

List of Adventure Ideas: Not sure where I found these...

1. Hallowed Ground: Take a sample of soil from spiritual lands located deep within a forest on a remote planet.
2. Hear the Rain: Search for a mysterious hacker that is using the weather controls to change the weather.
3. Truth: Gather video footage of a politician's nightly excursions for his election opponent.
4. Walking on Water: Eliminate a spiritual leader who claims to live forever.
5. Never Tell: Deliver a computer message from one place to another and not tell it's secret when it accidentally goes off.
6. Sweet Misery: Capture a man who has been inducing suicide all over the city.
7. A Fire Burns: Capture a professional arsonist before he escaped to a different system.
8. Almost: Find a way to eliminate a man in charge of the State secret police and seems to act upon actions before they happen.
9. An Interlude: Stop an assassin who is to eliminate a famous conductor during the interlude between music.
10. Launch: Protect long range mission probe from attack by those who wish to steal it.
11. Just for You: Deliver an exploding package to a corporate official.
12. Secret Corner: Shut down the Secret Corner bar which is supposedly an establishment for drug dealers.

13. In Search of a Cure: You must locate the creator of an antibiotic and find a way to reverse its effects.
14. Taken: Rescue a young girl from the clutches of a psychotic, murderous gang.
15. Stone Roses: Travel to an orbital station inhabited by something and destroy it.
16. Fools Gold: Get revenge upon a small company who sold the wrong group armor and weapons that were flawed.
17. Time to Return: Rescue a group of commandos from a station where they are believed to be held captive.
18. Wasteland: Journey to a moon that is blasted in radioactive waves from a huge gas giant in search of a radioactive orb.
19. Shut Your Mouth: Frighten the hell out of a local boss and explain that he should not mess with the mega-corp.
20. Killing Moon: Capture a sample of a critter that only comes out in the light of a full moon - once every 280 years.
21. 10 Past 8: Destroy a corporate warehouse at exactly ten past eight P.M.
22. Faith: Stop the onslaught of a religious group who believe they cannot be killed.
23. No Killing: Stop a group of squatters from food rioting without killing a single one.
24. Countdown: Stop a bomb from detonating inside a crowded shopping mall.
25. Fold: Protect a small town from the creatures which seemed to have landed in a meteorite from space.

26. The Long Wait: Wait and ambush a group of illegal traders as they come by.
27. Transformation: Transport a man with a horrible transformation disease to a major hospital.
28. Blitzkrieg: Investigate activity at the headquarters of an enemy state unknowing they are about to attack en masse.
29. Blind Game: When an EMP knocks out surveillance on an investigative what will they do?
30. First Contact: Travel to the location where a mysterious spacecraft has crashed.
31. The Escape: Rescue a group of prisoners from a maximum security prison.
32. Blue Wind: Destroy a small nuclear generator at a remote outpost which has started to produce a mysterious blue radioactive haze.
33. Battle Cry: A powerful, but primitive, group of locals is about to attack. Stop them.
34. Big Brother: Someone is watching the residents of a planet and whoever is doing it is unknown to the locals. Find out who and why.
35. Bursting Point: A powerful noble has gone absolutely nuts and must be transported to an institution. Quietly.
36. Paradise Lost: When a group of locals lose their land to developers they do not give up easy.
37. Battle Hymn: A group of rebellious extremist is about to mount an attack. Eliminate some of the group's leaders so it is not possible.

38. Reckless: Capture an AWOL special forces soldier who has fled into the countryside without letting the locals know.
39. Wedding Bells: Extract a bride and groom during their wedding ceremony.
40. The Messenger: Keep a messenger from traveling from here to there.
41. Force of Arms: Stop a local gang which has been menacing the streets using high tech weaponry.
42. Reconstruction: Protect a crew reconstructing a destroyed mega-corp plant from attacking radicals.
43. Tech Masters: Recover a prototype high tech chip recently stolen by some local kids who want it for their new game.
44. Rainy Nights: Find out why rain clouds keep coming from the same valley in the mountains.
45. Private Times: Break through shielding of a conference room and record the conversation which is taking place on the inside
46. To the Stars: Protect the underground silo of an experimental probe from incursions.
47. Volunteers: Screw up the plans of a group of missionaries to build a bridge for a village.
48. Danger Zone: Transport stuff through an area known as hijacker's haven.
49. Prelude to Battle: Intelligence reports a surge of weapons into a bad neighbor. Get proof.
50. The Trap: Go into a compound after another group has left and try to stop them before they enter a trap.

