GM will then take any PCs on or near the NES Chimera to a separate table.

The Echo GM then runs the rest of the battle in the hangar bay. All PCs except Evie and Herot will likely start here in a pitched battle. The Echo PCs will be focussed on capturing the Arnimors, which they will be shocked to see piloted by humans. The NES Chimera is out of their league and they will be informed that it will be engaged by two Nazzadi battlecruisers. However, allow Echo PCs who want to attack the battlecruiser direct to do so, and have them move to the Unity GM's table.

The Unity PCs will want to escape. Jason's Arnimor is unable to do so as it continues to suffer system failure. Unless they are defeated or chose to leave Jason behind, the other Unity PCs should be able to escape after a short skirmish. When they do so, ask them to move to the Unity GM's table, along with any Echo PC's pursuing them. The Unity GM will call the Act to an end around the **one hour twenty mark** once the NES Chimera makes its hyper-acceleration jump. At this point, the Echo GM should give all Unity PCs not defeated or disabled (like Jason) one last chance to escape and dock with the NES Chimera before it leaves. Once this is done, the Unity GM will take the players at their table to the other room for Act Two.

ACT TWO

Act Two sees the scenario split into its two storylines. In Unity, the PCs flee on the NES Chimera to find themselves isolated and alone, even from their NEG allies. In Echo, the PCs learn of a shadowy force moving against them as they attend the Ptolemy debriefing and deal with the captive they have taken.

The Act should take less than an hour, ideally 40 minutes. Given that the storylines are split, the GMs have more flexibility here than the other Acts. Freedom should be afforded to the players to allow them to explore their own PC subplots as much as possible.

Overview

As with the other Acts, the two storylines have a similar structure and purpose. There is breathing room for both sets of PCs to react to what has happened in Act One and decide on what action to take going forward. Each storyline starts with dealing with the aftermath of the attack on Ptolemy. For Unity, there is the grief at losing friends. For Echo, this is the doubt at what occurred. The Act then shifts in tone towards action. For Unity, Nazzadi pursuit must be dealt with, without NEG support. For Echo, they must secure their prisoner and counter the shadowy force. Finally, the Act leaves the two groups with a decision to make. For Unity, the PCs must decide what to do with the revelation by Herot. For Echo, the PCs must decide to oppose their own people to thwart the Migou plan.

The two GMs do not need to coordinate with each during this Act until its end. The NES Chimera will be ready to jump to Apollo at around the **two hour mark**. At this point, the Unity GM should move to the Echo players' location. This starts Act Three, regardless of what the Echo PCs are doing. The Echo GM needs to ensure that just before the two hour mark, the Nazzadi armada moves to Apollo only to find itself facing the NEG armada. This means that the Nazzadi will be in situ when the NES Chimera arrives. No action is taken by either armada before that time as each side just stares the other down.

NPCs

This Act sees the introduction of a new NPC and the return of several NPCs from Act One. For Unity, the new NPCs are **Rear-Admiral White**, the leader of the NEG armada, and **Sub-Lieutenant Yanto**. Both of these NPCs join forces to isolate the Unity PCs from their NEG allies. White is the authority and Yanto is the instrument. The Unity PCs will also encounter **Wing Sergeant Ajak** who leads the pursuit of the NES Chimera.

For Echo, all three NPCs from Act Three return. **Field Marshal Vreta** is a sympathetic but distant figure that is inexorably drawn into the second battle of Apollo. **Talot** reveals himself as a member of Dual and reveals Herot's plan. Finally, **Wing Sergeant Ajak** challenges the Echo PCs for access to their human captive and provides immediate antagonism. It may seem initially odd to have Ajak in both story lines without GM coordination but, as this Act takes place over an extended period of time, the sequencing of events should be easy to explain if needed after the fact. Obviously, the death of Ajak should be avoided.

NES Chimera & Nazzadi Armada

The NES Chimera is a modern warship utilising the new bio-genetic interface discovered in the Arnimors. This allows it to be controlled with some difficulty by a minimal crew or even just Evie. It is fast and powerful, a match for most battlecruisers. However, it is just one ship. It is also capable of hyper-acceleration jumps. The energy requirement for these jumps means that only one such jump is possible every few hours. The inside of the NES Chimera is well lit and modern. There is spacious living quarters for all crew as well as comfortable common areas. However, there is almost no gravity inside the vessel, which can take a little getting used to.

In comparison, the ships of the Nazzadi armada are a gloomy place. The Nazzadi's night vision allows much lower level of lighting. The Nazzadi also use a combination of magnetic footwear and complex series of rotating sections to provide artificial gravity, though it is still lower than Earth standard. The substructure appears to have jagged edges. Much of the Nazzadi's warrior culture is evident in the interior of its ships, with displays of military victory and sites of devotion to Korali being common. Also, colours and shapes are painted in white on black walls to match the style of Nazzadi tattoos. Though the Nazzadi armada may seem like a frightful and alien place to a human, their common genetic ancestry make this mostly artificial. Underneath the surface, the ship functions much like a NEG ship would.

ACT TWO: UNITY

This Act can be summarised as follows:

1. Evie takes command of NES Chimera and calms down the passengers.
2. A Nazzadi mecha squadron attacks the ship and unsettles the passengers.
3. Rear Admiral White refuses NEG aid based on reports from Sub-Lieutenant Yanto.
4. Herot is revealed and his plan discussed. Rebecca's own vision is revealed.

Command of the NES Chimera

This Act opens immediately after the NES Chimera has made it hyper-acceleration jump from Ptolemy. It is immediately apparent that the NES Chimera has jumped away from Earth. In any case, Earth orbit provided no security for Ptolemy. The PCs will need a moment to recount what happened at the end of Act One, especially given one of the PCs are missing. Rebecca will also be dealing with the partial vision she received and the loss of her brother, if she was not captured by the Nazzadi. The PCs may also have observed the Herot board the vessel and wish to seek him out in case of sabotage.

There was likely very little time to establish the pocket battlecruiser (or its passengers) in the last Act in any detail, so the start of this Act is the perfect opportunity. The exact details of the ship will depend a lot on what happened in Act One. The ship may have been heavily damaged from the battle. There is enough engineering crew to get most of its systems back online but another hyper-acceleration jump is not possible for some hours. If Herot befriends Evie then he will be of considerable assistance in this effort. He will also be able to reveal that the NES Chimera uses the same bio-genetic interface as the Arnimors and confirm that Evie should be able to operate it by herself. He may also reveal that the ship will only accept an order from the NEG officers whose DNA has been added to its files. This makes it impossible for any other PC to pilot her in this scenario.

The number of crew and passengers aboard may differ, though either way the ship is light on crew and (as before) Evie is the superior officer. The state of the crew and passenger may also vary considerably. Hyper-acceleration jumps create immense g-forces that normally require an A-Pod gravity couch to survive. If proper preparations were not made then Evie may have injury or even death on her hands already. The passengers will be a continuing source of problems for the PCs. The best tactic initially is for Evie to formally take command. Once the passengers have appointed a spokesman (a man called Reaver Jackson), many demands and grievances are placed at her feet and she will be forced to decide between placating the passengers and dealing with the other important pressing matters presented in this Act.

Nazzadi Pursuit

At any point in this Act, when there is a lull or the GM needs a distraction, an advance force of Nazzadi mecha arrives. It consists of three Nazzadi mecha and an Arnimor piloted by Wing Sergeant Ajak. This force has a number of objectives.

The first is to catch up with the NES Chimera. Once there, their goal is two fold. The first is to disable the engines. The smaller mecha prove difficult targets for the NES Chimera and they quickly gain purchase on its surface and set about sabotaging the engines. The only way that this can be prevented is for Rebecca and Ranger (and Herot if he has befriended the humans) to engage the Nazzadi direct. The Nazzadi mecha need to stay close to the surface to avoid Chimera's guns, so this puts them at a disadvantage in manoeuvring. Ultimately, the Nazzadi force should be unsuccessful, and Ajak will call for a withdrawal as soon as a second Nazzadi casualty looks likely.

The second is to play a recorded message to the crew and passengers of the NES Chimera demanding their surrender in exchange for their lives. There will be promises regarding their safety. This action is implanted into the ship's systems and is difficult to remove. Herot would be able to do this with some ease, and it could give him the opportunity to prove his worth. The purpose of this message is to sow discord amongst the crew and passengers and test Evie's command. As a GM, you should keep an eye on how the PCs react to this message and adjust the crowd's view accordingly. If the PCs are considering surrender, have the crowd remind them of what happened to the evacuees at Ptolemy. If the PCs do not, then have Reaver Jackson question the PCs' ability to get them out of this mess and obviate the need for surrender.

NEG Response

It is natural at some point in this Act for the PCs to seek aid from the NEG military. Their absence at Ptolemy is notable and is due to a massing of ships elsewhere to attack the Nazzadi armada. After some effort, communication can be established. After initial checks and confirmation, Rear-Admiral White joins the line. The Rear-Admiral seems to have little sympathy for the plight of the PCs. She says that the NEG armada is occupied elsewhere and is unable to provide immediate aid. In truth, she has just received word that the Nazzadi armada is massing at Apollo in response to the NEG's armadas own gathering.

