



REST AND RECREATION

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A One-Sheet Adventure for *Titan Effect* RPG

SETTING

Your team has been on an extended mission in Europe, and are currently in Paris for some "R'n R". Unfortunately, things never go as planned. One day into your vacation you get an encrypted message from your unit commander, informing you that the Prague unit needs help with an emergency in Berlin. Guess what, you are the closest available team. Wheels up in 1 hour.

Prague is sending their best field agent, Milena Nováková to run the Op, she will be waiting for you when the plane lands. For the duration of the mission you are under her direct command.

ARRIVAL

When the team lands in Berlin, their contact Agent Nováková is nowhere to be found. Without more details, the team's best option is to wait for their contact. She arrives 30 minutes late with two black SUV's and a small detail (one by PC) of well armed agents; all wearing a Fianna International badge (a PMC used by the SPEAR as a cover). If asked about her tardy arrival, she will explain that there was a major accident on the Autobahn causing delays.

Anyone deciding to investigate this accident will find it reported on most news sites:

"Suspicious deaths in car crash, no survivors. Three unidentified bodies found: one woman and two men."

Agent Nováková won't give any details on the Op until the operatives reach the safe house.

BRIEFING

Once everyone is at the safehouse (a small apartment on the 5th floor of an old building just outside the financial district), Agent Nováková asks everyone to place their phones, tablets and laptops on the table face down. She quickly goes around attaching a small device to the back of each one.

If asked she only says it's a precaution. Once all devices have been tagged she goes directly into the Mission briefing.

Apologies for the secrecy, but we believe that the Prague unit has been compromised and infiltrated by a mole and I will not risk this operation by being careless.

Your target is the Law offices of Schmidt, Muller and Roth, they are a front for one of the Olympians data hubs. Data is transferred here from hundreds of sites across Europe, the most sensitive data is then saved to external drives to be shipped to their secret Air gapped facility. The data we need you to recover is planned to be shipped out tomorrow at noon, this leaves you just under 24hrs to get that drive and bring it to me.

From this moment on, we are radio silent. Your phones have all been disconnected from the satellites and only direct

communication with this team will be possible. The drive should already be packaged and ready to be shipped. All you have to do is grab the drive labeled with the code name "Sentinel"; do NOT take anything else, access their computers or try to read the drive, they are heavily encoded and boobytrapped. One mistake and we lose the data.

Agent Nováková seems distracted during the briefing; she hides it well, but with a Notice roll at -2 the operatives can sense that something is wrong. If they ask her, she will just explain that this whole operation has made her paranoid. If they try to find out more, she interrupts them drily, reminding them that they have an important mission to do and that she is their superior.

If the characters ask more information on the mission, Nováková will give them details about the offices and the security, but nothing more. If they insist, she will tell them that this is a top secret operation and that their clearance level isn't high enough.

By the time the briefing is over, the security agents have brought crates containing the team's gear in the transport, and they can start planning the operation.

Anyone investigating the little devices she placed on their phone (Knowledge (Computers) roll) will find that they are short range scramblers making it impossible to contact anyone or any computer outside the team's private network.

SMR OFFICE

Many options are available to the team as methods of entry into the building:

- **Rooftop:** If players can find a way to gain access from the rooftop, they will avoid most of the building security. They will only have to contend with some electronic security and keypad access to the stairwell.
- **Front lobby:** During the day, getting in and out of the building is easy but security screens all guests for weapons with metal detectors. At night the first 2 floors are patrolled and monitored by security guards (5).
- **Utility entrance:** Building can be entered by the utility entrance found in the loading docks at the back of the building. Security is not as strict during the day but guards know the maintenance team and may be suspicious of strangers. At night, the dock is locked down but is patrolled by only one guard.
- **Guard post:** The guard post is manned 24/7, always with two guards minimum. They watch the camera feeds and can call in suspicious activity within seconds. Alarms can only be disabled from this location.

- **SMR floor:** the main lobby of SMR offices connects to the elevators and stairwell. Most of the offices and meeting rooms seem normal. There is a secret tech lab at the back of the offices that connect to one of the conference rooms. Knowledge (Computers) or Thievery can be used to find the entrance.

ALARM AND REINFORCEMENTS

If, at any time, the team is detected or seen by the guards, their first reaction will be to trigger an alarm. Additional Security guards will arrive within 5 rounds.

SPECIAL REACTION TEAM

If the alarm is triggered (unless the operatives have disabled it) a SPEAR special reaction team, wearing Fianna badges, will arrive after 5 minutes to neutralize any threats.

DISOBEYING ORDERS

If, at any point, the operatives break protocol to re-connect their phones to the network (Knowledge (Computers) at -4) during the mission and try to access SpearNet, they can discover the following:

- **Look up Agent Nováková:** They will discover that agent Nováková died in suspicious car accident.
- **Look up mission location:** Denied info, clearance level 5 required.
- **Look up Safehouse:** Safehouse does not exist in SpearNet database.
- **Contact unit commander:** Commander orders immediate extraction or surrender to security if an alarm has already been triggered.
- **If alarm is triggered:** A red alert is triggered on all connected phones with the following message: "Project Sentinel under attack!"

Anyone trying to view data from the drive or hack any of the computers in the lab (Knowledge (Computers) at -4) will quickly discover that this is a SPEAR facility. Once their commander is contacted, she or he will task them with capturing the false agent Nováková for interrogation.

DROP OFF

Once the team has the data and escaped the location, they are supposed to meet with Agent Nováková at the airport hangar where they first met. Unless the team has figured out something is wrong, she will take the data and leave on a private jet. If she is exposed, she will use her security personnel to buy some time as she tries to escape with the files.

NPCS

SMR SECURITY GUARDS

Use Private military contractor, page 104 of *Titan Effect RPG*.

AGENT NOVÁKOVÁ'S AGENTS / SPEAR SPECIAL REACTION TEAM

Use Operator stats, page 104 of *Titan Effect RPG*.

AGENT NOVÁKOVÁ / REBECCA LYNCH

Rebecca Lynch is a biokinetic working for the Olympians as a spy and double agent. Her mission was to eliminate the real agent Nováková and take her identity to manipulate the operatives and infiltrate the SMR office. If she is captured and brought back to the SPEAR, she will be able to give the name of her contact working for the Olympians (and give a new mission idea).

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Knowledge (Computers) d8, Knowledge (Tradecraft) d6, Persuasion d10, Notice d10, Shooting d8, Stealth d10, Thievery d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Obligation (the Olympians), Secret Major (Double agent)

Edges: Arcane Background (Super Power), Charismatic, Combat reflexes, Mind Shield, Thief.

Gear: HK MP5SD (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 30, AP 1, 3RB, suppressed), Maxim 9 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shot 12, AP 1, suppressed), switchblade (Str+d4).

Super Powers (Biokinesis):

- **Chameleon (4):** Voice. Minor Limitation (doesn't affect clothes). (Cellular alteration).
- **Fear (3):** Pheromones.
- **Invisibility (3):** Level 2, -2 to hit. Personal. (Cell alteration).
- **Mind Control (4):** Minor Limitation (members of the opposite sex only). (Pheromones).
- **Toughness +3 (3):** Reinforced bones.



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