51. Metal Fire: Help put out an exotic fire that is beyond the local tech level.
52. Outsiders: Get a band of locals to leave town without killing them.
53. Deja Vu: Rescue a man from a time loop from within a corporate facility.
54. New Recruit: Show a wanna-be the ropes and make sure he gets killed by an enemy.
55. The Chamber: Deliver a captured man into a chamber within corporate grounds.
56. Love Song: Kidnap a star and deliver her to a deranged man.
57. Hunters: Stop a group of predators who use a neighborhood as their killing grounds.
58. Mind Game: Kill a cop who uses mind games on other cops to get his way.
59. Crisis Point: Stop a war any way possible before it erupts into full scale war.
60. Day Dreamer: Deliver a man into the desert and help him find his lost soul.
61. Final Nightmare: Journey to the place of the damned and bring back a sacred shrine.
62. Catastrophe: After a ship crashes you must steal a shipment of drugs from within the wreckage.
63. Invasion: Protect a town when it is invaded by a warring tribe.

64. Lost City: Journey to an ancient lost city and bring back proof of its existence.
65. Soldier Boy: Find and retrieve a young soldier who is AWOL, hiding in the woods.
66. Survivors: When a ship sinks, rescue the political survivors before the people who bombed them have a chance to return.
67. Curtain Call: Assassinate a well known star during the grand finale of her performance.
68. Hard Times: Convince a factory owner that he should hire a special worker.
69. Paper Hero: A news hero is found to be a fake. Capture the media man who set up the fake.
70. Eulogy: Deliver a eulogy to the site of a very important funeral.
71. The Pit: Journey to the bottom of a pit to retrieve a scientist's dropped instrument.
72. The Secret Route: Enforce a fee that must be paid by all before traveling through a secret passage.
73. Fortress: Penetrate a makeshift fortress set up by a group of psychos and administer a drug to them.
74. Sandstorm: Destroy/stop the atmosphere terra-forming plant which is causing a giant sand storm.
75. Metamorphosis: Deliver a drug into the depths of a riot area to stop the riot.
76. Ghost Town: Find out why everyone suddenly disappeared from a town.

77. Frostbite: Deliver a man into a snowy region and leave him for dead.
78. Apocalypse Blues: When a prank develops fears of an apocalypse, you must protect a street/government/person from looters.
79. Cold: Restart an old electric generator which has been taken over.
80. Easy to Slip: Travel a hundred miles across an ice ridge to rescue a noble/official/member.
81. AWOL: Hired by the military to go and stop a band of AWOL mercenaries marauding the local countryside.
82. AWOL Betrayal: Hired to kill a band of people who they say are AWOL and who they say are marauding the local countryside. The truth is that one man is a scientist who does not want the designs for a powerful weapon/drug/device to get out.
83. Thieves World: Hired to infiltrate a restaurant called Thieves World and to locate the kingpin and bring him to their employer.
84. Day of Decision: Hired to assassinate/kidnap an old lady in a nursing home.
85. March of Eagles: Hired to patrol a length of trail high in the mountains where poachers have been shooting a rare bird.
86. Johnstown: Track down a person who keeps attempting to destroy the dam which keeps a river from destroying the town.
87. Great Old One: Kill the oldest man for the second oldest man.
88. At Your Door: Find a killer which knocks on doors and kills people.
89. Mansion Of Madness: Rid an old remote mansion of an infestation of vermin.

90. Fatal Experiments: Shut down a lab which does hideous experiments on animals.
91. World Killers: Find proof on a company which dumps toxic waste for a living.
92. Flaming Eye: Steal the prototype for a laser from a large company.
93. Dark Cults: Bring in human sacrifices for a satanic cult.
94. The Hunter Plan: Destroy drones wired with explosives before released.
95. Castle: Capture the old man who has been living in a castle for over 100 years - alone.
96. Bobby Fisher: Hired to find the only person who has not been seen for five years but is capable of defeating the ultimate champion.
97. Hallelujah Anyway: A college fraternity wishes to get back at another for a prank.
98. In Search of Forever: Steal the research of a man who may have found immortality.
99. Solar Wind: Travel to a remote station to stop people who have taken it over and used it to "turn up the heat" on local traffic.
100. Last Ship Home: Find and rescue the survivor of an old crashed space probe before any other group gets to him.
101. Magnetic Storm: Destroy a fully automatic rail gun armed asteroid headed for the planet.
102. Dream Makers: Close down a facility which brainwashes its customers.

