

# The Rescue of Dr. Mori

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## TWIST

One of the players is pretending to be part of the mission, but he has secretly been hired by EE to bring Dr. Mori to them. Unlike the other player that must bring him alive, the traitor is allowed to kill Dr. Mori in extreme situations.

## GOTTA BE STEALTH

The ship is full of guards patrolling all around, fighting would not be recommended, so at every scenario they approach they may try to take out the guards before being noticed by making a **Stealth Check (DC Medium)**, in case of failing the check the guards notice them and a fight starts, if the players engage in a fight they must kill the guards in one single turn, otherwise every other guard in the ship will be alarmed. Either by making a stealth check or by killing them, the players have to hide the bodies once done by making another **Stealth Check (DC Hard)**, if the players fail they must **roll a d6** to determine how many changes of scenes they have until all the guards in the ship are alarmed.

## GUARDS ALARMED

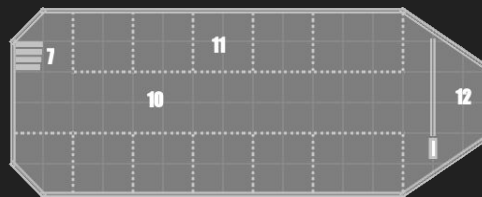
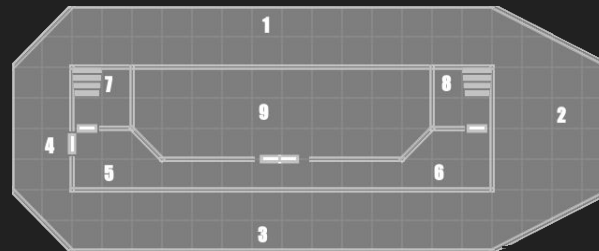
When the guards are alarmed they have advantage on the initiative for the combat and cannot be taken out by stealth checks.

## PRISONERS' CELLS

Neither the prisoners' cells nor the interrogation room can be opened from outside, these doors can only be opened by the Control Room in 13. Otherwise the players may try to bomb through, but then all the guards in the ship will be alarmed.

## CONTEXT

In the year of 2077 the world is heavily marked by the current ongoing war between three factions, The Phoenix Alliance (PA), The Blue Horizon (BH) and The Eternal Earth (EE). The players are mercenaries hired by the PA to infiltrate a heavily armed BH spaceship transporting Dr. Mori, a recently captured Ballistic Engineer, and other prisoners from PA, their mission is to bring him back alive.



## ROOMS

1. This is where players initially get to the ship and where they must be with Dr. Mori at the end to be able to get their escape ships. This passage has **1 Guard** patrolling.
2. This place has **2 Guards** patrolling.
3. This place has **1 Guard** patrolling.
4. This place gives access to the interior of the ship, but the door can only be **unlocked by a security card** (every guard has one).
5. This place has **1 Guard**, that cannot be taken out stealthily by someone coming through the outside door.
6. This place has **1 Guard** by the door to the stairs.
7. These stairs take to the lower level of the ship, where the cells are located.
8. These stairs take to the upper level of the ship, where the control room is.
9. This is the living room of the guards that are not on patrol at the moment, this is where they rest and eat. There are **5 Guards** inside at the moment but none of them are paying attention to the hallway, but passing through it still requires a **Stealth Check (DC very easy)**. In case the other guards have already been alarmed, the 5 guards will be waiting and ready to fight.
10. The hall of the prisoners cells has **1 Guard** patrolling it.
11. There are many other prisoners around but none of these cells have Dr. Mori in them. Once the players come back with Dr. Mori the prisoners are going to start begging to be saved too, by making an **Intimidation Check (DC Medium)** they are silenced again, otherwise they start making a lot of noise and all the guards in the ship are alarmed.
12. This is the Interrogation room, where you are going to find Dr. Mori being tortured by **2 Highly Armed Guards**.
13. This is the Control Room where **The Captain and 2 Guards** are distracted watching the interrogation in room 12 through the cameras.