



DEN OF INQUITY

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PSYWAR—NOT HOW IT LOOKS (2 HEAT)

A PC is identified as a patron of the establishment, providing material suitable for extortion and Psywar attacks. Spend 1 extra Heat per additional PC.

WARFARE—OVERWHELM (3 HEAT)

A PC becomes potentially addicted to the services on offer. Target must pass a **Challenging (D2) Willpower test** or suffer a Metanoia Effect related to lust.


Tunguskan cyber-dungeon, Acontecimento sensa-suite,
USArriadnan frontier brothel.



ANTENNA RELAY

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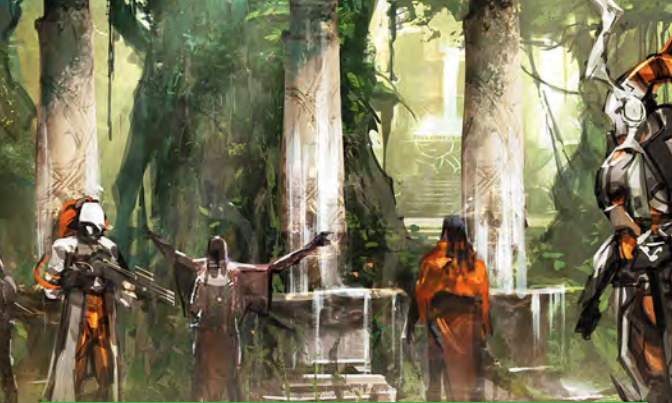
INFOWAR—HOW DOES IT WORK (2 HEAT)?

A nearby relay malfunctions. A PC connected to the node must pass a **Challenging (D2) Analysis test** to avoid 1+4  Firewall damage.

WARFARE—STOP RIGHT THERE (3 HEAT)!

A 4 Trooper fireteam surprises the PCs. Use stats for adversaries relevant to the location.

Arachne relay, alien communication station, Ariadnan observation tower.



JUNGLE SECRETS

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PSYWAR—CABIN FEVER (1 HEAT)

Tempers fray in the heat. Increase the difficulty of all social tests by 1 for the remainder of the scene.

INFOWAR—ARE WE LOST (2 HEAT)?

The connection to the datasphere is disrupted for the remainder of the scene, increasing the difficulty of all tasks requiring access by 2.

Paradiso trail, USAriadnan sierra, oasis in Bourak.




METAL FOREST

METAL FOREST

WARFARE—RUSTY DUCTS (2 HEAT)

A dangerous terrain zone becomes hazardous. (Portion of floor collapses, etc.)

WARFARE—MIND YOUR HEAD (4 HEAT)!

Spend 4 Heat to send debris falling toward a PC, who must succeed at a **Challenging (D2) Acrobatics** or Athletics tests to avoid 1+4  with Knockdown and Stun.


Atek slum in Portobelo, air ducts in a ship, an abandoned mine in Purgatorio Asteroid Belt.



CYBER-DREAMS

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PSYWAR-404 ERROR (1 HEAT)

Frustrations creep in, inflicting 1+2  Resolve damage to a PC.

INFOWAR-OBLIVION (4 HEAT)

A Trinity attack is triggered in the area (*Infinity Corebook* p. 353). Each PC must succeed at an **Average (D1) Willpower test** to avoid the effects. 2 additional Heat can be spent for +1 difficulty.

Arachne, Maya, local datasphere



NOWHERE TO RUN

NOWHERE TO RUN

WARFARE/INFOWAR—IS IT THAT WAY (2 HEAT)?

A potential wrong turn manifests itself in a chase. A **Daunting (D3) Analysis** or **Observation test** prevents the wrong turn, otherwise the PCs remain unaware.

WARFARE—OUT OF THE FRYING PAN (5 HEAT)

A recently used exit is sealed and the new area flooded with reinforcements.
(Place a fireteam of 5 Troopers, 3 Troopers and 1 Elite, or 2 Elites.)

Orbital Station, underwater laboratory, Svalarheima outpost



BIG BAD WOLF

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WARFARE—WE'RE NOT ALONE (2 HEAT)

Spend 2 Heat to ambush the PCs with a pack of wild animals. (Wild dogs, Funduq viper's nest, etc.)