103. Showbiz: "Convince" a nightclub owner that it would be a good idea to hire a rich guy's daughter.
104. Imbedded: Go to the front lines of a real war with a reporter.
105. Diplomacy: Peacefully convince two groups that it is not a good idea to kill each other.
106. Squad Leader: Purposely lead a group of men into an ambush.
107. Titan: Capture a runaway science experiment.
108. Gods: Get rid of the nobles who have taken over a small town and made themselves gods.
109. Lost City: Search the jungle for an underground lost city and bring back information on its location and content.
110. Firepower: Bring down a renegade in a tank.
111. Yellowstone: Track down someone who starts fires using plastics and a remote control.
112. Knights: Lead a strike on a corporate chemical weapons facility.
113. Streets of Fire: Fight with one gang to eliminate the other – or cause them to fight one another.
114. Raid of Saints: Raid a religious town and capture the sacred item which they worship.
115. Thunder at The Casino: Save the hostages taken prisoner at a casino by an Ex-Military mad man.
116. Enemy in Sight: Quietly snipe off a leading politician.

117. New World: Protect a religious group as they trek looking for a mystical new world.
118. Dauntless: Stop a rich guy's son who is on his way someplace determined to rid the city of something.
119. Paydirt: Steal a lot of money from a rich guy's vault.
120. Stocks and Bonds: Transport a load of financial certificates from one place to another.
121. Rat: Track someone named Rat and capture him for a company he stole millions for.
122. Speed Circuit: Race a test model for a company.
123. Mechnoids: Obtain the plans to mechnoid robots and fight some too.
124. Storm Bringer: Shut down the system causing flood weather to many farms.
125. Artifacts: Steal a load of ancient stuff from a museum.
126. Madonna: Bodyguard a star for several nights.
127. Rise and Fall: Help a religious person become the leader and then assassinate him so he'll look like a martyr.
128. Fire & Fury: Stop an arsonist from burning down his girlfriend's house.
129. Treasure Vault: Get a pendent out of a vault of treasures - don't let anyone know.
130. House Divided: Assassinate one group so that the other can rule.
131. Deathwatch: Capture the cop who is using his position to rob and kill people.

132. Rotten to the Core: Beat the hell out of a biker because he won't pay his bar tab.
133. City State: Assassinate the leader of a small city state/planet/kingdom.
134. Over the Top: Assist a criminal's escape from prison.
135. Combined Arms: Make weapons deal with an illegal company and transport the shipment.
136. Fire in The East: Help fight a fire raging through the forest.
137. Refund: Get a refund from a supplier who is selling shoddy goods.
138. Lord of Death: Get a picture of the leader of one of the largest cults.
139. The Beer Wagon: Protect a rich mans beer wagon from marauders.
140. Men at Arms: Teach a group of wanna-bees to be real fighters. Make them rich and annoying.
141. Weapon Master: Deliver the design for a high tech assault weapon to him.
142. Gadgets: Steal the design to one of the strangest toys ever made.
143. Enemies International: Go on a planet/system/sector wide assassination assignment.
144. Wrath of Seven Horseman: Find the raiders of a small country side village.

Shades of the Magnificent Seven and Seven Samurai

145. To Serve and Protect: Follow a group of cops and get evidence of their wrong doings.

146. Voice of Doom: Find out why there is a voice emanating from a brick wall in a basement.
147. Hero: Rescue the star player before he is killed by his captors.
148. Classic Enemies: Receive a challenge from a defeated enemy.
149. Invaders From Below: Find the queen of a colony of bugs and kill it.
150. Kingdom Of Champions: Join a group and bring back a membership certificate.
151. Alien Enemies: Fight a predator colony.
152. Claw: Journey to a remote region and bring back information on their culture.
153. Airless: Sabotage the client's opponent's racing team.
154. Breakdown: Stop an important business man, who has gone psycho, without harming him.
155. Cafe: Deliver drugs to a cafe and then screw them out of their money.
156. Trouble: Break an important person out of a minimum security prison
157. Willing: Search the city for individuals who are willing to become the host bodies for an insect cult.
158. April Fools: Stop a group of pranksters whose tricks are beginning to turn lethal.
159. Growing Into You: Track down the person who has embedded an organic/mechanical item into your client.

