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## GENERAL DIRECTIVE #10

From the Desk of Quinn Sebastian

By all appearances, Pan-Pacific is a safe, stable place. They've provided aid to any country that requests it and have introduced new technological breakthroughs. The Kanawa Corporation even came up with a "cure" for the terrible virus that raged through Pan-Pacific at the start of the war, and the people love them more for it. But don't be fooled—missions there are just as dangerous as anywhere else, perhaps more so, because the enemy is organized and powerful, and they will tolerate no threat to their system. Always watch your back—and trust no one.

Quinn Sebastian

# CAPTURE THE FLAG

BY JOHN TERRA

**COSM: PAN-PACIFICA**

**LOCATION: NORTHERN JAPAN**

## THE NEAR NOW...

A Kanawa executive, working as a double agent for the Delphi Council, stumbled upon the location of an Eternity Shard and duly informed the Council. The Storm Knights are going to a newly formed island in the Kuril archipelago, with orders to recover it.

Unfortunately, the executive's immediate superior knows of his betrayal and acts against him and the Storm Knights. The result drags the Storm Knights into a vortex of corporate infighting and toxic mutants.

Oh, and there are Russians...

(The Z-Flag Eternity Shard is left to the GM to create. See *Torg Eternity* for examples.)

## WHAT'S GOING ON HERE?

Akito Mastumori is a mid-level Kanawa executive, the Assistant Manager of the Extraordinary Assets Acquisition Department, Pacific Rim (in other words, Eternity Shard collectors!). He isn't completely confident in Kanawa's chances of ultimate success. Hedging his bets, he's become a double agent for the Delphi Council.

He walks a fine line. He wants to successfully climb the Kanawa corporate ladder while proving his value to the Delphi Council. His biggest obstacle is his immediate superior, Katsumi Nagato, who is suspicious of him and secretly watches him like a proverbial hawk. What Nagato doesn't realize, however, is that he's aware of her suspicions and surveillance!

Matsumori stumbled across the Z-Flag discovery, filed a downplayed report to his superiors, then quietly informed the Delphi Council of the find. He's hatching a plan that includes getting rid of his suspicious superior and making it look like a



*Katsumi Nagato is determined to prevent anyone else from claiming the "Z-Flag."*

Storm Knight hit. The Delphi Council gets their shard, his value increases in their eyes, and he gets a big promotion once his domineering rival is gone. Everybody wins! Except Nagato, that is.

He knows Nagato favors a "hands-on" approach to "asset acquisition" and will doubtlessly personally swoop in and grab the Z-Flag for Kanawa (and her personal glory). Matsumori plans on being there as well. He'll take out Nagato before she can move against the Storm Knights, attribute her death to Storm Knight activity, then get promoted into her position!

Unfortunately, there's an X-Factor: Russian nationalists based in Vladivostok. These patriots hacked the Z-Flag information and ensuing corporate chatter, and now they want the flag too! After all, Russia was the other aggressor in the war; getting their old enemy's prize would make the Russian people proud!

## SCENE ONE: A BRIEFING AND A BRAWL

**Standard Scene. Pan-Pacifica Dominant Zone.** The Storm Knights are in the coastal city of Sendai, on the island of Honshu. It's Midnight, and the street is quiet. A gentle drizzle falls. The Storm Knights end up at an ATM kiosk outside the Sendai City Science Museum. The team leader must type the number sequence 335744, then look directly at the ATM's camera.

When this happens, read the text aloud:

*Once you key in the number sequence, an unusual red light bathes the team leader's face. It's a retinal scan. When it finishes, "IDENTITY VERIFIED" flashes on the glowing video display. The machine dispenses cash and a bank transaction receipt. "PLEASE TAKE RECEIPT, READ IMMEDIATELY! URGENT!"*

The receipt reads, "This is an official DC Asia Pacific Division authorized mission. An intelligence asset, code-named AM, informed us of an Eternity Shard located on the wreck of a ship on the new island of Dokushima, in the Kuril Island archipelago, north of Hokkaido. Dokushima is one of six new islands that appeared after the Pan-Pacifica axiom wash hit. The island serves as a shipwreck, junk, and toxic waste dumping site.