WARFARE—ON THE PROWL (2 HEAT)

The PCs are stalked by an Elite creature (Ariadnan Brown Bear, Gayatri Moehau in heat, etc). Can be used in conjunction with We're Not Alone.


Caledonian moors, primeval jungles, illegal fighting pits



TROUBLE ON DECK!

TROUBLE ON DECK!

WARFARE—TAMPER TANTRUM (2 HEAT)

Nearby unexploded ordinance detonates. PCs in the designated zone must succeed at a **Challenging (D2) Acrobatics** or Athletics to avoid 2+5  with the Knockdown, Piercing 1, and Spread 1 qualities.

WARFARE—HULL BREACH (5 HEAT)

Used in conjunction with Temper Tantrum to inflict a hull breach in the area. 2 rounds of vacuum exposure ensue before systems seal the breach.

Nomad Mothership, Circular, Spaceship



CROSSED THE LINE

CROSSED THE LINE

PSYWAR—SAY WHAT (1 HEAT)?

The characters to breach unknown and obscure protocol. A successful **Average (D1) Lifestyle** or **Persuade test** avoids 1+3 **Resolve** damage.

WARFARE—SOCK 'EM (2+ HEAT)!

SE AFTER SAY WHAT? The area erupts into a localised riot. For each 1 (Trooper) or 2 (Elite) Heat also spent, rioters head for the PCs.



TAKE OUT!

TAKE OUT!

WARFARE-TASTES GOOD (1 HEAT)

Spend 1 Heat for a character to eat dodgy food. An **Average (D1) Resistance test** must be made to avoid food poisoning (*Infinity Corebook* p. 347).

WARFARE-IT BURNS (2 HEAT)!

Use after Tastes Good. Add the Immobilising and Vicious 1 qualities to any damage suffered from food poisoning.

Lo Pan's Noodle Hut, Nomad recycling unit, Merovingian restaurant.



THE ULTIMATE
PRACTICAL PRESENT
THIS CHRISTMAS:
A COFFIN

JUNKYARD

JUNKYARD

WARFARE-TAINTED GROUND (2 HEAT)

Create a hazardous radioactive zone around a damaged piece of tech. (Radiation rating 1.)

WARFARE/PSYWAR-THOSE ARE OUR TOYS (4 HEAT)!

Introduce a band of looters (2 Troopers, 1 Elite). Additional Troopers (1Heat) or Elites (2 Heat) can join in subsequent rounds. The PCs should have an option to talk the situation down.

Atek slums, derelict orbital, ruined city block.




TO THE ELEVATOR!

TO THE ELEVATOR!

WARFARE—SLOW RISER (2 HEAT)

Induce zero-g for the rest of the scene. A **Challenging (D2) Tech test** at a maintenance panel can restore normal gravity.

WARFARE—GOING DOWN (3 HEAT)

Use after Slow Riser. Restore normal gravity. A **Challenging (D2) Acrobatics** or **Athletics test** must be made to avoid 1+4  Vigour damage with Knockdown and Stun that ignores Soak.


Orbital elevator, Circular docks, Shuttle.




CHOP-SHOP

CHOP-SHOP

WARFARE—HEADS UP (1 HEAT)!

Drop some heavy metal into the fray. A target PC receives 1+4  Vigour damage. Each additional Heat spent affects another target within Close range.

WARFARE—NOT THE RED BUTTON (3 HEAT)!

Create an explosion in a zone. The target and all characters within Close range must succeed at an **Average (D1) Acrobatics** or **Athletics test** to avoid 1+4  Vigour damage with Incendiary 1 and Knockdown. Security (Troopers) can arrive after the explosion (Spend 1 Heat for each Trooper).

Illegal chop-shop, assembly line, Tohaa bio-lab.



BEAUTY TREATMENT

BEAUTY TREATMENT

WARFARE—IT'S A NORMAL REACTION (2 HEAT)

A PC is 'innoculated' with an aerosol substance. They must succeed at a **Challenging (D2) Resistance test** or gain the Dazed condition for the scene.

WARFARE—EASY MARK (3 HEAT)

Covertly tag a PC for the session, reducing Observation or **Survival tests** to trace them by -1D. A **Daunting (D3) Analysis** or **Observation test** detects the chemical spray.