160. Homesick: Deliver an alien back to his home, which has been taken over by human bigots.
161. Keep It Up: Travel into a warehouse under siege and provide support for as long as it takes.
162. New Order: Blow up an entire city block for a terrorist group.
163. Runaway Train: Stop a train which is rapidly heading towards a downed bridge.
164. Somebody to Shove: Kidnap anybody and deliver that person to a man whose ego is so bad it demands he have a slave.
165. The Sun Maid: Safely deliver a peaceful leader across the countryside without using vehicles, electronics, or violence.
166. Without a Trace: Track down a group of children who have been missing for more than two years.
167. One Percent: Take the last percentage of a crystal needed by a company from an armed group.
168. Bad Luck: Transport a man who is prone to horrible bad luck, over a far distance.
169. Born to Lose: Fix a one on one brawl so your client wins, without the opponent knowing you helped.
170. Cold Feelings: Get rid of an ice creature which has inhabited a store owner's freezer.
171. Ghost: Take the remaining money from a vault in an abandoned place.
172. King of Fools: Assassinate the king of a remote tribe for your client.

173. Making Believe: Snap a guy back into reality by using whatever means necessary.

174. This Time: Attempt to assassinate a man who always manages to avoid the shot.

175. Her Beginning: Find the past of a young amnesic and report it to the police.

176. To Life: Eliminate an old man who continues to run a large crime ring.

177. Hanging For You: Stop a woman before she hangs herself for an ex boyfriend.

178. Just a Dream: Administer a drug to a high level politician.

179. Pirate: Eliminate a pirate who constantly harasses shipping.

180. Red Balloons: Stop a shipment of poisoned balloons from reaching their destination.

181. Cannons: Fire off a group of well guarded cannons on a naval base.

182. An Execution: Rescue a woman who is about to be executed.

Like Amina Lawal, convicted of the crime of having a child out of wedlock and sentenced to death by stoning. Her case is proceeding on appeal through the Nigerian judicial system.

<http://www.nytimes.com/2003/05/11/weekinreview/11SENG.html>

I'm sure that will still be happening on Jokotre, Pavabid, Pysadi and other garden spots of the Third Imperium.

183. Lands End: Travel to a place where a crevasse has opened up revealing an apparently bottomless pit.

184. Party Fall: Crash a drug party and eliminate/capture/stop the people who put it on.
185. Sweetest Chill: Inject a man and his girlfriend with a drug, and then freeze their bodies.
186. The Unrest: Calm a refugee camp before they decide to riot in the city.
187. Laughing: Deliver a load of laughing gas into the city council's central chambers.
188. Morals: Capture a killer who is responsible for the deaths of many people.
189. Pilgrimage: Protect a group of religious people as they make a dangerous pilgrimage for their god.
190. Radio Free Everywhere: Knock out a free radio station which is operating illegally.
191. Jacko: Capture and freeze a famous singer so it can be a statue in a sicko's house.
192. Deadly Passion: Protect a professional singer from a messed up fan.
193. Cherry Red: Add firepower to an attack of a company to steal a line of new vehicles.
194. The Next Stop: Stop a killer who knocks out the electricity in vital areas and kills people.
195. Perfectly Strange: Find out what is causing the extreme strangeness of a high level official.
196. Three Wise Men: Assassinate three men who are a symbol to their religious cult - at the same time - and make it look like an accident.

197. New Tricks: Transport a sealed case of formulas out of the area for later pick up.
198. Scene Of The Crime: Protect the scene of a crime from the murderer who is very likely to return.
199. Silent Partner: Find the story behind a guy who has been following and playing mind games with a woman.
200. The Secret Garden: Find a hidden treasure within the depths of a secret garden located by a mansion.
201. Leave In Silence: Take out a politician completely silently without anyone noticing.
202. Monument: The world has just built a beautiful monument. Blow it up.
203. Meaning Of Love: Make a young woman fall in love you then break her heart.
204. Nothing To Fear: Travel into the "place of fear" and find out what the "worst nightmare" is.
205. You Shouldn't Have Done That: Protect yourself from a vengeful victim.
206. Photograph Of You: Get a series of dirty pictures of a politician's daughter.
207. Farewell To The King: Blow away a king of a small world in broad daylight near a crowd.
208. Cinderella: Take over a mansion and make your employer's screwed up child a princess for a day.
209. Cascade: Protect a dam from the mercenaries who are out to destroy it.