If the Nazzadi squadron has attacked the NES Chimera before this communication, she reveals that she did send out a squadron to investigate the matter but Sub-Lieutenant Yanto in charge reported that the NES Chimera was seen harbouring one or more Nazzadi mecha. Whether or not this fact is true (and it is true) the Rear-Admiral has little time to verify it and threatens to shoot down the NES Chimera if it approaches any NEG vessel. If the Nazzadi squadron has not yet to attack the NES Chimera before this communication, she agrees to send a squadron of mecha to assist. This squadron arrives during the battle with Ajak and Sub-Lieutenant Yanto reports as described above.

Either way, it is clear that the NEG armada will not be coming to assist the NES Chimera and that the ship will be treated as a hostile threat if it approaches. The Migou also remove any chance of the Chimera being treated as anything other than a threat in Act Three, by having Ajak place hidden devices on the Chimera during his attack that adds a Nazzadi electronic signature to the ship's own.

The Plan

At some stage in this Act, Herot will approach the other PCs. This should happen sooner rather than later given that the PCs need time to discuss the matter and come to the realisation that his plan presents a rare opportunity. This will seem to be a hard sell for Herot, so the GM should look for any opportunity to assist Herot, such as providing opportunities for the PC to assist the Unity PCs with engineering, the fight with Ajak or dealing with Ajak's message. To break the ice here, the GM should note to Herot that Rebecca reminds him of Shiva. This may just be a nagging sense of recognition at first, but after some interaction the GM should be quite specific about the similarity. More broadly, the Unity PCs all have their reasons to listen to what he has to say, and should be receptive to him after overcoming their initial doubts.

Herot reveals that he suspects that there is some force behind the Nazzadi controlling it, and it is this species that is bent on war not the Nazzadi themselves. Rebecca may verify some of this based on the visions she received back on Ptolemy when the Migou device was used on her Arnimor. He will also explain his belief that the way to reveal this shadowy power is at a hidden facility at the site of the battle of Apollo. He may also reveal that transmissions he received from there suggested that a human is somehow alive at the location.

How the PCs deal with this information is over to them, though travelling to the Apollo facility is important to continue the story in Act Three. In fact, the gathering of Nazzadi and NEG forces at that location should only add weight to that decision, and time pressure to encourage action. It may also be noted that though a rescue attempt for Jason is suicidal, a cessation of hostility may give him the time he needs to be returned unharmed.

Herot presents the human PCs with an immediate logistic problem. If the crew and passengers discover him on board, they will likely tear him limb from limb or flush him out an airlock. This threat can be used by the GM during this Act is needed to add more fuel for criticisms of the PCs and Evie's command. Reward any impassioned plea for calm and understanding but don't hold back in making the PCs sweat a little.

Also, it is worth keeping an eye on how Herot reacts to Rebecca, given that she reminds him of Shiva. As a GM, look for an opportunity for the two to interact and allow whatever results to play out. Rebecca's vision will be one driver but be aware that, of all the human PCs, Rebecca is likely to be the most hostile to Herot given the fate of Jason. Ultimately, nothing specific need arise from this interaction and the GM should let the players decide what happens.

At some time around the **two hour mark** in this scenario, the NES Chimera's hyper-acceleration jump capability returns. Hopefully, just in time for the PCs to make the decision to jump to Apollo. When that happens, the Unity players should move to the location of the Echo players. This will trigger the commencement of Act Three.

ACT TWO: ECHO

This Act can be summarised as follows:

1. Talot reveals himself as a member of Dual and explains Herot's plan.
2. PCs attend debrief for the Ptolemy attack and PCs notice several discrepancies.
3. An attempt is made on the human prisoners and Ajak challenges the custody right to them.
4. Arrival at Apollo and the Migou's plan revealed.

Talot and the Dual

This Act continues immediately following the end of Act One. The Echo PCs will be left at Ptolemy station with the NES Chimera having jumped away. The PCs may be keen to pursue immediately, but the hyper-acceleration jump makes it obvious that it would be futile. In any case, Field Marshall Vreta gives the recall signal and everyone withdraws to the Nazzadi armada. The absence of Herot should be noticed. Give the Nazzadi PCs a moment to interact with the human PCs. Jason at least will be present in a captured Arnimor, and others also have been defeated. If Jason or Rebecca is amongst them, the GM should note to the other Nazzadi PCs that there is striking resemblance to Tyso and Shiva, respectively. In return, any human PC will also notice the resemblance of Tyso and Shiva in return. This may just be a nagging sense of recognition at first, but after some interaction the GM should be quite specific about the similarity.

At the first opportunity, Talot approaches the PCs in private to reveal the Dual and Herot's plan. He will do this even if in front of the human captive as he considers this a matter concerning them as well. Talot has a holo message in which Herot recounts what he knows. The Nazzadi are being controlled by a shadowy group, possibly a species other than Nazzadi, who are forcing the Firstborn to war. He has been contacted by a person who claims to be able to prove the truth. He has to travel to the battleground of Apollo with Jason and Rebecca. He couldn't tell them earlier as he knows that as soon as he makes his move, the shadowy force will quickly move to counter him. He begs them to help, to buy him whatever time they can. The PCs may be sceptical, but the uncanny resemblance of Jason to Tyso and the strange events at Ptolemy should convince the PCs of the truth of the matter.

Jason has the opportunity to contribute to this by revealing his vision, which came with a warning that Herot may be in danger. Though Herot won't mention his knowledge of Mical and Lillian, as he has no reason to believe the other Nazzadi would consider this important. Jason may reveal this on the basis of his vision. The question as to the importance of Jason may also be questioned, though nothing further can be learned at this stage.

Human Prisoners

On arriving at the Nazzadi armada, the PCs will need to decide what to do with Jason. In Nazzadi society, the warrior who defeats an opponent gets rights over them and is responsible for them. Wing Sergeant Ajak will make a number of attempts to challenge the PCs for this claim. The first will be immediately on returning to the armada. Ajak will push the PCs to the point of a formal duel right there and then, but suddenly backs down as if following some unseen order. A shadowy figure watching on can be seen withdrawing and anyone observing him shudders at a distant buzzing noise like that which was heard over the comm devices earlier.

During the debriefing, the PCs will be required to place Jason alone in a holding cell. During this time, a Migou controlled Blank will attempt to assassinate him. Blanks are new Migou innovation to assimilate Nazzadi (or humans) into the Migou hivemind. They appear normal in appearance but are totally obedient to the Migou's wishes. Unfortunately, the process has not yet been perfected in this case and on failing the assassination the agent collapses to the floor, unresponsive as if his mind had been removed. The Blank will attempt to inject the captive with a neurotoxin first, through the opening in the door, before proceeding to kill them with a knife. Any PCs guarding the captive or Talot may intervene in the assassination, potentially leading to Talot's death.

Later in this Act, after the debriefing and the assassination attempt, Ajak will make a formal challenge for the human captive. This is the Migou's attempt to delay and distract the PCs. If the PCs agree to the formality, then they will be mired in prolonged ritualistic actions which will ultimately jeopardise their success in Act Three. As such, the PCs are expected to shamefully decline and defy their own traditions, sealing their dedication to help Herot and the cost of doing so.

Debriefing

Shortly after returning to the Nazzadi armada, the PCs are called into an urgent debriefing for the Ptolemy mission. Allow them a short moment to decide what to do with Jason, who is not allowed in the debriefing chamber. Talot offers to act as guard if no better plan is considered.

At the debriefing, it is obvious that the numbers of Nazzadi have almost cut in half and the atmosphere in the room has changed considerably. Field Marshal Vreta stands tall but he has a haunting look over his eyes as he addresses the troops. He announces that the mission has not been designated a success by the Firstborn, but admits that some objectives were successful. As a result, the Firstborn call for urgent action and volunteers to chase the NES Chimera. Ajak volunteers (he is chosen over the PCs if they also volunteer) and he leaves immediately.

The debriefing itself covers an analysis of the events. Though the details do not need to be repeated in game, the PCs will notice several matters from the numerous images that are flashed up on the overhead displays. In the slaughter at the officer's quarters, reinforce the presence of many civilians, including children. The Null bomb device has an alien look to it that is reminiscent of the device used to neutralise the Arnimors. During much of the mission, the presence of the distant buzzing noise is apparent. LAIs' deem this to be some sort of encrypted communication or NEG jamming signal. The PCs can with a little effort create a device able to scan for this signal, which will help them intercept communications of, and locate, the Migou in Act Three. Also, the PCs see the battle which led to the decimation of Cell Group 5. Though lost in the many data streams, the life signs of the mysterious mecha that wielded the device in the hangar bay clearly show the pilot having died. Finally, the PCs will see Rebecca (if not captured) so they can note her resemblance to Shiva.