PanOceanian beauty clinic, Bakunin Beau-boutique,
ALEPH recreation laboratories, Submondo underground clinic



A DAY AT THE TRACKS

A DAY AT THE TRACKS

PSWYAR—TEAM VOLTAGE (1 HEAT)

Spend 1 Heat to remove 1 Asset from a target PC (through poor betting, a con, or theft).

WARFARE/PSYWAR— STOLYAROVA HAS THE LEAD (3 HEAT)!

The PC's investigations or antics draw the attention of mechanics who assume they are saboteurs from a rival team. A **Challenging (D2) Persuade test** avoids a brawl against 6 Troopers. Spend additional Heat to summon reinforcements as usual.

Neoterran Glaurung Cup, Human Edge illegal race circuits,
Japanese mean streets.



TOUR DE FORCE

TOUR DE FORCE

PSYWAR—BREAK A LEG (1 HEAT)

The PCs are involved in an accident that injures a celebrity on camera. +1D on all social rolls concerning fans of the celebrity until public apology made.

PSYWAR—AWKWARD (4 HEAT)

USE AFTER BREAK A LEG! The celeb manages to actually break something or seriously injure themselves. Any PC present gains the trait 'Bad Penny'.

Maya Star's live broadcast location, Vaudeville's hottest bar,
YuJing's Imperial Opera House.



FOOT...MEET MOUTH!

FOOT...! MEET MOUTH!

PSYWAR—GO ON, SAY IT AGAIN (2 HEAT)

The characters potentially commit a faux-pax. A successful **Challenging (D2) Persuade test** avoids +1D to all social tests for the remainder of the scene.

WARFARE—WE NEVER KNEW (3 HEAT)!

USE AFTER SAY WHAT? An opportunistic rival faction use the situation to spark a diplomatic incident. Fists fly, with the PCs caught in the crossfire.

PanOceanian political lobbies, Bakunin module's, Caledonian clan meet.



A CASE OF THE HIRAETH

A CASE OF THE HIRAETH

INFOWAR—A SIMPLE LIFE (2 HEAT)

On account of poor relays to all networks, all tests using comlog functions and hacking devices suffer +1D.

INFOWAR—STONE AGE (4 HEAT)

All network connections are completely severed for the remainder of the scene. The zone also gains white noise (*Infinity Corebook* p. 110)

Small Merovingian town, Moon colonies, Old Paris on Earth.



HERE BE MONSTERS

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WARFARE—EMPTY WASTELAND (1 HEAT)

Spend 1 Heat to attack a PC with a Trooper-level creature (e.g. Funduq Viper). A **Challenging (D2) Observation test** is required to avoid being surprised.

WARFARE—IT'S WHERE (4 HEAT)?

The group are ambushed by a Nemesis-level creature (e.g. Trollhattan Troll), which targets the largest/most armed PCs and leaves hackers for dessert. Spend 1 additional Heat to include hazardous terrain, such as aquatic, disappearing, or saturation.


Svalarheima, Bourak, Varuna.

A lush, misty jungle scene with ancient stone ruins. The scene is filled with dense green foliage, including large trees and various plants. In the foreground, there are two workers wearing yellow hard hats and orange safety vests, standing near a stone structure. The background shows more ruins and a large waterfall. The overall atmosphere is mysterious and ancient.

ALLERGIES

ALLERGIES

PSYWAR—SUCH PRETTY FLOWERS (1 HEAT)

A PC develops a potential allergic reaction. An **Average (D1) Resistance test** must be made to avoid gaining the Dazed condition for the scene. Spend 1 additional Heat to inflict 1+3  Resolve damage.

WARFARE—FLU SEASON (2 HEAT)

A PC is exposed to Paradiso Sweats, Svalarheima Measles, or a similar contagion (*Infinity Corebook* p. 347).

Acontecimento Reserve, Paradiso's jungles, Caledonia's forests.



SHINING SOME LIGHT

SHINING SOME LIGHT

WARFARE—SURPRISE (2 HEAT)!

The group are ambushed by a Panzerfaust armed adversary (Trooper).
A **Daunting (D3) Analysis** or Observation avoids surprise.

INFOWAR—EAT THIS (3 HEAT)

Use in conjunction with Surprise! A PC is targetted with a Spotlight program. An opposed Hacking test is required to be successful, with the GM rolling 3d20.