210. Slow Drive: Steal the design for a new drive from a corporate building.
211. Circle: Dramatically blow up the driveway circle at the noble's mansion.
212. Carnival: Screw up a fine time at the carnival by creating a series of accidents.
213. Painted Bird: Steal a rare bird from a business man's private collection.
214. Green Fingers: Kidnap a woman who is good with plants for a man.
215. Cocoon: Find a strange cocoon from the depths of a recently formed cave.
216. Universal Father: Assassinate a man who claims he is the one and only god.
217. The Voyager: Track the movements of someone as he enters, travels through, and exits the starport.
218. Nothing To Stop: Stop an onslaught on a small house that never occurs.
219. By Your Side: Become friends with a man and convince him to come to a cliff with you and then push him off.
220. Deal With It: Kill everyone located within a known drug den which turns out not to be that.
221. To Make Someone Happy: Someone wants a control surface panel with a certain logo on it off of a military vehicle.
222. Clean Sheets: Eliminate all information from corporate records.
223. Iceman: Transport an ancient man frozen in ice to a research facility.

224. Pep Talk: Frighten a team into having better morale by ambushing them.

225. Transport: Transport a mysterious vehicle from one corporate facility to another without it transporting you.

226. Schizophrenia: One of you is infected with a disease that causes schizophrenia.

227. All Over The World: Take dirt from five dangerous locations all over the planet.

228. Attack: Transport a chip to an island surrounded by giant carnivores - using only low tech.

229. Sweet Black Angel: Eliminate an all female mercenary group which continually steals from a corporation.

230. You're Not Leaving: Taken prisoner by a madman who will not let them go.

231. Jack's Dreams: The adventurers have seven nights to get a man named Jack to a hospital and encounter lots of trouble.

232. Flurry: A scientist has discovered a breakthrough, and other scientists want him dead because of it.

233. Taking The Plunge: The adventurers must kidnap someone from an underwater facility.

234. Mardi Gras: Ruin a Mardi Gras party by blowing the hell out of everything and kidnapping a politician and his wife.

235. Melt: Destroy an isolated camp on a remote frozen moon inhabited by your employer's enemy.

236. Obsession: Protect a singer against an obsessed fan who specializes in creative harassment.
237. Fool Of Love: Prove a love potion doesn't work to a love struck buddy - and fall in love.
238. Glass World: Steal a special plant from the middle of an enormous green house without damaging anything else.
239. Your Way: Under the direction of a local law enforcer, raid a mob's headquarters' building.
240. There: Take a high tech device from the man who invented it.
241. Happy People: Silently administer a happy drug into a meeting without them noticing.
242. The Pain: Keep an annoying and dangerous man away from a corporate woman without hurting him.
243. To Come Back: Rescue a man's body which has been in an accident and bring it back to a hospital.
244. Anywhere But Here: The client just wishes to be anywhere but where she is - anytime.
245. The Birds: Eliminate a man's bird pests before they destroy yet another crop.
246. The Absolute: Take out the pompous leader of a group.
247. Fortune: Take a millionaire hostage and demand a load of money for ransom.
248. Song: Steal a new song by a star and destroy all other copies.

249. The Host: Find a way to get the creature that has entered a man's body out.
250. Music: Steal out a band's instruments while they are in their mountain cottage.
251. Wilderness: Take a man who is horribly afraid of the woods deep into the forest for a cure.
252. Force Ten: Deliver a bomb found within the city to a far off place before it detonates.
253. Project: Keep workers from completing a low class housing project.
254. Marathon: Snipe off the client's competitors if they are about to beat him just before they cross the finish line.
255. Mission: Travel to an old mission and rescue the girl who is held hostage there.
256. Red Sector: Take out an enemy camp before they have the chance to organize themselves.
257. Big Money: Steal the lottery ticket of the winner as soon as he finds out that he won.
258. Turn The Page: Steal the manuscript of a new book from its writer.
259. Attitude: Out of pure ego a crime family wants the entire enemy family eliminated.
260. Two: Kill the twin, but of course you can't tell them apart.
261. Top Secret: Steal a top secret package as it is transported from base to base.

262. Promised The World: Steal a series of five objects from a man's son's friends because the kid is spoiled.

263. Absolute Power: Carry out the absurd request of a madman to eliminate all crime organizations.

264. Return: When a creature escapes from the zoo the adventurers must put him back.

265. Slaughterhouse: Travel to a place to bump off a bunch of people only to find a horrible creature has beaten you to it.