After these revelations, the debriefing comes to an end. The PCs leave, stepping right into the aftermath of the assassination attempt of Jason (see above). If the PCs still seem unsure, have the Blank speak to the PCs direct, warning them from opposing their masters. The voice seems like a cold and distant buzzing.

Prison Break

The PCs will want to weigh up their position and take stock, given everything they have seen and heard. Before the **two hour mark**, Vreta will announce that the armada has moved to the site of the battle of Apollo to meet a massing of NEG ships. His voice sounds weary and he admits that he is unsure of their objective. He suspects that they are seeking an immediate retaliation for the attack on Ptolemy.

Talot will approach them once more. He reveals that, by isolating and analysing the buzzing transmission heard at Ptolemy (possibly initiated by the PCs), the Dual have intercepted a hidden communication within the Nazzadi armada. The primary operator is designated FiveSix. He has signalled that it is his intention to enter the Apollo battleground, somehow cloaked, to prevent anyone from escaping from a facility hidden within an asteroid located there. Though FiveSix seems to be influential and highly resourced, it is obvious that he is equally concerned about being discovered by the Nazzadi as the NEG. Talot implores the PCs to help Herot by stopping FiveSix. He also wants to see the PCs transport Jason to that facility due to Herot's plans. If Talot was killed by the assassin, this information can be conveyed with Talot's dying breath.

The GM should be relatively lenient in the PC's plans to stop FiveSix. The first hurdle they face is Ajak returning from his mission and challenging the PCs for the right of custody of Jason as described above. Refusing him is an important symbol of the consequences of the PCs actions and the fact that they are defying everything the Nazzadi hold true.

The second hurdle will be escaping from the armada. The PCs will likely want to get to their mecha and position themselves as close to the front line as possible. They must also decide what to do about Jason. If trusted, he may be given access to a mecha or even his Arnimor. However, he can also be squeezed into a mecha with another PC. If the PCs are concerned with secrecy they may decide to use a shuttle of some kind, though it will lack combat capability. Don't be concerned about the PCs leaving behind vital combat equipment though. In Act Three, Dual members will perform a suicidal run to ensure that the PCs, who they see as instrumental to their plan, have their proper weaponry.

The PCs should be moving into a position before the arrival of the NES Chimera, but they should still be somewhat off being able to execute any plan. Use the arrival of the NES Chimera to escalate the tension of the matter as time begins to grow short. Represent this by having it seem like the Nazzadi armada is positioning itself to attack the facility, though it restrains from doing so at this time.

ACT THREE

Act Three covers the second battle of Apollo. Though the two storylines converge, there are two broad spheres of conflict. The first is the confrontation with Mical at the Apollo facility. The second is the thwarting of the Migou in the lead up of the large scale battle involving the NEG and Nazzadi armadas.

The Act should take about an hour but can run as long as there is time left. The Act starts around the **two hour mark** when the Unity players enter the location of the Echo players. From that point on, the two storylines will be run in the same room and players may be able to move from one storyline to the other during the Act based on their decisions.

Overview

In this Act, the Unity and Echo storylines collapse into one. The Unity PCs find themselves in a race against time between the jaws of two armadas on the verge of war. They must get to the hidden facility, discover the truth and escape. The Echo PCs must join with the NES Chimera to stop the Migou and allow for this to happen. Then the PCs all come together to decide what to do with the revelations they have earned.

Though the Unity and Echo storylines collapse into one, the two GMs are needed to run two different areas of conflict. Don't be worried if the players of each group try to listen in on the players in this Act, as this will only add a sense of scale and pressure to make decisions quickly.

The Unity GM runs the arrival of the NES Chimera and the events at the Apollo facility. This includes meeting Mical and the resultant drama. The Unity GM will likely be more active in the first half of the Act. The Echo GM runs all other events and in particular the mass space battle between the armadas and the climax of this scenario. Early on, the Echo GM will need to run the Echo PCs as they free themselves of the Nazzadi armada to counter the Migou. Once the truth is found at the Apollo facility, it must be revealed to those who can use it to free the Nazzadi and humanity from war. The Echo GM is likely to be more active in the second half of the Act.

NPCs

Three new NPCs are introduced in this Act, and most other NPCs return. The three new NPCs are **FiveSix**, the Migou operative, the revenant **Mical**, and what is recognisably left of **Lillian**. FiveSix is in a cloaked mecha outside of the Apollo facility. The other two are inside it to provide the exposition and conflict that leads to the revelation that the Nazzadi are genetically derived from human DNA and that Jason and Rebecca share a sort of heritage with Tyso and Shiva.

Field Marshal Vreta and **Wing Sergeant Ajak** return as the faces in the Nazzadi armada. Likewise, **Rear-Admiral White** and **Sub-Lieutenant Yanto** return as the faces in the NEG armada.

Apollo

Apollo is a large near-earth asteroid. There are other asteroids that share its trajectory and there are even a few others in its immediate vicinity to provide variety to the emptiness of space and cover should combat ensue. It lies directly between the lines of the NEG armada and the Nazzadi armada. The Nazzadi armada arrives there to stop the NES Chimera reaching the hidden facility, and the NEG armada responds, initially unaware of the facility's existence.

The hidden facility is unlike Ptolemy. It is built inside the asteroid itself, with docking facilities for a few biotech Migou mecha just below the surface. The station is able to rotate to best orientate its transmissions and emissions for secrecy. Inside the asteroid, the facility is not like anything the PCs will have seen before. First, it is icy cold. Though human and Nazzadi can survive without a pressure suit, it is constantly uncomfortable and touching any metal surface is painful. Second, it is a natural environment. There is as much rock as there is metal. Third, as Migou are capable of flight, the tunnels twist and turn in such a fashion that up and down become confusing. It is as if anything bipedal seems truly out of place there. Finally, the facility does have a weak artificial gravity pulling them towards the outer shell. This leaves a chamber of weightlessness at the facilities centre and it is here that the cloning of the special strain of Nazzadi takes place. It is filled with hundreds of floating, living incubators replicated from parts of Lillian's own body. The horrific sight can be seen from the primary testing area which is nearly always manned by revenant Mical.

ACT THREE: UNITY

This Act can be summarised as follows:

1. PCs arrive and approach the Apollo facility.
2. The PCs explore the Apollo facility and, meet Mical who reveals the truth.
3. Escape the Apollo facility or release the truth to those on the outside.
4. A month later, Field Marshall Vreta calls for the Nazzadi to surrender, ending the First Aeon War.

Apollo Facility

This Act opens when the NES Chimera arrives at the site of the second battle of Apollo, roughly at the **two hour mark**. The normal emptiness of space is filled with two armadas drawing battle lines either side of the Apollo facility. On arrival, the NES Chimera's sensors light up as it is targeted by hundreds of weapons. However, no one fires at this early stage as no one wishes to inadvertently spark a conflict. The situation is tense. However, the NES Chimera is unable to make another hyper-acceleration jump for a few hours so the situation cannot be evaded. Rear-Admiral White will try and contact the NES Chimera and order that they stand down.

Upon arrival, the PCs will likely want to confirm the presence and location of the hidden facility. This is not hard if you know what you are looking for. Though many have theorised about building stations into asteroids, very few have been constructed by 2064. However, its invisibility is mostly due to the fact that it exhibits none of the normal transmissions and emissions that one might expect, nor the rotation normally necessary to create artificial gravity.

The PCs are able to decide how they wish to approach the hidden facility but the GM should encourage them to move swiftly as the clock is ticking. It will also work better if the Unity PCs are in the hidden facility by the time the Echo PCs break the line of the Nazzadi armada as it commits them to that course of action. To encourage this, both sides may well launch a wave of interceptors. These won't result in combat as both sides are reluctant to trigger war inadvertently, but it keeps the pressure on. On the approach to the station, for atmosphere (as it would be highly unlikely in reality), the GM can describe the battleground being still be littered with the remnants of ships and mecha.

It is likely that Evie will be left alone on the NES Chimera whilst the other PCs travel to the Apollo facility. This should be viewed as a heroically selfless act and provoke emotions accordingly. If this is the case, then the Unity GM should send the player of Evie or any other PCs left behind to the table of the Echo GM. Once inside the Apollo facility, no communication with the PCs on the outside is possible, except with considerable effort.

If any of the Echo PCs enter into the hidden facility, then the Echo GM should allow those players to move to the table with the Unity GM. The Unity GM can use such cut away scenes between the two groups split inside the Apollo facility to help increase the tension.

The Apollo facility should be an unsettling place. It is obvious that it was not built by either humans or the Nazzadi. Not only that, but the station isn't even built for a species that shares their anatomy. The outer crust is pockmarked with cyst like openings made from some previously unknown crystalline material. The interior is filled with a freezing mist which, along with the crystalline material, defuses the light to an almost daylight level. None of the writings inside are understandable, though Nazzadi PCs get a disturbing feeling that they have seen the symbols before. There is a remarkable lack of technology though this may simply be from an inability to understand what such devices look like and how they operate.