Bourak desert, Outskirts of Tsitadel, Human Edge's mining complex.



REMOTE CONTROL

REMOTE CONTROL

WARFARE—INTRUDER ALERT (2 HEAT)

A PC is attacked by an aggressive remote (use Armbot profile, *Infinity Corebook* p. 362). Spend additional Heat to add more remotes or special weapons. The remote has Repeater and behaves autonomously.

INFOWAR—INTERFERENCE (2 HEAT)

Use with Intruder Alert! An Elite-level hacker runs interference on the attacking remote (*Wardriver, Infinity Corebook* p. 461).

Taittriya in ruins, Kurasage station, Orbital Station.




TOO HOT TO HANDLE

TOO HOT TO HANDLE

WARFARE—SABOTAGE (2 HEAT)

Use any time a piece of retrieved equipment is first employed by the PCs in real conditions. The equipment malfunctions.

WARFARE—TICK TOCK (5 HEAT)

Trigger a timed explosion. The PCs are aware of the countdown and have 4 rounds to either deactivate it with a **Daunting (D3) Tech test** or try to evacuate as many personnel as possible. Anyone in the explosion zone receives 2+6  damage with the Incendiary 2, Knockdown, Piercing 1, and Stun qualities.

Weapons depot, alien weapons cache, Praxis R&D laboratory



YOUNG AND RESTLESS

YOUNG AND RESTLESS

WARFARE/PSYWAR—TEEN HORMONES (2 HEAT)

A PC is exposed to experimental hormones. A **Challenging (D2) Resistance test** avoids gaining one of the following traits for the scene
Angsty Teen, Rebellious Teen, Lethargic Teen.

WARFARE/PSYWAR—PARTY VIBE

A PC is exposed to a potent narcotic. A **Daunting (D3) Resistance test** avoids gaining the Dazed and Staggered condition for the scene. A Repercussion on the test also temporarily inflicts the trait Blind Drunk.

Neoterran fertility clinic, ALEPH Lhost laboratories,
Praxis bioengineering labs.



OLD AND RESTLESS

OLD AND RESTLESS


WARFARE—VOLATILE RESURGENCE (1+ HEAT)

Spend 1 Heat per adversary. Crazy patients break free and attack the nearest NPC or PC (use Activist Trooper profile, *Infinity Corebook* p. 419).

WARFARE/PSYWAR—WE GOT ONE (4 HEAT)!

Use in conjunction with Volatile Resurgence. An NPC mistakes a PC for an escaped patient. 2 Elite CSU's (*Infinity Corebook* p. 427) are summoned to deal with the threat.

Resurrection centre, Tohaa bio-labs, Nomad Black Labs.

A futuristic industrial facility with a large glass window showing a complex interior with machinery and pipes. In the foreground, several characters in combat gear are visible. On the left, a character in a black and red suit with glowing green accents is aiming a large, futuristic rifle. Next to them is a female character in a black and red suit with a white hood, also holding a rifle. On the right, a character in a red and black suit with glowing green accents is aiming a rifle. In the background, a character with green hair is visible. The overall scene is set in a high-tech, industrial environment.

*Photo:tronica
Ensom Dal
R&D Facility*

PREACHING TO THE CONVERTED

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PSYWAR—INCITEFUL SERMON (1 HEAT)

Shift the mood of the crowd with the speaker's words. In addition to gaining Insular 1 and +1 Intransigence, the crowd become difficult terrain

WARFARE—MISSING ARTEFACTS (3 HEAT)

Transplant missing items of importance to the luggage or personal storage of a PC. A **Daunting (D3) Lifestyle** or **Persuade test** is required to defuse the situation if the PC is found carrying the item(s).



ROYAL AUDIENCE

ROYAL AUDIENCE

PSYWAR - THAT'S NOT THE AMBASSADOR?!

Spend 1 Heat for the PCs to snub the VIPs in the scene. An **Average (D1) Lifestyle** or **Persuade test** avoids +1D to social tests for the remainder of the scene.

PSYWAR—AND YOU ARE?

Spend 3 Heat to confront the PCs with very unfamiliar social nuances. A **Daunting (D3) Education** or **Lifestyle test** avoids an effective temporary loss of 2 levels of social class until the end of the scene (*Infinity Corebook* p. 387).

Imperial Palace, Oberhaus, Hachib's Palace at Funduq.