266. Feeling Better: Inject a special drug into the people a corporation is holding in a coma stasis.

267. Incident: Produce some fake footage for a government craft which crashed into a residential neighborhood.

268. Conversations: Tape a series of incriminating conversations between a politician and a foreign power.

269. Harbor Nights: Steal a shipment of military grade weapons.

270. Bar: Find out whether or not a bar is a drug distributor.

271. Sea State: Destroy an off shore rig which is slowly poisoning the waters.

272. Serpent In Paradise: Eliminate/capture a sea serpent which has established its home in a resort lake.

273. Bite The Bullet: Donate a limb for a large amount of money which will be replaced later.

274. Dirty Love: Prove the sexual relationship between a corporate official and someone.

275. Fast & Furious: Do a lightning quick strike upon a center and blow it up in less than thirty seconds.

276. Ready, Aim: Rescue a man who is about to be executed before a military firing squad.

277. Live To Win: Take out the champion who is extremely concerned about security.

278. Caravan: Protect a low tech medieval caravan from attackers while under cover.

279. Love Alone: Slowly eliminate everyone from an apartment complex so only the client remains and make it look like accidents.

280. Icky: Stop a worm infestation from an artist's sculpture without harming the work.

281. Second Nature: Convince a man who wants to and does kill that there is a better way and if it doesn't work kill him.

282. Set Me Free: Rescue a woman from the dungeon beneath a deranged man's castle.

283. Shot In The Dark: Knock out the lights at a bar and randomly kill several people.

284. Travel To Utopia: Help a group of religious travelers along a dangerous journey to where they say utopia is.

285. Make Me Crazy: Gas bomb a no weaponry bar with gas that causes people to go nuts for several hours.

286. Don't Fear: Protect a child through the most terrifying journey of his existence.

287. Morning: Sleep with someone, get it on video, and place the tape on their spouse's doorstep.
288. True Confessions: Get a man's true confessions on video tape before he blows his brains out.
289. No Summer For Love: Keep someone kidnapped for an entire summer.
290. Schizos Are Never Alone: Experience the life of a schizophrenic and get paid.
291. Alice In Hell: When the adventurers go to rescue a girl she is in a place that keeps getting worst and worst.
292. Dumb Waiters: Disarm a group of bomb rigged and trapped dumb waiters.
293. Heartbreak: When a woman loses her husband to a mistress she wants both of them maimed.
294. Sisters: Transport a famous star to see her sister who apparently wished to kidnap her.
295. Pretty In Black: Legally gain enough evidence to convict a noble debutante of being a murderer.
296. Highwire Days: Capture a religious group who has taken up shop on the power grid.
297. Lie My Way: Capture proof of a politician's lie about cleaning up a waste dump on tape.
298. President Gas: Take the president of a toy company and throw him into a vat of "funny gas".
299. Mine: Take the flag from an Imperial Navy ship for a rich child.

300. Stage: Protect a singer as she travels on a long tour into the most remote regions.
301. Snow Men: Take out a paramilitary group who specializes in snow combat.
302. Find The Way: In an underground series of caverns find a way to escape.
303. Working Man: Protect a high level business man for several days as he travels to and from work.
304. Something For Nothing: A poor woman asks the adventurers to rid her neighborhood of a gang.
305. Discontinued: Destroy the remaining stock of an action figure so the existing ones will go up in value.
306. Disturbing The Peace: Disturb the peace and get arrested go you can kill a man in jail.
307. Room With A View: Photograph a man and his wife while they are in their high security apartment.
308. Veil Of Deception: Stop the member of a wedding who plans on killing the groom.
309. Stagnant: Find and stop whatever is causing a contamination.
310. Come Home: Force an eighteen year old noble to come back and stay with his parents.
311. What Century: Wipe a planet's records of a specific century.
312. Portrait: Steal an expensive portrait from an art museum.

313. Restless: Silence the critters that roam the sewers and make a horrible sound.
314. Burn It Up: Bomb a refinery in an attempt to completely wipe out the entire compound.
315. A Far Cry: Travel to a far off place to deliver the Crying Crystal to its rightful place.
316. Back In Town: Watch over a loner who has returned home and is suspected of arson and capture him if he does anything.
317. Don't Call Me: Guard a woman who is terrified from a series of crank calls.
318. Crime Of The Heart: Help a woman, who killed her husband's mistress, escape from the city.
319. Heaven: Plant a bomb in the middle of a utopian society.
320. Lay Down Your Arms: Take a challenge to break into a guarded facility without any weapons.
321. Love Under Fire: Protect the Society of Love from constant attacks by a hate group.
322. Voice Of Reason: Try to end a long and bloody war between two groups any way possible.
323. Working Man: When a working man is harassed on his way to work he decides not to take it any more.
324. What You're Doing: Stop a psychotic man who has bunkered up inside of a corporate facility.
325. No One At The Bridge: Join a competition on an abandoned bridge where groups battle it out.

326. Before & After: Destroy the food storage area for a refugee camp and travel back later to guard it while it is fixed.