The interior of the Apollo facility isn't mapped out. Its main function is simple. It is here to clone Nazzadi using the special strain of genetic material derived from Mical and Lillian. This is all operated from a primary testing area near the centre of the station. This is a large area lit with a ghastly green glow from many displays. It overlooks the central chamber of weightlessness which holds an even more horrific sight. It is much like a large womb hundreds of feet across. Inside the fluid float hundreds of Nazzadi in various states of growth. Amongst them floats various replicated bits of Lillian. Though many are parts related to the process of birth and have some purpose, others are more disturbing in their inexplicability. Disembodied pairs of lips, vocal cords and lungs sing lullabies to the sleeping Nazzadi, whilst severed pairs of arms hold them. All the while, uncountable beatific faces float in the fluid staring at the clones with pride.

Mical

Upon arriving, the PCs will be met by the revenant Mical. Mical looks much like he did when he was alive, though he exhibits no actual signs of life. He greets the PCs in an almost machine like voice. He looks at Rebecca intently but there is no recognition behind his eyes. The GM should convey what tragedy he can from the disappointment Mical feels as he finally surrenders to the fact that everything he was has gone. He is incapable of feeling sorrow or making any connection with his children.

Mical will explain that their time is short. He will reveal the ultimate truth in that the Nazzadi are created from human DNA by the Migou, as well as any revealed matters set out in the unshaded paragraphs in the Background chapter as required. He will also detail the particular details of the heritage of Tyso and Shiva being cloned from Mical and Lillian's DNA. The fact that they are also the biological parents of Jason and Rebecca should be obvious.

Once the revelations are done, FiveSix will give Mical a neural command to attack the PCs. This will be accompanied by the activation of a horde of partially completed clones inside the facility. Disturbingly, these clones look like unfinished versions of Tyso and Shiva (with some resemblance to Jason and Rebecca also), calling for appropriate Tenacity test not to freak out.

The escape from Apollo should be as dramatic an action sequence as possible. During this period, the facility will be wracked with explosions as the second battle of Apollo begins. At this point, don't pull punches. PCs can die if the dice and drama demand it. FiveSix has implanted a program into the facility's systems giving him control over it. Escaping Apollo is harder than getting in. The facility is sealed by a thin crystalline layer over all the entry points. These can be shattered with mecha sized weapons or larger, either from the outside or inside. The PCs can try and use their mecha for this purpose. Alternatively, the PCs could endeavour to get a message to the NES Chimera, requiring skilled computer use to breach the jamming surrounding the station. This should be done by allowing the PCs to transmit a single message to Evie, or other suitable PC. The Echo GM should send over to the Unity GM any PCs who respond.

The PCs also have one unexpected ally within the facility, should they need it for either course. Lillian has lost herself much like Mical, but Mical's death has given her one last surge of self-awareness. She is capable of wresting the facility's systems from FiveSix. This can be for many purposes and if all else fails the PCs could use this to transmit what they have discovered, resigned to heroically sacrifice themselves in the effort.

The End of War

Once outside, the PCs emerging from the hidden facility should move over the table with the Echo GM, so the scenario can be brought to an end in whatever way the PCs choose. Though timing isn't really relevant at this stage, the climax should be allowed twenty minutes, so it should roughly occur at the **two hour forty minute mark**. It is important to remember that the intended dramatic end of this scenario is not the big reveal of what is found in the facility. Ideally, the PCs will only have enough information to make people suspicious and start asking questions. In particular, Field Marshal Vreta can now be set on a path where he calls the war to an end a year later. Even if the truth does not make it to Vreta, it may still be conveyed by the PCs' actions. By working together and striving to a common goal, they show a bond between humanity and Nazzadi. This is the true story of this scenario and the focus of how it ends.

Though the Echo GM will run the scene with all PCs following the escape from the Apollo facility, the Unity GM should join the table at the end of the Act to narrate the finale epilogue scene. In that scene, Field Marshal Vreta overlooks Earth a month later. In the background, images of slaughter can be seen. He holds in his hand a picture or keepsake of Torin (or such other of the PCs that may make sense, such as a PC that died). In front of him is a video of the Echo PCs some months before looking happy. This image is reflected on the cracked surface of a picture frame from the Unity PCs days at the training academy. The image of the eight young people merge into one as if they were indistinguishable from each other. He looks at it, smiles sadly and then makes his public announcement, calling for the Nazzadi to sue for peace.

If that is too downbeat or ambiguous an ending, then feel free to narrate a more immediate conclusion in having Field Marshal Vreta calling for a withdrawal of the armada, stopping the battle as a direct result of the PCs actions.

ACT THREE: ECHO

This Act can be summarised as follows:

1. The PCs break the Nazzadi armada's line and join with the NES Chimera.
2. The PCs attempt to locate and stop FiveSix.
3. The second battle of Apollo commences. PCs defend the Apollo facility from a Nazzadi battlecruiser.
4. The PCs decide on how to reveal the presence of the Migou.

Escaping the Armada

This Act opens when the NES Chimera arrives between the NEG and Nazzadi armadas at the site of the battle of Apollo around the **two hour mark**. This is physically represented by the Unity GM entering the room where the Echo players are and running a second game at another table in that room. The Echo PCs will likely be in the process of getting free of the Nazzadi armada. They may be ensnared in Ajak's formal challenge for the custody of Jason. If so, the events continue both in terms of the Nazzadi armada and those run by the Unity GM. This should naturally create a growing pressure, which should see the PCs forced into action.

There are a number of ways that the Echo PCs may look to escape the Nazzadi armada, which are described at the end of Act Two. In all cases, as soon as the PCs break the line, their cover will be blown and they will be pursued by Nazzadi forces. If the PCs are in their mecha then this fight will be against an equivalent number of opponents, forcing them into a series of one-on-one duels which will scatter them as a group. If the PCs are in a shuttle then their deception is seen through and they will be forced to run. If caught, their shuttle will be disabled and left defenceless.


In either case, the NES Chimera will be critical in providing the PCs with respite, establishing itself as the base of operations for the rest of the Act. The GM should aim to have a moment of pause after the breaking of the line to allow the PCs to gather, presumably on the NES Chimera, to take stock of matters. This meeting should be under intense pressure as enemies loom around them. This may also provoke a reaction from the passengers, who do not understand the reason for the quick reversal since Ptolemy. At this time, it should be noted that it is open for the PCs to fight or argue with each other. This could be over past wrongs done to another PC in this scenario, or just naturally from the direction of the narrative that the PCs have taken.

If PCs are without their mecha then this should be resolved in the following manner. The members of the Dual, sensing that their final victory hangs in the balance, make a dash for the NES Chimera piloting various mecha and Arnimors. This will include Jason's Arnimor captured in Act One. This endeavour should be unexpected but tragic. The Nazzadi armada responds swiftly and the Dual pilots are not well trained. Given the sacred nature of the Arnimor, the interceptors target the pilots themselves with close combat weapons and sniper fire, leaving the mecha relatively intact. The result is that just enough mecha can be recovered by the NES Chimera for the PCs' purposes but at the cost of many Dual members. If Talot is still alive, he should die heroically to add weight to the scene. He may even eject himself from cockpit of Jason's Arnimor, committing suicide to allow that PC to carry on the fight.

If any of the PCs outside the facility wish to make their way to the Apollo facility, then the Echo GM should continue to run that group's efforts. Entry is extremely difficult for anyone as FiveSix has extended the crystalline seal over all entry points. An exception to this is Jason, Rebecca, Tyso or Shiva. For these PCs, FiveSix makes an exception who wants to see them destroyed along with the rest of their kin. Send these PCs over to the Unity GM's table. The other exception to this is if the PCs at the Unity GM's table contact PCs at the Echo GM's table and those PCs respond. In either case, send the relevant PCs to the Unity GM's table to resolve the situation.

FiveSix

The immediate task at hand for the PCs will be to locate and stop FiveSix. He will be in a cloaked mecha close to the Apollo facility, remotely implanting a program into its systems to prevent anyone from escaping from it. The main method of locating him will be to use the analysis of the buzzing noise by the PCs and the Dual from the earlier Acts. However, his cloaked mecha can also be discovered physically with a Hard Observation roll if the observer is in close proximity with him. The GM should also feel free to improvise with any plan the PCs come up with to find FiveSix. It is important that he be discovered, though it should be almost impossible for anyone not looking for him specifically.



FiveSix will prove an elusive prey. He is fast, capable of disabling opponents and can disappear in the midst of battle with some ease. During the fight, he will not hesitate to communicate with his attackers. He will taunt them with their secrets as if he is somehow reading their mind. He will mock them by pointing out that even if they did know the truth, no one would believe them anyway. The truth would never be revealed on a scale necessary to make a difference.