LIVING THE HOLO-HORROR DREAM

LIVING THE HOLO-HORROR DREAM

WARFARE—MAYBE IT'S SCARED (2 HEAT)?

Introduce an Elite beast to a newly-entered location. The beast attempts to attack from stealth. Up to 2 additional Heat may be spent to provide the Beast with up to 4 bonus Vigour (2 per Heat spent).

WARFARE—TUMBLETOWN (4 HEAT)

A wall or tunnel collapses into a target zone. A successful **Daunting (D3) Acrobatics** or **Athletics test** avoids 1+3  Vigour damage with the Knockdown, Spread 1, Stun, and Terrifying 1 qualities for PCs in the zone.

Deep space research station, Abandoned US Ariadne outpost,
Hexaedron military facilities.



SHINIES

SHINIES

WARFARE/PSYWAR—THAT LOOKS EXPENSIVE (1 HEAT)

Spend 1 Heat per Thug adversary (*Infinity Corebook* p. 459/60) to mob the PCs. An opposed **Command** or **Persuade test** convinces them to let the PCs go without violence. Failure means the thugs demand one piece of equipment, or else!

WARFARE—THANKS MUCHLY (4 HEAT)!

Spend 4 Heat to relieve a PC of one piece of equipment. A **Daunting (D3) Observation** or **Thievery test** catches pickpocket red-handed.

Seedy bar in Tartary, Portobelo Slums, Venusian gas farms.



WE DON'T HAVE THE POWER!

WE DON'T HAVE THE POWER!

WARFARE—LEAKY PIPES (2 HEAT)

The vehicle develops a malfunction. A **Challenging (D2) Tech test** fixes the problem, otherwise all Pilot tests suffer +1D.

WARFARE—MELTING POINT (4 HEAT)

The vehicle's reactor shielding malfunctions. The reactor's zone gains a radiation rating of 1. For 1 Heat per increase, the zone slowly expands across the vehicle until fixed (**Daunting (D3) Tech test**).


Orbital shuttle, submarine, Transtartaric locomotive.



IT'S LIFE OR DEATH!

IT'S LIFE OR DEATH!

WARFARE/PSYWAR—NURSE (1 HEAT)!

A friendly NPC associated to the PCs is admitted with serious injuries. The emotional impact inflicts 1+3  Resolve damage. Additional Heat may be spent to trigger a related trait.

PSYWAR—DEATH'S DOOR (2 HEAT)

The trauma and anguish is overwhelming. All Psywar attacks gain Piercing 1 until the end of the scene.

Mars hospital, Field ER in Paradiso, Medina's School of Medicine.



ARE YOU ENTERTAINED?!

ARE YOU ENTERTAINED?!

WARFARE—AN ARISTOS LIFE (2+ HEAT)

Two Trooper adversaries challenge the PCs to melee combat. Additional Heat may add extra Troopers (1 Heat/Trooper).

WARFARE—METTLE TEST (2 HEAT PER PC)

The PCs are tasked with defeating a combat team of equal size in close combat (use Elite stats). The GM gains 2 Heat each round to represent the enemy's knowledge of terrain, etc. Additionally, the fight takes place in Hazardous Terrain

Morat slave pits, Hexadome in Neoterra, Underground Aristeia circles.



DOCKING DELAYS

DOCKING DELAYS

PSYWAR—SHOULD BE STRAIGHTFORWARD (1 HEAT)

A docking procedure and authorisation are plagued with problems. An **Average (D1) Extraplanatory** or **Lifestyle test** avoids a full day of delay in docking.

PSYWAR—STALE ODOURS (2 HEAT)

The air recycler is struggling or malfunctioning. A Challenging (D2) Resistance is required for every six hours onboard, with failure resulting in +1D to all social skill tests. Personal filters (such as those equipped to power armour) negate this effect.

Ariadna orbital shuttle, O-12 orbital comms hub,
Qapu Kalqui's Merchant vessel




AGAINST THE CLOCK

AGAINST THE CLOCK

WARFARE—SEEK SHELTER (2 HEAT)

The temperature increases or decreases by one degree of magnitude or the radiation rating increases by 1. For 2 additional Heat, the PCs risk becoming lost unless a **Challenging (D2) Survival test** is passed.