327. Are You Real: Rescue a downed pilot who has gone nuts and who thinks no other people are real.

328. Holster: Deliver a shipment of trick exploding holsters as a gift to an enemy.

329. Sophisticated: Kidnap a city intellectual and extract information about his new book from him.

330. Desperate Cry: Find out the secret behind the cry which constantly emanates from the bottom of a ravine.

331. Sear Me: Assist a man in his gruesome suicide by helping him set himself afire atop a political monument.

332. New Rates: Hired to find a missing ship and crew who missed a payment for an insurance underwriter only to find the captain dead in a remote place - and still no ship.

333. Solo Amnesia: Wake up in a strange place, with no one around, and have no idea who you are.

334. Runaway!

Scenario

The players are on a medium tech level world with poor Starport facilities. They are off-loading cargo and beginning their normal routine when they pick up a transmission on the Comm System.

Seems there is a research station run by a mega-corporation in this system, in the asteroid belt. One of their automated ships has gone out of control and has been accelerating for the past 3 days at 3 Gees. It's stopped accelerating (either it ran out of Hydrogen or a fuel line got fouled), but it has a tremendous vector and it's heading out of the system.

Being such an unsophisticated Starport, there are not a lot of ships available. The rep from the mega-corporation has just broadcasted a substantial reward for anyone that can quickly catch up to the automated ship and retrieve its stored data, if not actually figure out a way to stop the runaway ship. The mega-corporation will assist the players by mounting external drop tanks on their ship (they will need the extra fuel to build up their speed to catch the ship), as well as any unusual supplies they may need (if it's available).

Referee Information

This is a difficult situation - the players have to not only match vectors, but overtake the ship as well. Once the ships are next to each other and velocities are matched, the players have to figure out how to transfer personnel to the runaway ship. Some suggestions: shoot a magnetic grapple to the runaway ship and the PCs can guide themselves over using the line, and then plant shape charges to the hull/airlock. Speed is relative, so once the ships match velocity, it's as if they are standing still.

Roll 1D6

01) The fuel line got clogged - that's why it stopped accelerating. There is sufficient Hydrogen to slow the ship down.

- 02) A check of the log shows the data the Mega-Corporation wants is records of its illegal Weapons Research Program. The players can do with it what they want (play dumb & give it back to the mega-corporation; turn the mega-corporation into the Imperials; blackmail the mega-corporation; steal and sell the research data; etc)
- 03) The controls shorted out and all the data is corrupt.
- 04) Upon entering the ship, the players stumble upon a single human. The ship isn't a runaway - it's being stolen!
- 05) Same as above, only there are 1D6 people on board. And you get a call from your ship, saying that they have just picked up a Corsair-type ship that seems to be on an intercept course with the runaway.
- 06) There is no hydrogen left, the controls are shorted out, and the magnetic clamp just fell off the hull, isolating the players from their ship, trapping them on this runaway ship. What now?

335. The Ship

A member of the party receives notice that they are the last legal heirs of a distant, old relative and there is a newly discovered asset of their estate - a ship thought lost years ago that has been sitting in a storage hangar on a remote world. It's their's to claim.

Now they must reach the world, find the ship, prove their identity to those holding the ship and claim it.

- 1) All is as advertised. It's a 100-ton scout vessel in decent shape.
- 2) All is as advertised. It's a larger craft, but the weapons have long been stripped.
- 3) All is sort of as advertised. It's a larger craft, but the weapons are gone and the power plant is missing a vital component (due to wear or cannibalism).
- 4) All is not quite as advertised. The ship is no longer at the hangar, having been 'liberated' by the anti-government forces on the planet (or ethically challenged merchants). The local custodian recalls them mentioning their destination before they knocked him out.
- 5) All is not as advertised. The ship was legally theirs to claim. The holovids shown to the PCs were of a small, heavily armed ship owned by the local cash-strapped resistance (or government). It's a scam to lure wealthy victims to the planet for robbery and/or ransom.
- 6) All is not as advertised. The ship was never there but locals recall tales of a crashed ship in a remote, hostile and rarely visited location (mountains, tropical jungle, desert - take your pick). No one who's gone after it has ever come back alive.

336. Doppelganger

Scenario

The players, upon entering Jump Space, felt a 'bump'. Engineering and Navigation Stations report nothing unusual, however, during the flight the 'bump' cannot be explained.