If he is close to being disabled or if the GM thinks it dramatically appropriate, then FiveSix will sue for peace. He does this to buy time as he secretly commands a Nazzadi battlecruiser to destroy the Apollo facility and the NES Chimera. FiveSix is capable of surviving and moving in the emptiness of space, so he could even approach them in the “flesh” unprompted if needed. Seeing FiveSix will obviously be a disturbing sight and will call for a Tenacity test not to freak out. Once close to those he views as the greatest threat or in command, he will reveal his treachery by attempting to assassinate them. This combat with FiveSix should be an intense and chaotic affair, as it may well be the action climax of the scenario for the Echo PCs.

Second battle of Apollo

The second battle of Apollo commences at some point in this Act, spurred on by the PCs actions and FiveSix's commands. The start may occur during the hunt for FiveSix and should occur before the PCs escape the Apollo facility at the *two hour forty mark*. The Echo GM's main purpose here is to simply stage space combat as dramatically as possible until the other PCs escape the Apollo station. Once the PCs from both sides come together, this battle will test their alliance and hopefully forge them into a single course of action.

The scale of the conflict should now become epic. The focus will be on the Apollo facility and the Chimera, so put them under pressure and at the centre of any action. A Nazzadi battlecruiser, commanded by FiveSix, approaches them both. Feel free to narrate significant damage to the exterior of the Apollo facility, though this will have no effect on the PCs in the interior.

The Nazzadi battlecruiser is accompanied by a horde of mecha, and joined by NEG forces who engage the Nazzadi. This is the last opportunity to resolve any remaining strands such as FiveSix and Ajax. Have FiveSix, Wing Sergeant Ajak and Sub-Lieutenant Yanto engage the PCs with whom they have formed the strongest antagonistic relationship. These two NPCs will give the GM a face for the opposing forces and allow the GM to unleash a dramatic series of questions as to the PCs' actions and goals. It is appropriate that any of these NPCs be defeated at this stage, especially FiveSix and Ajak, though it is not necessary for the scenario.

As soon as the PCs resolve the events at the Apollo facility and escape, the Unity GM should send them over to the table with the Echo GM. Those PCs are literally dropped into a warzone as the scenario's finale commences. The PCs must come up with a plan to disseminate the information they have learned whilst under fire. They need to ensure that it makes its way into the hands of those who can make the decisions that matter, and all they have achieved is in jeopardy as they are all at risk of being eliminated. The most obvious person to receive their revelations will be Field Marshal Vreta, given Torin's relationship with him and his previous actions.

They may also try Rear-Admiral White but, given how she has acted through the scenario, the PCs will likely suspect (correctly) that their words will fall on deaf ears. However, clever PCs may be able to have the NEG forces unwittingly aid them by giving them select Nazzadi targets or somehow revealing selected truths to them in a believable manner.

The exact plan and even its success are irrelevant for the satisfying conclusion of this scenario. What's important is the PCs taking a stance over their common bond and taking a joint course of action. Even if they fail to succeed in that course of action, their efforts will still be seen by Field Marshal Vreta and spur his momentous decision a month later in 2065. This allows the GM to put overwhelming odds against the PCs to highlight their Herculean effort and the real tragedy of war.

It is recommended that the Echo GM not look to play out combat after the point at which the PCs make their decision with the rules. Any RPG will struggle to handle the truly dramatic moment in any way that gives it justice and there is a really danger of playing the scenario out too long after the real drama (being when the PCs decide on the plan) has finished. Instead, it is recommended that the GM narrate the PCs commencing their plan, knowingly as unsung heroes for peace, and detail the overwhelming odds against them. After this final image of unity, the scene cuts away to Field Marshal Vreta in an epilogue which is run by the Unity GM. The two GMs and all eight players should end up as one group together around the same table.

NON-PLAYER CHARACTERS

NEG MECHA

LASER CANNON	Attack: 2d+5	Damage: 2
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FISTS	Attack: 2d+5	Damage: 2
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Dodge: 2d+5	Armour: 1	Vitality: 4
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YANTO IN MECHA

LASER CANNON	Attack: 3d+7	Damage: 2
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ROCKET POD	Attack: 3d+7	Damage: 1 (autofire, once only)
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FISTS	Attack: 3d+8	Damage: 1
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Dodge: 3d+8	Armour: 1	Vitality: 6
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NAZZADI MECHA

LIGHTNING GUN	Attack: 2d+6	Damage: 2
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HYPEREDGE CLAWS	Attack: 2d+8	Damage: 2
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Dodge: 2d+8	Armour: 2	Vitality: 4
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AJAK IN ARNIMOR

PLASMA CANNON GUN	Attack: 3d+8	Damage: 4
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ROCKET POD	Attack: 3d+8	Damage: 2 (autofire)
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HYPEREDGE CLAWS	Attack: 3d+10	Damage: 2
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Dodge: 3d+10	Armour: 2	Vitality: 10
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NAZZADI BATTLECRUISER

NULL CANNONS	Attack: 2d+3	Damage: 10 (every other turn)
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LINKED LASER CANNONS	Attack: 2d+3	Damage: 4 (fire twice)
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Dodge: 2d+4	Armour: 2	Vitality: 32
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FIVESIX IN MECHA

NULL RAY	Attack: 3d+8	Damage: 7
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GRAV BOMB	Attack: 3d+8 (all nearby targets)	Damage: miss a turn
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PINCERS	Attack: 2d+11	Damage: 3
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Dodge: 3d+11	Armour: 1	Vitality: 6
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NEG SOLDIER

AR25 ASSAULT RIFLE	Attack: 2d+6	Damage: 2 (autofire)
Dodge: 2d+6	Armour: 1	Vitality: 4

NAZZADI SOLDIER

NIR-05 ASSAULT RAIL RIFLE	Attack: 2d+6	Damage: 2 (autofire)
Dodge: 2d+7	Armour: 1	Vitality: 4

AJAK

NIR-09 ASSAULT RAIL RIFLE	Attack: 3d+7	Damage: 3 (autofire)
STANDARD Y BLADE	Attack: 3d+9	Damage: 3
Dodge: 3d+9	Armour: 1	Vitality: 10

BLANK ASSASSIN/MICAL

STANDARD Y BLADE	Attack: 2d+8	Damage: 3
Dodge: 2d+8	Armour: 0	Vitality: 6

FIVESIX

NRR-1 ASSAULT NULL RIFLE	Attack: 3d+6	Damage: 4
ELECTRICAL HOOK STAFF	Attack: 2d+11	Damage: 2 + miss a turn
Dodge: 3d+11	Armour: 2	Vitality: 7

REBECCA

You are a cadet at the Ptolemy station's Flight Training Academy. You don't know what you want. It's kind of complicated. You see, your parents, Mical and Lillian, died fighting against the Nazzadi. But they kind of achieved a big victory for the NEG in doing so. People congratulate you for your parents' efforts, possibly to help ease your pain. But all you feel is a hole gnawing away at you.



Your brother is both a stabilising influence in your life and a constant source of aggravation. He is calm where you are not. He is a superb pilot but acts like it is not important. You are sure your damn parents would be proud of him. He has certainly caught your teacher's eye, which is vaguely creepy. Isn't there some kind of ethical boundaries she is supposed to adhere to?

Despite how you treat them, you know you rely heavily on the camaraderie of your class mates. In fact, the only time you really feel calm is when you and Ranger work on the mecha docked at Ptolemy station. In fact, you secretly had Ranger make a few modifications to enable you to fly one of those new mecha that are reverse engineered from the advanced Nazzadi one that your parents paid their life to capture. He said something about it being your legacy. Despite the poetry of that it doesn't come close to describing the freedom you felt when you piloted it. It was like your broken shell was stripped away and you were reborn. You know that sound corny, but you wouldn't let anyone try and take that feeling away from you.

Agility	Intellect	Perception	Presence	Strength	Tenacity
9	6	7	5	4	8

SKILLS

Dodge 3d+9, Pilot 3d+9, Fighting 2d+9, Observation 2d+7, Technician 2d+6, Computers 1d+6, Education 1d+6, Intimidate 1d+5, Marksman 1d+7

COMBAT

UNARMED

Attack: 2d+9

Damage: 1

Dodge: 3d+9

Armour: 0

Vitality: 2

0	-1	-3 + slow	-6 + crawl	KO
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JASON

You wouldn't let your brother know it (he has a big enough head already), but he is everything you wish you were. Strong, skilled and focussed. He just needs a little push now and then so, as his sister, you give him lots of big pushes instead.



RANGER

Ranger's eyes hold untold stories. But he is genuine. It is a something you can't quite explain, but you know he appreciates it that you don't ask about his secrets, but you can't help feeling you should. Just like you secretly wished someone would ask you about yours.



EVIE

You have no idea how she is an instructor for cadets training to pilot for combat. She's too soft and has had no experience herself. It annoys you that your brother seems to look up to her. She is totally not worth it and is likely to just cry at the first sign of violence.



NAZZADI

They are the enemy and all that. They killed your parents and may well kill you. But if you said that is what motivated you, it would just be an excuse. They are probably just as messed up as you are with all that devotion to defeating their enemies and victory. Honestly, what does that sort of thing get you?