"Our asset claims the shard is the famous "Z-Flag" of Admiral Togo, flown at the Battle of Tsushima, a decisive naval engagement in the Russo-Japanese War. The flag represents rallying people to victory, and its possession would be immensely valuable in eventually freeing the Pacific Rim from Kanawan influence.

"The asset didn't give precise details, saying only, 'The flag lies in the morning fog.' Use the dispensed cash to take the 1 a.m. Tohoku Shinkansen bullet train from Sendai Station to Shin-Aomori Station then catch a train to Sapporo Station in Hokkaido. There, switch trains for the northern coastal city of Abashiri. If everything runs on time, you'll be in Abashiri by 7 a.m. local time.

"Once in Abashiri, head to the City Marina. There's a yacht, the Inazuma, moored at Slip 22, your ride to Dokushima. The team leader must unlock ship controls and further instructions by submitting to a retinal scan at the yacht's computer.

"This paper has been chemically treated to combust spontaneously within two minutes of deployment. Keep away from flammable materials. Good luck!"

As promised the slip spontaneously ignites and burns to ash two minutes later. Then behind the Storm Knights a voice says, "Making a withdrawal late at night on a quiet street? Not wise. Your foolishness is about to cost you!"

A group of thugs emerges from the night mist and advances. They look like common violent street gangers, but they work for Nagato. They're here to "soften up" the Storm Knights and take their measure by fighting and then withdrawing to report the results to Nagato. In addition to their standard gear, each ganger has a Chunyokai 13mm pistol, a perk for working for Nagato! The leader has a Zuzu.

- **Street Gangers (2 per Storm Knight):** See page 80.

## SCENE TWO: RUSSIANS ON A TRAIN

**Standard Scene. Pan-Pacifica Dominant Zone.** The train departs Sendai Station promptly at 1 a.m. local time. The entire trip, including switching trains twice, takes six hours. The train's route will take it through the undersea Seikan Tunnel, connecting the main islands of Aomori and Hokkaido.

Game Masters should feel free to build up a sense of paranoia in the team, hinting they are often subtly stared at. Besides the regular passenger cars, the train has a club car. The latter car is ideal for any random encounters with past friends, foes, connections, etc. The club car even has karaoke! The train has full Plexus access, of course.

Unfortunately, the mission is already severely compromised. Not only does Nagato know what's going on, so does a group of Russian hackers/gangers. They hacked into Matsumori's files and discovered the Z-Flag data, and they're here now.

These patriots, calling themselves *Stalivolki*, or "steel wolves," dispatched a team to the train, to obtain all information on the Z-Flag by any means necessary and neutralize the competition. The *Stalivolki* are fighting to free Russia from both Tharkold and Volkov. They don't trust the Delphi Council either, so they won't work with Storm Knights and will, in fact, remove them if they get in the way. If the Storm Knights prove to be too much for them, they break off combat and dramatically leap off the train, trusting in their implants to mitigate any damage.

- **Stavolki (2 per Storm Knight):** See below.

### STALIVOLKI

**Attributes:** Charisma 6, Dexterity 10, Mind 6, Spirit 7, Strength 10

**Skills:** Dodge 12, find 7, energy weapons 11, fire combat 12, land vehicles 11, maneuver 12, taunt 8, trick 8, unarmed combat 12

**Move:** 12; **Tough:** 12 (2); **Shock:** 7; **Wounds:** 1

**Equipment:** Thav-9 (Damage 14, Short Burst, Range 20/40/80), Pain Gauntlet (Strength +1/13, Painful, Stagger), Digan GridJack.

**Perks:** Brawler, Occultech (Chod Rabbitjack Mk II, Chod Stitcher, Zan Spinose Plates)

**Possibilities:** Rare (2)

**Special Abilities:**

- **Cyberpsychosis:** When Attack is an Approved Action the stalivolki must All-Out Attack if possible or become Very Vulnerable anyway.

