

TITAN EFFECT

THE ROLE-PLAYING GAME



JANUS ASPECT



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Written by: Christian L. Nommay

Chapter III written by: Jeff Ruiz

Cover by: Jonathan Chong

Illustrations by: Jonathan Chong, Leonardo Ariza,
Matias Andres Trabold Rehren, Patrick McEvoy, Randy Vargas (Vargasni)

Layouts & maps: Christian L. Nommay

Edited by: Daniel Eymard, Ghislain Bonnotte & Lynnea Taylor

Beta readers: Balázs Mladonyiczki, Guillaume Hatt, Jabari Freeman, Jason Theriault, John Stevens,
Mike Morrison, and Tim Loya

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SPEARNET

DIRECTOR DATABASE

USERNAME

Faiasutomu

PASSWORD

CANCEL

CONFIRM

INTRODUCTION

"Whoever fights monsters should see to it that in the process he does not become a monster. And if you gaze long enough into an abyss, the abyss will gaze back into you."

— Friedrich Nietzsche

This four-part mini-plot point campaign serves as an introduction for your players to the world of *Titan Effect RPG*. It will introduce several factions of the secret war and give your players an overview of the challenges that await them.

Janus Aspect is intended for a group of up to 6 Operatives. The first two chapters are optimal for Novice rank characters, but the last two chapters requires the characters to be of Seasoned rank or higher.

While the Eastern Europe and Western Europe Units (see [SPEAR Units Reference Guide](#)) are geographically more suitable for this mini-campaign, the Operatives can belong to any other unit to fit your own campaign.

The Operatives are tasked to track down an elusive arms dealer that sells a new biological weapon to criminal and terrorist organizations. This mission will make them travel from Eastern Europe, to Istanbul, Brazil, and finally to the Central African Republic. During their journey, the Operatives will have the opportunity to learn more about the secret war, gain new allies, and make dangerous enemies.

Note: This mini-campaign can be used with both *Savage Worlds Deluxe* and *Savage Worlds Adventure Edition* (SWADE). See our free [SWADE Conversion Guide](#) for more information.

MAKE IT YOUR OWN

Between each chapter, while the SPEAR processes the information gained by the Characters, we recommend you send them on new missions, by using the Adventure Hooks, the **Mission Generator** or some of our One Sheet adventures available online.

This could help them gain more experience, especially for the last two chapters, and add more variety in the types of missions, as this mini-campaign is quite action-oriented.

Note: This method also makes it easy to switch out Operatives if one of your players is absent or if you want to bring a new one to your table.

THEME

The campaign's main theme is about how heroes can fall and become what they fight. The main antagonist (Alecto) was an Operative like the Characters, but, blinded by her thirst for revenge, she made a mistake and became the very thing she'd sworn to fight off. This could be presented to the Characters as what awaits them if they follow the same path.

There are different moments during the campaign that give hints about Alecto's history and her journey. It might be interesting to give the Operatives other opportunities to learn more about her past and what had happened to her. You could use this as a new adventure hook: the Characters could be sent on the trace of a former associate or client—Alecto could even send a team of assassins to silence the embarrassing witness. Although this is optional, these elements could help you make your campaign more memorable.

OVERVIEW

CHAPTER I

The Operatives receive the mission to infiltrate an Albanian mafia stronghold in Kosovo and exfiltrate a SPEAR agent who was captured. The mission gets more complicated when they discover that the Albanian mafia is selling bio-augmented soldiers to terrorist groups when one of them escapes.

CHAPTER II

The mission in Kosovo has revealed that the Albanian mafia was used as a proxy by one of TYPHON's cells to sell new bio-augmented soldier (BAS) technology. The Operatives are charged to locate TYPHON's agent in Istanbul and to capture him or her. Their operation is interrupted by a black ops team sent by ARES who have the same objective.

CHAPTER III

After they discover that TYPHON is about to sell their bio-augmented soldiers to another group, the Operatives go to Brazil to track down a hacker working for TYPHON who knows the location of their next operation. However, they will have to find her and exfiltrate her before ARES does.

CHAPTER IV

TYPHON is about to sell their BAS technology to a dangerous warlord in the Central African Republic. The Operatives must act quickly to intercept TYPHON's agents and put an end to their operation once and for all. But, things never go as planned and the Operative will have to make a difficult choice.