UNITY

Unity is one of two mecha that the NEG reverse engineered from the Nazzadi Annimor captured at the battle of Apollo. It has superior performance compared to other NEG mecha or combat vehicle. The Nazzadi consider the Annimor to be a weaponized relic; sacred in form and purpose. What little time you have had in Unity has given you a glimpse into the truth of that view. When inside Unity, your mind and body are synced to its systems and you are filled with a sense of freedom and power. You have even come to think of Unity almost as its own sovereign entity. Unity's twin is called Echo.



Agility	Intellect	Perception	Presence	Strength	Tenacity
10	4	11	6	6	7

SKILLS

Marksman 3d+11, Pilot 3d+10, Athletics 2d+10, Dodge 2d+10, Fighting 2d+10, Intimidate 1d+6, Observation 1d+11, Misdirect 1d+6, Stealth 1d+10

COMBAT

PLASMA CANNON	Attack: 3d+11	Damage: 4
ROCKET POD	Attack: 3d+11	Damage: 2 (autofire)
HYPEREDGED CLAWS	Attack: 2d+10	Damage: 2

Dodge: 2d+10 Armour: 2 Vitality: 4

0	-1	-3 + slow	-6 + crawl	KO
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ECHO

Echo is one of two mecha that the NEG reverse engineered from the Nazzadi Annimor captured at the battle of Apollo. It has superior performance compared to other NEG mecha or combat vehicle. The Nazzadi consider the Annimor to be a weaponized relic; sacred in form and purpose. What little time you have had in Echo has given you a glimpse into the truth of that view. When inside Echo, your mind and body are synced to its systems and you are filled with a sense of freedom and power. You have even come to think of Echo almost as its own sovereign entity. Echo's twin is called Unity.



Agility	Intellect	Perception	Presence	Strength	Tenacity
11	6	9	5	6	8

SKILLS

Dodge 3d+11, Pilot 3d+11, Fighting 2d+11, Observation 2d+9, Technician 2d+6, Computers 1d+6, Education 1d+6, Intimidate 1d+5, Marksman 1d+9

COMBAT

PLASMA CANNON	Attack: 1d+9	Damage: 4
ROCKET POD	Attack: 1d+9	Damage: 2 (autofire)
HYPEREDGED CLAWS	Attack: 2d+11	Damage: 2

Dodge: 3d+11 Armour: 2 Vitality: 4

0	-1	-3 + slow	-6 + crawl	KO
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RANGER

Despite being only 24 years old, you are one of the most experienced combat pilots in the NES fleet. Five years ago, you lied about your age so you could join the fleet and fight in the very first battle against the Nazzadi. You have fought endless battles since. During the battle of Apollo, something in you snapped. You lost control of yourself and started to kill. The number of Nazzadi you defeated earned you a medal, but you know that your reckless actions also led to the death of at least one other NEG pilot. It was covered up, but you feel ashamed and so very foolish.



Your friends were the thing that got you through your experience. Evie, a former classmate, suggested that you help her train NES cadets, working out your mistakes by teaching others not to make them. It helped you heal your sins from those dark days. Someone up the chain in the NES came up with the idea of actually having you go undercover amongst the students, supposedly to provide encouragement as their peer. However, you suspect this was to allow you to make assessments of the students in secret.

Your class includes some of the best pilots you have seen. They are a league above you when you were their age. They are destined to pilot new mecha designed on the advanced Nazzadi one captured at the battle of Apollo. Two of the students are orphans of that battle, and it fills you with both hope and dread to see them wield the weapon of the enemy at the new forefront of the humanity's defence.

Agility	Intellect	Perception	Presence	Strength	Tenacity
6	4	7	8	7	7

SKILLS

Fighting 4d+6, Marksman 4d+7, Dodge 3d+6, Intimidate 3d+8, Pilot 2d+6, Misdirect 2d+8, Technician 2d+4, Athletics 1d+6, Medicine 1d+4

COMBAT

CS-44 ENFORCER **Attack: 4d+7** **Damage: 3**

COMPOSITE COMBAT KNIFE **Attack: 4d+6** **Damage: 3**

Dodge: 3d+6	Armour: 1	Vitality: 2	0	-1	-3 + slow	-6 + crawl	KO
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JASON

Jason is one of those orphans. You admire him as a pilot and the way he does not let hate eat away at him. But you feel that there is something about him that is out of place. That is no doubt why he is the one that your superiors have asked you to report on the most.



REBECCA

You see a lot of you in her at that age. You spend time together tinkering with mecha, and you even modified one of those new mecha to allow her to fly it. Nothing wrong with destiny arriving a little early, and the look on her face was all the reward you needed.



EVIE

She is a good friend and a caring person. You loved her once and you might have been a couple if you hadn't lost your soul at Apollo. She deserves someone better than what you are now. Until then, you believe that she will do the right thing, no matter the situation.



NAZZADI

You have killed more than your share of Nazzadi, but you don't hate them anymore. You have seen them give mercy, feel fear, and be enraged. As clichéd as it sounds, they are not that different from you. You fight now to protect those you care about, not hatred for your enemy.

EVIE

You are a supply officer in the NES, tasked to organise events and celebrations and ensure that everyone gets what they need. It is about as junior an officer as you can get, but you find it a fulfilling role. Despite little ambition for advancement, you recently got promoted to help teach cadets to pilot in combat. It is not an area in which you have any practical experience, but you have often wished you had the courage to do more for the NEG: to stand up for what matters and make a difference.



Your class is filled with promise and you only hope that you have done right by them. You often feel doubt that you have let them down and rely heavily on Ranger's counsel that you are a good teacher. Ranger is an old friend and a veteran pilot currently undercover in the class. He is tasked by Captain Brunner, the superior officer of Ptolemy station, to provide assessments about the cadets, no doubt to give an accurate report on their combat potential.

One of the main joys you take from your class is the potential you see in Jason. He is a truly gifted. Despite being 6 years your junior, you have felt your admiration turn to love. You have kept your feelings to yourself, as you don't want to distract someone like him with something so silly. You can't wait to tell him this morning that he and his sister, Rebecca, have been selected to pilot Unity and Echo, the two new mecha designed from the advanced Nazzadi one that their parents died to capture at the battle of Apollo.

Agility	Intellect	Perception	Presence	Strength	Tenacity
5	9	8	6	4	7

SKILLS

Education 4d+9, Observation 4d+8, Computers 3d+9, Persuade 3d+6, Marksman 2d+8, Medicine 2d+9, Dodge 2d+5, Misdirect 1d+6, Pilot 1d+5

COMBAT

CS-40 DEFENDER

Attack: 2d+8

Damage: 2

Dodge: 2d+5

Armour: 0

Vitality: 2

0	-1	-3 + slow	-6 + crawl	KO
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JASON

You care for Jason deeply but he has a destiny to fulfil and you...well, you are still a supply officer at the age of 26. It would obviously be just a distraction for you both. However, he stirs in you a desire to do more for the fight for humanity's survival and he gives you hope.



REBECCA

Of all the cadets in the class, Rebecca is the one which you have problems teaching. In your evaluation, she could be as good a pilot as her brother, if she could just focus. You continue to believe in her, trying your best to tolerate the way she acts with you (and her brother).



RANGER

You spent several years together in the early days of the war. In a more peaceful time, you may have become a couple, but he is now plagued with doubts. His support continues to be a source of strength for you. You just hope he finds a source of his own someday.



NAZZADI

You find it hard not to hate any species that has caused so much pain and death. You find it hard to believe that there are not those amongst the Nazzadi that would strive for peace if they had opportunity and a reason to do so. Someone just needs to find both of these and do so fast.

BAYONET

The Bayonet is a NEG Sword class mecha and the workhorse of the NEG. With the growing pace of human mecha design spurred on by the reverse engineering of the Arnimors, the Bayonet will soon be out of production. But until then, it gives human soldiers the ability to fight. It is reliable and can take a beating, but it is clearly outmatched by the Nazzadi counterparts. Many NEG pilots consider them to be little more than flying coffins. However, veteran pilots that have the skills to be able to survive combat and compete with the enemy know that the Bayonet has a few tricks up her grimy sleeves. Fight dirty, fight hard and many of the Nazzadi's advantages disappear.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	4	6	8	4	7

SKILLS

Fighting 4d+6, Marksman 4d+6, Dodge 3d+6, Intimidate 3d+8, Pilot 2d+6, Misdirect 2d+8, Technician 2d+4, Athletics 1d+6, Medicine 1d+4

COMBAT

LASER CANNON	Attack: 4d+6	Damage: 2
ROCKETPOD	Attack: 4d+6	Damage: 1 (autofire, once only)
FISTS	Attack: 4d+6	Damage: 1

Dodge: 3d6+6

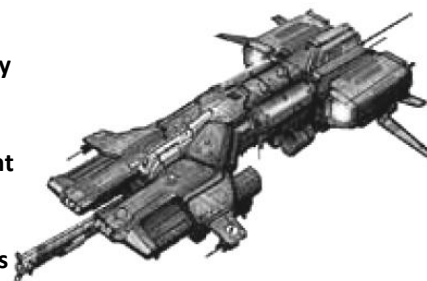
Armour: 1

Vitality: 2

0	-1	-3 + slow	-6 + crawl	KO
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NES CHIMERA

The Chimera is a one of kind pocket battlecruiser. It is designed to pack the same punch as a regular NES battlecruiser but is capable of being operated by a minimal crew thanks to a revolutionary biogenetic interface. This gives it a considerable advantage of surprise in combat against those who have yet to face it. It is also capable of hyper-acceleration jumps. The energy requirement for these jumps means that only one such jump is possible every few hours. The inside of the Chimera is well lit and modern. There is spacious living quarters for all crew as well as comfortable common areas. However, there is almost no gravity inside the vessel.