## A FRIENDLY WARNING

At some point during the train ride, one of the Storm Knights' phones gets an Instant Message, reading:

*"Situation compromised. Advise extreme caution. Trust no one. Use utmost stealth and discretion in all movements and actions. AM."*

Matsumori sent the text after hacking into Delphi Council databases to get the contact information of the Storm Knights on the mission. He's known the mission was compromised from the start but waited for the right moment to say so.

If any Storm Knight with the *computers skill* thinks of it, they can attempt a Near Impossible (DN 20) *computers* test to back-trace the message and hack the sending device, gaining access to its information. A Standard or Good Success yields Mastumori's name, official title, office location (Tokyo), and supervisor's name (Nagato). An Outstanding Success unearths three documents: a request for eight Umbra Guards, a requisition for two LAW rockets, and instructions for Mastumori's yacht to be prepared for departure, coinciding with the Storm Knight's train boarding time at Sendai.

## SCENE THREE: SLIPPING THROUGH ABASHIRI

**Standard Scene, Pan-Pacifica Dominant Zone.** The train pulls into the station at 7 a.m. sharp. There's a dreary mist in the air, though the weather report says it'll burn off by late morning. Nagato has stationed three squads called "Tiger Teams," each led by a corporate saboteur. Team Red watches the train station. Team Green watches the pier. Team White "patrols" routes between the locations.

Kanawa has an office building in Abashiri. Nagato can call upon a platoon of Corporate Security, an Oda Butterfly, an Oda Hornet, and an armored

## THE INAZUMA

The *Inazuma* ("Lightning") is a private yacht. It has an onboard computer, advanced GPS, radar, sonar, Wi-Fi, satellite dish, full entertainment and gaming center, gourmet kitchen, fully stocked bar, and eight bedrooms.

Onboard are 12 life vests, four sets of SCUBA gear, two harpoon guns, two flare guns (with 24 flares), six SC Kyogo 144 submachine guns, six 13mm Chunyokai pistols, and 100 rounds for each weapon. There's also a pair of motorized six-person life rafts.

## THE INAZUMA

**Speed:** 55 kph (10); **Tough:** 16; **Wounds:** 3

**Very Large:** Attacks against the *Inazuma* gain a +4 bonus due to its size.

**Maneuverability:** -4 penalty to *water vehicles* for defenses or chases.

**Passengers:** 12, Pan-Pacifica skipper: *water vehicles* 11 (defense 12), Shock 8.

**Weapons:** None.

limousine, should the need arise. Although she works at the Tokyo office, she's influential enough to have any of these resources within 30 minutes of requesting them from the Abashiri branch.

The Tiger Teams are in hiding. Spotting them requires a Very Hard (DN 16) *find* test.

Slipping through here undetected requires three Challenging (DN 14) *stealth* tests: one to avoid Team Red at the station, another to dodge Team White along the road, and a third to slip past Team Green at the marina.

A failure on any of these tests means the Storm Knights were spotted. The Tiger Teams don't immediately reveal themselves, however, as their orders are to shadow the heroes until they activate the yacht, then neutralize them, get the mission information, and proceed to the shard themselves.

## TIGER TEAM

- **Corporate Saboteur (1):** See page 78
- **Kanawa Security Troopers (3 per Storm Knight):** See page 79

## ABOARD THE INAZUMA

The Storm Knight team leader must undergo another retinal scan, this time via the boat's computer on the bridge. Hacking the computer instead requires a Near Impossible (DN 20) *computers* test. Failure wipes the computer clean, shuts down all systems, and activates a loud, obnoxious klaxon alarm. When the Storm Knights access the computer, this message pops up:

*"Proceed to island located 88 km due northeast of Abashiri. Use the rafts to land on the island's northwestern beach. Your goal lies in the morning fog. Secure the item, set a course bearing 46 degrees, and sail out of Pan-Pacifica. Our mutual friends will meet you. AM."*

## SCENE FOUR: DOKUSHIMA

**Standard Scene. Pan-Pacifica Dominant Zone.** After Dokushima's discovery, it was quickly pressed into service as a toxic waste dump, junkyard, and ship graveyard. The small, flat island has a jungle interior encircled by a sandy beach. Numerous rusty hulks rest on the beach: wrecked cargo ships, tankers, tugs, tramp steamers, pleasure craft, even a cruise ship. Many are in pieces or missing portions of their hull. Piles of cast-off junk, old electronics, ruined computers, seized-up motor engines, etc., dot the sand.