PSYWAR—NEVER MAKE IT (3 HEAT)

An extra in the scene succumbs to the effects of the environment. Each PC must make a successful **Challenging (D2) Resistance test** to avoid 1+4  Resolve damage


Khiva Kala, Montalban, Kumlun, Svalarheima



KUANG SHI!

KUANG SHI!

PSYWAR—TOUGH QUESTIONS (2 HEAT)

The PCs are questioned by Imperial officials concerning their current mission and earlier whereabouts. The intense questioning inflicts 1+2  Resolve damage.

PSYWAR—TELL US ABOUT "MOTHER" (3 HEAT)

Use in conjunction with Tough Questions. A PC is subjected to "routine" debriefing programs. A **Daunting (D3) Discipline** or **Resistance test** is required to avoid gaining the trait Fear of Torture.

Yuling's occupied territory, Niemand's Zone occupied human getthos, Hexaedron Black Rooms.



DIGI-ARCHIVE

DIGI-ARCHIVE

WARFARE/INFOWAR/PSYWAR— SUPPLY PROBLEMS (2 HEAT)

The main power supply is disrupted temporarily, inflicting +1D to all Analysis and Education tests during the scene.

WARFARE/INFOWAR/PSYWAR— IT'S FLAT I TELL YOU (3 HEAT)!

A piece of information crucial to the mission is corrupted or damaged. Requires a **Challenging (D2) Analysis** or **Education test** to avoid gaining false clues or information.

O-12's Toth Bureau, Hexaedron, Tunguska Crypt.



NOT SO SMALL TALK

NOT SO SMALL TALK

PSYWAR—HOW WAS YOUR CHILDHOOD (1 HEAT)?

The PCs are psycho-analysed by a corporate psychologist, prompting an **Average (D1) Discipline test**. Failure inflicts 1+4 **N** resolve damage, though success provides 1 Momentum each time the PC performs a Lifestyle test during the remainder of the scene.

PSYWAR—WE'RE RELATED (3 HEAT)?

A PC discovers incredible information pertaining to their pasts. The knowledge immediately triggers a relevant trait and applies +1D to all social tests for the remainder of the scene.

Hypercorp HR department, Paradiso Veteran Medical Support Unit,
Bakunin religious cult module.



UNWELCOME GUESTS

UNWELCOME GUESTS

PSYWAR—CUT THE TENSION (2 HEAT)

An unsavoury location possesses an unnatural and oppressive aura. PCs suffer +1D to all social tests at the location.

WARFARE—WHO'S THE BOSS (4+ HEAT)

A local crime lord sends his thugs to teach a lesson. The PCs must fight 2 Elite adversaries, plus 1 more per 2 Heat spent.

Praesidio Module, Wu Ming "recruiting" center,
Yuan Yuan hideout in Human Edge.



SHOOTING STARS

SHOOTING STARS

PSYWAR—WHAT DO YOU THINK ABOUT BELGERMIR (2 HEAT)?

THE PCS ARE STOPPED AND INTERVIEWED BY A MAYASTAR! A **Challenging (D2) Lifestyle** or **Persuade** avoid interstellar embarrassment and +1D on all social tests for the rest of the scene.

WARFARE/PSYWAR—WE ARE LIVE (3 HEAT)!

The PCs are intercepted by a Mayastar whilst trying to remain inconspicuous. A **Daunting (D3) Persuade test** to avoid their identities and location being revealed.. Failure adds +1D to all stealth and social tests for the scene.

Tian Di Jing, Kadijah, San Pietro di Neoterra.



EYES EVERYWHERE

EYES EVERYWHERE

WARFARE—SEARCHING (2 HEAT)...

Multiple remotes flood an area, adding +1D to all stealth attempts made within the designated area until the end of the scene.

WARFARE—SEEK & DESTROY (1 OR 2+ HEAT)!

USE AFTER SEARCHING?! The remotes are collectively controlled by an LAI that takes offense at the PCs' presence. A number of Spotbots (1 Heat each) or Armbots (2 Heat each) attack the PCs.

Damburg, Arendal Navy Base, Clausewitz's Military Academy.



ANCIENT HISTORY

ANCIENT HISTORY

INFOWAR—BLIND SPOT (2 HEAT)

Electromagnetic phenomenon in the area increases the difficulty of all Hacking tests by +1D.