The time in Jump Space is just a touch longer than normal. (Use the maximum amount of time plus 12 hours). Upon exiting Jump Space, the players see a ship identical to their own. Its transponder is even broadcasting the same ID as their ship. If the players hail the ship:

Roll 1D6

- 01) The ship will behave as if it does not hear the hail. It will begin refuelling operations, and then head for the main world of the system.
- 02) An alternate version of the PCs will answer the hail, demanding to know what's going on. [NOTE: This is a good chance for the GM to 'poke fun' at the way some players are behaving, perhaps by exaggerating their mannerisms]
- 03) An alternate version of the PCs will answer the hail, only this is the Anti-PCs. If a player has been behaving selfishly, then that (N)PC will come across as a very polite, selfless person.
- 04) The ship will open fire upon the PCs, gaining a surprise bonus as well as a +1 modifier on strategy and tactics (since they 'know' what the PCs are likely to do)
- 05) The ship will attempt to ram the PCs ship!
- 06) A text-only message will be received from the (N)PC ship, advising that their Comm systems are out. They will request the players launch a shuttle

or that one of the members (hopefully an NPC) will attempt to dock/EVA with that ship. As soon as the shuttle/NPC touches the mystery ship - the ship and the shuttle/NPC disappears in a burst of light.

Referee Information

No matter what happens, in 1D6 hours the ship will mysteriously disappear. If the situation is reported to the Starport Authorities, they will investigate but in 2D6 days write it off as an unusual MisJump.

If the Referee is so inclined, the crew of the mystery ship may reveal clues as to a situation the characters are pursuing. (ex. The Players are in search of a missing Scientist. The mystery crew says something like, "When we found Dr. Butler on Draconus IV, he was in pretty bad shape.")

337. Funny Money: The characters are paid for their last, high paying gig in blocks of (money). When they jump to the next port of call, It turns out the blocks are really eggs of a devious, hungry little creature...

339. Illegal Emissions: The local government detected high levels of toxic emissions from your ship.

340. And the Law Won: As soon as the PCs cross the starport externality line, they are served with a summons.

341. Departure Delay: A VIP diplomatic arrival wreak havoc on a starport/city closing all access.

342. Gamma World

Scenario

A Red Zone world, quarantined because the balkanised governments annihilated each other and almost every living thing on the planet in a Nuclear War.

A Scout Security Leader approaches the team. Seems there was a Scout Monitoring Station on the world, and records of its existence were lost until recently. The team is to go in, find the base, recover any recorded holocubes that might help explain how the nuclear war started, and return with the information. The hope is that the holocubes survived the war and can help shed some light as to the events leading up to the start of hostilities.

Referee Information

The planet has been declared a Red Zone for over 100 years. Most of the population died in the initial conflict. Most of the survivors died in the months that followed due to radiation sickness, lack of drinking water, disease, etc. The few that are left have been affected by the radiation, as well as the harsh conditions. Mental instability is common, as is mutation due to the radiation. In 100 years, the final survivors mated and had offspring, whose genes were horribly altered by years of radiation. Some of the mutations are not so bad (for example, acquiring a resistance to the radiation), while some are extreme (some no longer look human, some have mental powers, some have incredible strength, etc). Any animals that were not killed have also mutated in much the same manner as the humans.

The Monitoring Station survived the nuclear war intact. The base is located where the records show it to be. However, a band of mutants have discovered the base and have claimed it as their own. There are 6D6 of them there at any given time.

This planet is drenched in radiation, and even with standard-issued Radiation suits, the players cannot spend more than 1D6 hours outside of the ship (the armour and hull protects anyone inside the ship).

Roll 1D6

01) When the players' ship breaks orbit and begins to descend, it sets off what's left of Defence Systems and a nuclear-tipped missile is streaking towards their ship.

02) Upon successfully landing, the ship is attacked by mutants who have enhanced strength. They throw rocks, stones, boulders, old chunks of rubble, etc at the ship. If they are not stopped, they will damage the ship and they may not be able to use sensors to locate the Monitoring Station. or maybe not even be able to lift off.

03) Upon finding the Monitoring Station, the players are unable to locate the holocubes. If they are able to question any of the not-so-mutated mutants, they are told the holocubes and some other items of technology were traded to the Clan across the river for food. The players must now track this other Clan down and retrieve the holocubes.

04) Upon finding the Monitoring Station, the Leader of the band of mutants declares that one of the players must battle one of their tribe. If the player wins, he gets the holocubes, if he loses..

05) Same as #4, only if the players win, the Leader reveals that he doesn't actually have the holocubes - he doesn't even know what they are.

06) The Monitoring Station is finally discovered, only it took a hit from a nuclear bomb and the only thing left is a 'hot' crater.

343.