Hidden among the various hulks is a modern Japanese destroyer, the *Asagiri*, which translates as "Morning Fog." It's the only military ship on the island.

The heroes must pass three *find* tests as a team using **Combined Actions** in *Torg Eternity*. Every "round" represents an hour of searching, during which time each team or solo character also has an encounter (see below). As soon as they've met the number of successes, or experienced all five encounters, the search is over.

An *Idea* card or a Challenging (DN 12) *scholar* test hints that a military-related artifact is probably on a warship. This allows them to bypass all but one encounter.

**Defective R-1 Defense Robot:** This hopelessly malfunctioning robot now sees all humans as threats, so it's less a defense robot and more a murder-bot. Reprogramming it takes a Near Impossible (DN 20) *computers* test. Failure causes it to self-destruct, dealing 20 Damage in a 10-meter blast radius.

- **R-1 Defense Bot:** See page 80

**Infected Rat Swarm:** A horde of aggressive rats pours out of a wrecked yacht.

- **Infected Rat Swarm (1):** See page 79

**The Lost:** A "welcoming committee" of Lost (second-generation *xenospog*) lurks in the jungle, watching the Storm Knights. They're ready to spring out from hiding and greet the visitors in the proper island fashion.

- **Lost (1 per Storm Knight):** See page 79

**Falling Junk:** An unstable pile of junk is dislodged by the passing heroes and collapses in a large blast radius. The collapse can be avoided with a Hard (DN 14) *dodge* or *find* test. Those who are affected suffer 15+1BD damage (or 15+2BD on a Mishap) and are restrained (see *Torg Eternity*). Freeing a restrained character is a Heroic (DN 18) *Strength* or *science* test.

**Toxic Sand:** Toxic chemicals have leached into a patch of sand equal to a large blast radius. Anyone who comes in contact with it must test *Strength* or suffer 10+1BD damage (or 10+2BD on a Mishap).

## THE ASAGIRI

Finally, the Storm Knights arrive at the beached warship. The ship's name is written in Japanese on the stern. She's a modern vessel but appears to be abandoned and rusting. Green plants and vines cover portions of the superstructure. A nylon rope ladder dangles from the deck in easy reach.

The Z-Flag is stored in a locker on the bridge among the rest of the ship's signal flags. The team locates it after several minutes of searching.

Unfortunately, their presence attracts the attention of a Kudzu (third generation *xenospog*) lurking among the plants.

- **Kudzu (1):** See page 79.

## SCENE FIVE: CORPORATE WARFARE

**Dramatic Scene. Pan-Pacifica Dominant Zone.** When the Storm Knights leave the island and get underway, they see two approaching speedboats with Kanawa Security Troops and Nagato herself. However, as Nagato closes distance, a third speedboat of similar design approaches off the port bow on an intercept course.

A text appears on a Storm Knight's phone, reading, "Maintain ordered course and leave the area! Your retreat is covered! AM"

Nagato is accompanied by Kanawa security troopers. Matsumori has two Umbra guards with requisitioned LAW rockets. Matsumori lends as much aid as he can during this exchange, but Nagato has the upper hand and focuses her attacks on the Storm Knights until Matsumori is in range.

If the Storm Knights flee, treat this as a standard Chase. Otherwise, use the **Vehicle Combat** rules (see *Torg Eternity*).

A Setback brings in a Hind Mi-24 helicopter with eight Stalivolki, determined to grab the flag once and for all.