WARFARE—TREACHEROUS FOOTING (1+ HEAT)

Rents, fissures, or crumbling scenery regularly shift and tremble, creating difficult terrain when Heat is spent for this effect. 1 additional Heat forces a character to attempt an **Average (D1) Acrobatics** or **Athletics test** to avoid falling 2 floors.

Underwater New York, Dark Stone deep in Hadrian's Range, Barat Ocean.



SOFT AS SILK

SOFT AS SILK

PSYWAR—HUSTLE & BUSTLE (2 HEAT)

The noise and bustle of the location makes concentrating on a deal a difficult task. Increase the complication range of all social tests by 2 for the scene.

PSYWAR—NOWHERE CHEAPER (X HEAT)

Spend Heat equal to an item's Restriction Rating during the calculation of Total Cost of an item to double the it's Cost.

Caravanserai Winter Hall, Nomad Commercial Mission, Merovingian caravan.



DRIVE LIKE YOU STOLE IT!

DRIVE LIKE YOU STOLE IT!

WARFARE—FLAT SPOT (1 HEAT)

A wheel or rim develops a problem or breaks. Increase the difficulty of Pilot tests with the vehicle by +1D for the scene, or until the damaged part is changed.

WARFARE—FAULTY TRANSMISSION (3 HEAT)

The vehicle's transmission or drive train develops a fault. The vehicle may not take the Flat Out action and reduces its Speed by 50% (round up).

Kaseitoshi underground tracks, Dar el Funduq Orbital elevators, Khiva Kala.



WHO DID IT?

WHO DID IT?

WARFARE—POOR FORENSIC HYGIENE (1 HEAT)

An extra at the scene tramples through or inadvertently erases potentially vital evidence, adding +2D to any test to decipher interpret the evidence.

WARFARE/PSYWAR—FRAMED (4 HEAT)

The PCs unearth a piece of evidence that links one of them to the crime. The evidence can be palmed or discredited with a **Daunting (D3) Thievery** or **Persuade test**.

Crime scene in Neoterran Hypercorp,
USAriadnan Navajo Outpost, JuYing Frigate.

A character in a red and blue armored suit stands in a dark, industrial environment. The character is holding a white bag with a red logo. The background is filled with dark, metallic structures and a bright light source, possibly a fire or explosion, creating a dramatic atmosphere. The character's suit is detailed with various panels and joints, and they have a red helmet with a visor. The overall scene suggests a high-stakes or action-oriented scenario.

SECURITY CONTROL

SECURITY CONTROL

PSYWAR—PROBLEMS WITH PAPERWORK (1+ HEAT)

The PCs are detained by authorities, who subject them to a stringent search. For 2 additional Heat, a **Challenging (D2) Persuade test** must be passed to avoid missing a flight or connection.

WARFARE/PSYWAR—PLEASE EXPLAIN (3 HEAT)

Use in conjunction with Problems With Paperwork. Someone slipped a package of nitrocaine (besides other illegal stuff they may carry) into a PCs luggage. A **Challenging (D2) Observation test** can discover this before being frisked/searched.

Outskirts of Kofuku, Turfan docks, Circular common areas.



AERIAL INTRIGUE

AERIAL INTRIGUE

WARFARE—CHECK HARNESSES (1 HEAT)

The aircraft is buffeted with turbulence or similar difficulties. Increase Pilot tests by +1D for the scene.

WARFARE—THOR'S HAMMER (2 HEAT)

Extreme conditions force the craft towards a collision. A successful **Challenging (D2) Pilot test** avoids a collision with a structure or object that inflicts 1+2 **N** damage with the Piercing 1 and Vicious 1 qualities to the vehicle.


Wotan gate, Trojan Belt, Ugolino's immediacy.




NOBODY EXPECTS IT!

NOBODY EXPECTS IT!

PSYWAR—ONE MORE STATISTIC (2 HEAT)

An extra within the scene experiences a gruesome accident. Witnessing the tragedy triggers a **Challenging (D2) Willpower test**. Failure inflicts 1+3  Resolve damage.

WARFARE—FOAM PARTY (2 HEAT)

A specialised foam designed to fight fires is triggered in a zone. Equipment is clearly more precious than lives, as an **Average (D1) Resistance test** is required to avoid 1+3  damage with the Biotech and Stun qualities. For the remainder of the scene, all tests involving sight are made at +1D within the zone.