Agility	Intellect	Perception	Presence	Strength	Tenacity
2	9	5	6	9	7

SKILLS

Education 4d+9, Observation 4d+5, Computers 3d+9, Persuade 3d+6, Marksman 2d+5, Medicine 2d+9, Dodge 2d+2, Misdirect 1d+6, Pilot 1d+2

COMBAT

LINKED LASER CANNONS	Attack: 2d+5	Damage: 4 (may fire twice)
CHARGE BEAM	Attack: 2d+5	Damage: 8
ROCKET POD	Attack: 2d+5	Damage: 2 (double autofire)

Dodge: 2d+2

Armour: 2

Vitality: 12

0	-1	-3 + slow	-6 + crawl	KO
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TYSO

You are one of the best Nazzadi Templar-Pilots to have ever been blessed with an Arnimor. You have only been bestowed with privilege of fighting humanity for a few years, but you have proved yourself well in that time. Your fellow Nazzadi look upon you with awe and pride, but they don't see the growing hole inside you. You have achieved everything you wanted and were expected to achieve but it brings you only emptiness and pain. Surely, what you were taught had more meaning than this.



You seek solace from your friends. You don't see eye to eye with Shiva, your sister, but that brings you some comfort in its own way. Herot introduced you to the one thing that fascinated you above all others – history. The fact that the Nazzadi Empire stretched endlessly back through time once formed the basis of your conviction that the Firstborn had the right to extend the benefit of Nazzadi rule over humanity. The humans' lack of understanding and their presumptuousness, especially given how young they are as a species, stung like an unforgivable insult. However, now you are not sure if this is true anymore.

You also find yourself distracted by Torin. You admire the way she earnestly struggles to be the ideal Nazzadi and live up to her father's legacy. You haven't the heart to reveal to her where that path has led you, even though you know it will save her pain in the end. If only you could explain it all to her in a way that would not destroy whatever you have between you in the process. You know that you love her, but you resist letting your feelings go deeper so you don't drag her down with you when you fall.

Agility	Intellect	Perception	Presence	Strength	Tenacity
8	4	9	6	5	7

SKILLS

Pilot 4d+8, Marksman 3d+9, Fighting 3d+8, Athletics 2d+8, Dodge 2d+8, Persuade 2d+6, Intimidate 1d+6, Observation 1d+9, Stealth 1d+8,

COMBAT

NIR-09 ASSAULT RAIL RIFLE **Attack: 3d+9** **Damage: 3 (autofire)**

STANDARD Y BLADE **Attack: 3d+8** **Damage: 2**

Dodge: 2d+8

Armour: 1

Vitality: 2

0	-1	-3 + slow	-6 + crawl	KO
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SHIVA

You respect your sister, though no one else takes her seriously. Despite her wild ways, you know she is your equal. Your sister's growing affection for Herot concerns you as he may not be able to protect himself from getting burned when she turns on him.



TORIN

You have fallen in love with Torin. She is a symbol of everything that gave you the inspiration, hope and courage that you now lack. You know she feels the same way, but she has begun to sense your doubts – and doubt is something unworthy of a Templar-Pilot.



HEROT

Herot is your closest friend. You respect his lore and dedication, despite his lack of the combat skills that the Nazzadi most revere. However, he has been distant of late, as if a cloud hangs over him bringing him nothing but trouble.



HUMANS

You suspect that the Nazzadi were once like humanity. At first you thought that they just needed a more experienced hand to help guide them to their full potential. Now, you find yourself even admiring the virtues that they espouse, even die for. Maybe, when the fighting ends, you could learn something from them.

SHIVA

You are a Templar-Pilot. Where your brother is a paragon of the virtue, you are the storm that rejects it. You are the catalyst that takes what others believe and forges it into something better and brighter. No one seems to understand that you don't do this out of spite but to help those who need it. You refuse to be bound by those things that weigh so heavily on others.



Your attitude is met with disapproval amongst the Nazzadi, but you know better. The Nazzadi are hurtling towards an abyss. Their faith in Korali will not hold forever. Only by evolving and challenging the status quo will the Nazzadi become something stronger and survive. There has been no better example of this than the defeat at Apollo. The human ingenuity that committed sacrilege by stealing an Arnimor changed the Nazzadi somehow. Many would say for the worse, as humanity has won many victories since. But you sense it was for the better, as if the Nazzadi finally learnt to overcome restraints that held them back.

One Nazzadi does not shy away from you like the others do – Herot. He is everything you think the Nazzadi should become. He questions. He values knowledge and adaptability above all other things. He is also driven to some purpose. You believe he wants to share his purpose with you. But he resists because your unpredictability often means that you are dangerous and untrustworthy. You have to find a way to make him understand who you are and hopefully make him (and yourself) trust you.

Agility	Intellect	Perception	Presence	Strength	Tenacity
7	6	7	7	4	8

SKILLS

Marksman 4d+7, Education 3d+6, Persuade 3d+7, Dodge 2d+7, Intimidate 2d+7, Stealth 2d+7, Fighting 1d+7, Observation 1d+7, Pilot 1d+7

COMBAT

NIR-05 ASSAULT RAIL RIFLE **Attack: 4d+7** **Damage: 2 (autofire)**
STANDARD Y BLADE **Attack: 1d+7** **Damage: 2**

Dodge: 2d+7	Armour: 1	Vitality: 2	0	-1	-3 + slow	-6 + crawl	KO
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TYSO

As siblings you share a bond. You respect him for what he has achieved, just not for the reasons he has done so. You relish in the fact that he does not approve of your relationship with Herot, his best friend. It does him good to have doubts and be asking questions.



TORIN

Your brother admires Torin. After all, she is a trueborn Nazzadi, just like her father, Field Marshall Vreta. But Torin and her father suffer from a failing purpose and growing doubt at everything they have been taught. However, they could also be a powerful agent for change.



HEROT

Herot intrigues you. You suspect he has knowledge that he knows you also want. But he's the one Nazzadi you respect and you have feelings for him. You are left with the dilemma of learning his secret but not in a way that destroys whatever future you both may have.



HUMANS

Humanity intrigues you. Looking at them is like looking deep inside yourself, past all the teachings and traditions, to the raw stuff at your very core. They thrive from change and adversity. It is something that you admire in them, but it also makes them dangerous.

MALOKI

The Arnimor is a weaponized relic, piloted by those who have proved themselves both in combat and in spirit. They are an extension of the pilot's power – an anima that protects them and inflicts justice on those who deserve punishment. Nazzadi attribute Arnimors with identity. Maloki is a vibrant dancer; mad, expressive and mesmerising. Though Nazzadi mecha are well known for their speed, designed to fight using the "lightning war" principle espoused by Korali, Arnimors are faster. They are like avenging angels of old and even a rumour of them is enough to shake even the most hardened of NEG forces.



Agility	Intellect	Perception	Presence	Strength	Tenacity
10	4	10	6	5	7

SKILLS

Pilot 4d+10, Marksman 3d+10, Fighting 3d+10, Athletics 2d+10, Dodge 2d+10, Persuade 2d+6, Intimidate 1d+6, Observation 1d+10, Stealth 1d+10

COMBAT

PLASMA CANNON	Attack: 3d+10	Damage: 4
ROCKET POD	Attack: 3d+10	Damage: 2 (autofire)
HYPEREDGED CLAWS	Attack: 3d+10	Damage: 2

Dodge: 2d+10 Armour: 2 Vitality: 4

0	-1	-3 + slow	-6 + crawl	KO
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ARONI

The Arnimor is a weaponized relic, piloted by those who have proved themselves both in combat and in spirit. They are an extension of the pilot's power, an anima that protects them and inflicts justice on those who deserve punishment. Nazzadi attribute Arnimors with identity. Aroni is a silent warrior; unstoppable, relentless and deadly. Though Nazzadi mecha are well known for their speed, designed to fight using the "lightning war" principle espoused by Korali, Arnimors are faster. They are like avenging angels of old and even a rumour of them is enough to shake even the most hardened of NEG forces.