- **Kanawa Security Trooper (2 per Storm Knight):** see page 79
- **Umbra Guard (2):** see page 80
- **Nagato:** see below
- **Matsumori:** see below
- **Oda Dragon (3):** see below
- **Mi-24 Hind:** see below

### NAGATO

**Attributes:** Charisma 8, Dexterity 8, Mind 9, Spirit 7, Strength 7

**Skills:** Computers 12, dodge 10, find 12, fire combat 12, persuasion 12, reality 9, scholar 12

**Move:** 8; **Tough:** 9 (2); **Shock:** 7; **Wounds:** 3

**Equipment:** Chunyokai 13mm (Damage 14, Range 10/25/40), IriMesh Clothing (+2), Zuzu Phone.

**Perks:** Bolster

**Possibilities:** 3

**Special Abilities:** —

### MATSUMORI

**Attributes:** Charisma 6, Dexterity 7, Mind 9, Spirit 8, Strength 8

**Skills:** Computers 11, find 11, fire combat 12, persuasion 9, scholar 12, trick 10

**Move:** 7; **Tough:** 11 (3); **Shock:** 8; **Wounds:** 1

**Equipment:** Chunyokai 13mm (Damage 14, Range 10/25/40), PlexiFlex Sheathing (+3, Concealable), Zuzu Phone.

**Perks:** Rally

**Possibilities:** 3

**Special Abilities:** —

### ODA DRAGON

**Speed:** 160 kph (13, Fast); **Tough:** 16; **Wounds:** 2

**Fast:** Speed grants +2 bonus in chases or a -2 penalty on any attempts to hit it.

**Large:** Attacks against the Oda Dragon gain a +2 bonus due to its size.

**Maneuverability:** -0 penalty to water vehicles for defenses or chases.

**Passengers:** 5, Pan-Pacifica pilot: water vehicles 11 (defense 12), Shock 8.

**Weapons:** Impala Chaingun (Damage 15, Range 100/500/1K, Heavy Burst, Bulky).

### MI-24 HIND

**Speed:** 370 kph (14, Fast); **Tough:** 22 (4); **Wounds:** 4

**Fast:** Speed grants +2 bonus in chases or a -2 penalty on any attempts to hit it.

**Large:** Attacks against the Mi-24 Hind gain a +4 bonus due to its size.

**Maneuverability:** -1 penalty to air vehicles for defenses or chases.

**Passengers:** 10, Tharkold pilot: air vehicles 11 (defense 12), Shock 9.

**Weapons:** 30mm Auto-cannon (Damage 24, Range 500/2K/4K, AP 2, Heavy Burst), TOW Missiles (Damage 28, Range -/2K/4K, AP 6, Medium Blast).

## AFTERMATH

The Storm Knights eventually rendezvous with the Japanese Maritime Self-Defense carrier, *JS Kaga*, working with the US Navy and the Delphi Council. Both executives end up surviving the fight, living to conspire against each other another day.

# CHASING MNE MOSYNE

BY KEVIN ELMORE

## COSM: PAN-PACIFICA

### LOCATION: ANYWHERE WITHIN THE BORDERS OF PAN-PACIFICA

Shortly after the start of the Possibility Wars, a Nile villain named Anne Mnemosyne undertook a mission to Thailand to retrieve an Eternity Shard for Pharaoh Mobius. She met a parapsychologist whose interest in psychic phenomena coincides with Mnemosyne's powers of the mind. Enamored by the grittiness of Pan Pacifica, Mnemosyne relocated permanently to research enhancing her mind control with psychic "volunteers." She developed a device that works in tandem with a powerful telepath to rewrite a person's memories. After several unsuccessful experiments irrevocably damaged the subjects, Mnemosyne found a way to change a person's personality, and even loyalty, by manipulating key points within their memory.

After a few key critics of Kanawa suddenly changed their ways, the Delphi Council learned of Mnemosyne's plot to turn Victoria Harris from fierce opposition to a loyal Kanawa agent. The Storm Knights arrive to disrupt the process, but they get sucked into her memory along with Mnemosyne. They start off unaware of the full plot. This is represented by starting this act *in media res*.

Fortunately for the Storm Knights, Anne Mnemosyne can't help but monologue obligingly.

### RUNNING THIS ADVENTURE

Unlike other missions, there is no briefing. The Storm Knights are thrust immediately into the action with no memory of why they are there. Each scene switches abruptly, but there is always Mnemosyne and the telepath.

If the GM and/or the players are not comfortable with playing *in media res*, set up a short adventure that brings the Storm Knights to the participants' room. When the Storm Knights burst in, they are caught within the psychic turbulence, and the scene begins.