Civilian construction site, industrial factory, maintenance area



JUMP TO IT

JUMP TO IT

WARFARE—ROUGH RIDE (1 HEAT)

Turbulence, atmospherics, or stellar fluctuations make footing conditions dangerous. All Acrobatics and Athletics test suffer +1D until the end of the scene.

WARFARE—GRAB ON (2+ HEAT)!

Shifting scenery—such as retracting bridges or mobile elevators—create a region of disappearing zones (*Infinity Corebook* p. 109). Each Heat spend forces a PC to make a **Challenging (D2) Acrobatics** or **Athletics test** to avoid falling 2 floor.

Parvati Orbital Defensive Platforms, Fukaitani city, Venusian gas harvester.



A SINGLE BRUTAL MOMENT

A SINGLE BRUTAL MOMENT

PSYWAR—NOWHERE SAFE (2 HEAT)

Terrorists detonate a primary device, leaving casualties and injured littering the streets. A **Challenging (D2) Discipline test** is required to avoid 1+3 **N** Reso've damage with the Piercing 1 quality.

WARFARE—PLANTED EXPLOSIVES (4 HEAT)

A secondary munition is present in the PCs' zone. A **Challenging (D2) Observation test** detects the device before explosion, otherwise an Acrobatics or **Athletics test** is required to avoid 1+4 **N** damage with the Incendiary 1, Indiscriminate (Close), Knockdown, and Stun qualities.


Downtown in a major city, central hub of a Nomad mothership




INDISCRIMINATE

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WARFARE—CIVILIAN CASUALTIES (2 HEAT)

Even the most accurate shooter must contend with the movements of others. Each Heat spent causes 1+2  Injured civilians. Each Effect rolled indicates 1 civilian killed.

PSYWAR—DEATH OF AN INNOCENT (5 HEAT)

An innocent dies due to action or inaction. A PC suffers 1 Metanoia and 1+3  Resolve damage (possibly inflicting a second Metanoia).

A shopping mall, urban centre, busy street or crowded event during a shootout



CULTURAL AFFAIRS

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INFOWAR—OVERSUBSCRIBED (1 HEAT)

A sudden surge in visitor numbers or the malfeasance of enemy hackers impedes transmission speeds, adding +1D to any skill test requiring Maya. For some reason, Arache isn't affected.

PSYWAR—NO MOOD TO LISTEN (2 HEAT)

The influx of visitors to area the sets everyone on edge. Increase the difficulty of social tests by +1D until the end of the scene.


A tourist spot, significant event, or place of interest



BRACE FOR IMPACT

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PSYWAR—SO CLOSE (1 HEAT)!

A vehicle collides with something right in front of the PCs. They break in time, but it's a close call. Everyone suffers 1+  2 Resolve damage

INFOWAR

Lair –(3 heat) The local LAI in charge of vehicular safety has been suborned. Cars begin crashing all around as conflicting data is sent to vehicular safety systems and immediate halt commands are sent to randomly assigned vehicles. A **Daunting (D3) Hacking** or **Pilot test** avoids a crash into the nearest vehicle.

A motorway or similar fast-moving vehicle chase



VAULTING AMBITION

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INFOWAR—LOCKDOWN (2 HEAT)

A Protective LAI Secures all Zones connected to a PCs current Zone (*Infinity Corebook* p. 119 – Secured Zones).

WARFARE—PURGE (4 HEAT)

Security protocols designed to neutralise intruders cycle on, flooding the area with toxic gases. Any character within a designated room is exposed to tetrodotoxin (*Infinity Corebook* p. 383).

A bank or similar secure storage facility

Welcome
to
Vacimento
Resort

LAST RESORT

LAST RESORT

WARFARE/PSYWAR-ACTION (3 HEAT)!

A high-profile target is assassinated, causing the area to be flooded with security and putting people on edge.

All stealth and social tests are made at +1D.

INFOWAR-DATA TRAILS (3 HEAT)

Use in conjunction with Action! With suspicions high, all data is monitored.

Increase the complication range of Hacking tests by 2 and all zones within the complex gain Commercial HighSec (*Infinity Corebook* p. 118).

A lakeside resort, wealthy gated community, or research facility