Agility	Intellect	Perception	Presence	Strength	Tenacity
9	6	8	7	5	8

SKILLS

Marksman 4d+8, Education 3d+6, Persuade 3d+7, Dodge 2d+9, Intimidate 2d+7, Stealth 2d+9, Fighting 1d+9, Observation 1d+8, Pilot 1d+9

COMBAT

PLASMA CANNON	Attack: 4d+8	Damage: 4
ROCKET POD	Attack: 4d+8	Damage: 2 (autofire)
HYPEREDGED CLAWS	Attack: 1d+9	Damage: 2

Dodge: 2d+9 Armour: 2 Vitality: 4

0	-1	-3 + slow	-6 + crawl	KO
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TORIN

You are the devoted daughter of Field Marshall Vreta, one of the Firstborn and the greatest living Nazzadi warrior. That is not to say that you have a close familial relationship with him. The Firstborn spread their seed wide and you have many siblings. You have become concerned for your father of late. The toll of the war wears on him heavier than anyone else. Though he strives for victory, and achieves it, you can see that it is now less for honour and more to bring the war to a swift end. You wish you could do more, but you know there is no way that you could properly approach him to offer your aid.



Despite the fact that you haven't been blessed with an Arnimor, you have distinguished yourself in combat. As acknowledgement of your achievements, you lead a Cell Group consisting of two Templar-Pilots. One of those is also your mate. Or at least, he will be as soon as you decide to formalise the relationship. Tyso is an outstanding warrior and very much a paragon of the virtues of Korali. But there is something about him which has held you back. You sense doubt in him that was not there previously. Is this something that you have caused? If he could just calm his soul, you think that you might even let yourself love him.

Your Cell Group has just been chosen for the attack on Ptolemy station to recover what remains of the Arnimor taken by the NEG at the battle of Apollo. It is a great honour. It is a time to prove your leadership and bring your Cell Group together as a single unit.

Agility	Intellect	Perception	Presence	Strength	Tenacity
8	4	5	9	7	6

SKILLS

Persuade 4d+9, Fighting 3d+8, Dodge 3d+8, Intimidate 2d+9, Marksman 2d+5, Misdirect 2d+9, Education 1d+4, Observation 1d+5, Pilot 1d+8

COMBAT

NIR-05 ASSAULT RAIL RIFLE **Attack: 2d+5** **Damage: 2 (autofire)**
EXQUISITE Y BLADE **Attack: 3d+8** **Damage: 3**

Dodge: 3d+8 Armour: 1 Vitality: 2

0	-1	-3 + slow	-6 + crawl	KO
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TYSO

You desire Tyso but you sense a weakness in him. According to Korali that means you have a weakness too. You need to help him resolve his weakness, find the strength to resolve it for him or leave him behind. Then you will be strong.



SHIVA

You respect Shiva as a warrior and a woman. But she questions you too much for your liking. You constantly need to bring her into line. It doesn't help that she is the brother of Tyso and holds the affections of Herot, being the other two Cell members.



HEROT

Though you know Herot holds great knowledge, he lacks conviction, discretion and valour. If he exhibited those three things then you would be prepared to hear what his lore advised and perhaps even act upon it.



HUMANS

You resent humans more than hate them, mostly because of how the war makes your father suffer. If they just understood that their species is a lie, a biological accident bereft of a destiny other than to be brought into the Nazzadi Empire, then all the suffering could end.

HEROT

You wanted to be a Templar-Pilot ever since you knew what that meant. It wasn't victory in combat that appealed to you but the strength of spirit and pursuit of truth. The problem is that you find those two virtues often come into conflict. The more truth you know, the more doubt undermines your spirit. You sought others of similar outlook and that is when you discovered the conspiracy called the Dual. You know if revealed the Dual would mean your death. Its very existence betrays Korali and all Nazzadi virtue.



As demanding as the Dual is on your time now, you have been careful to continue having contact with other Nazzadi. Your best friend, Tyso, arranged for you to become a member of his Cell Group. There you met Shiva. She is unlike any Nazzadi you have met before. She thrives on unpredictability and challenging the status quo. These are all virtues which make you want to reveal the Dual to her. However, you are afraid that she lacks control or the compassion needed to be given the responsibility. If she learns the truth, you worry that she may end up unwittingly using it to destroy and increase the suffering of others.

After a recent discovery, you have decided to take a desperate gamble that may affect every Nazzadi. You can't tell your Cell Group you are leaving, in fear that they will be involuntarily drawn into your affairs. The Dual are united behind you though. Talot, a fellow Dual member, has agreed to reveal your plan to your Cell Group once you are gone, so that they can choose whether to assist you – and remember you if you fail.

Agility	Intellect	Perception	Presence	Strength	Tenacity
6	9	7	4	5	8

SKILLS

Education 4d+9, Computers 3d+9, Occult 3d+9, Dodge 2d+6, Marksman 2d+7, Technician 2d+9, Fighting 1d+6, Misdirect 1d+4, Pilot 1d+6

COMBAT

NIP-10 AUTO NEEDLER **Attack: 2d+7** **Damage: 2**

UNARMED **Attack: 1d+6** **Damage: 1**

Dodge: 2d+6 Armour: 1 Vitality: 2

0	-1	-3 + slow	-6 + crawl	KO
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TYSO

Your best friend. You have often dreamt of having someone as respected, devoted and accomplished as him supporting your cause. But he has his own doubts to deal with and you don't want to burden him with more than he can bear.



SHIVA

By Nazzadi standards, you know you fail on many counts. As such, the affection Shiva shows you is surprising. You want to confide in her but you hesitate as her wild and dangerous nature could destroy everything you have worked for.



TORIN

Torin is someone you have been wary of, given her connection to Field Marshall Vreta. If only she could see that what her father truly wants is to end the war at any cost, before it costs the Nazzadi everything.



HUMANS

You don't have much opinion about humanity. They have been attacked by the Nazzadi and have reacted in a predictable fashion. Everything else that is said is simply excuses to justify the actions by those involved. If things were different, you see no reason why peace might not be possible.

THE PLAN

You are a member of a conspiracy called the Dual. The Dual believes that the Firstborn, the ones who lead the Nazzadi, are actually being controlled by a powerful shadowy force. The force has proven to be adept at remaining unseen. They use methods and devices beyond that of any known means, suggesting that the force may not be of Nazzadi origin, to communicate and control their agents and these are often indistinguishable from other Nazzadi.

The thing that convinced you that this force exists lies in the Nazzadi histories, which you have a particular fondness for. To a casual observer the histories seem to be in order. However, you noticed that any record of matters more than 10 years old had a different tone than records of more recent events. To try and discover the truth of this discrepancy, you went to interview the historians who wrote the older records and could not find any of them. Something had not only dealt with them but had also removed every trace of them. Some perfidious force is systematically sabotaging Nazzadi history and potentially the Nazzadi race.

Given the power and widespread nature of this shadowy force, you know that as soon as you take steps to reveal them, they will move swiftly to stop you. If they are successful, you will not only fail but all your efforts will mean nothing and no one will know you ever existed.

Unable to decide what action to take against such consequences, you waited for a sign. That sign came in a message from a Nazzadi scientist called M. He promised you the truth and showed you samples of science and technology more advanced than anything you have seen as proof of his words. To learn more you must find a way to travel to the hidden facility at the site of the battle of Apollo where he resides. You do not trust any Nazzadi transport to get you there though, so you must find a way for humans to take you. This latest mission against Ptolemy is a perfect opportunity, if you can just find a vessel capable of making the journey quickly. Surely, humans will want to know the truth behind their enemy just as much as you.

M also asked you to keep an eye out for two humans going by the names of Jason and Rebecca. The Dual have confirmed that they are resident on Ptolemy. He implied that they shared your suspicions and could be instrumental in finding the truth, but the coincidence is not lost on you. You are beginning to suspect that M may in fact be human.

VISION ONE

As the buzzing noise from the feedback burrows into your brain, you can make out images. They are just shadows in the snow, but they seem to be getting stronger. You see the Nazzadi, a vast and powerful race, ready to strike down humanity without mercy. They stretch off into the blackness, no doubt from the distant galaxy from whence they came.

But the blackness is not the endless depths of space. It is some kind of immense silhouette. You try and make it out but your mind cannot accept what it sees. It is not natural, and it sees you. The buzzing in your mind grows louder as it tells you that it will crush you and all those that defy it.

VISION TWO

You scream in pain and the buzzing noise recedes. As you open your eyes, you sense your mother and your father looking down on you. Unseen, they smile sadly and reach toward you protectively. You sense their love of their children wash over you. They are sending someone to help you.

To your surprise that person is a Nazzadi, but after a few moments you don't find his alien visage terrifying. After the black silhouette beyond the stars, the Nazzadi's face; his eyes, nose and smile, fill you with a sense of purpose. Danger is coming for him, for you, and you must gather your allies, friends and family to stop it.

The vision eventually fades and you feel rested. You find yourself in the cockpit of your Arnimor, curled up into a fetal position. The sounds of battle rain around you, and someone screams your name over the comm.