BACKSTORY

Since its creation in 2011, the bioterrorist organization known as TYPHON has kept a relatively low profile, with a few exceptions, and has managed so far to avoid the other factions' radar.

In their pursuit of unlocking humanity's true potential, Gaia and TYPHON's scientists have created a large variety of genetic experimentations and pathogens to reprogram animal and human DNA. One of these experiments have led to the creation of the SOMA virus and the dangerous lamias (page 113 of *Titan Effect RPG*).

Wanting to test its new creation in the field, TYPHON has tasked one of its cells to look for potential buyers for SOMA and the lamias in order to sell them as bio-weapons. Gaia has personally charged one of her best agents, Alecto, to lead the operation. Alecto, also known as Valentina Renko, was part of the SPEAR years ago, before she left the organization under unclear circumstances (see Valentina Renko's background).

Alecto's cell is composed of a team of scientists and her right-hand woman, the chimera Nyx. They are also accompanied by TYPHON commandos, highly-trained agents or operators recruited among criminals and mercenaries, loyal to TYPHON's cause. They use a modified A400M Atlas transport aircraft, under the guise of the Sunflower Group, a humanitarian NGO, to transport their equipment and a small field laboratory. They usually land in unstable countries where government personnel can be easily bribed. That way they can quickly deploy their lab equipment in a hangar to conduct their tests, while Alecto and her soldiers contact criminal and terrorist organizations to sell the lamias. They never stay long, moving a lot to avoid being detected by other factions. They are remotely assisted by a Trans-Helix cell in Rocinha, Brazil, when they need to forge false credentials or identities.

However, their operation has attracted the attention of other factions like ARES and the Directorate who are now trying to get their hands on the lamias and SOMA.



SKILLS VS POWERS

Unlike most espionage/spy RPGs, the Characters in *Titan Effect RPG* feature superpowers, in addition to their skills and gadgets. The use of powers can alter or complicate the adventure or even create a balancing issue. The gamemaster is encouraged to create situations to get the PCs to use their powers imaginatively or with limitations—of course without trying to frustrate them.

For example, biokinetics with *chameleon* can assume the appearance of anybody they see or touch, but they still need to have the right clothes—perhaps by stealing them. Also, if they don't take the time to observe the person they're imitating, his or her relatives and colleagues might notice the Character doesn't have the same mannerisms or tics. Psychokinetics might have difficulties using their fire or cold based attack powers if they are in the middle of a crowded place or downtown center (or have to face the consequences of collateral damage). This could encourage them to think outside the box and use their powers in an unusual way (by using **Power Stunts** or **Power Tricks**, see *Super Power Companion*).

Same thing with powers like *mind control* and *mind reading*, which can be very powerful and give the Characters a tremendous advantage. However, most people who are aware of the secret war have learned to take some precautions to protect themselves from telepaths: either by getting a mind shield implant or by compartmentalizing information.



CHAPTER I

The Operatives are gathered in the briefing room of their unit for an emergency meeting. Their commander speaks while showing on a big wall screen the picture of a white man in his 40s.

Listen up! One of our own has been captured in Kosovo and we have been tasked by Director Tanaka herself to handle this situation. 12 hours ago, the Intelligence division has sent Agent Kilgore to infiltrate the Dobroshi Clan, one of the notorious Albanian Mafia clans. He was investigating possible links between the Dobroshi Clan and the bio-terrorist organization known as TYPHON...

SPEARNET ENTRY #1

By accessing SpearNet, with their smartphones or computers, the Operative have access to the following information about TYPHON:

- TYPHON is a bio-terrorist organization with a posthumanist agenda. Its members are almost all bio-augmented: neo-therianthropes, chimeras, etc. Rumors say that the organization has started to harbor a few psychics to use them as spies and enforcers.
- TYPHON was created around 2011 by scientists who rebelled against ARES and the Olympians. The organization is led by a mysterious woman known as Gaia.
- While the organization has been relatively quiet for years, it has recently increased its activities and is known to work with criminal and other terrorist groups.

The commander points at the screen. The picture of Agent Kilgore switches for the picture of what used to be a farm that is now fortified like a military camp.

The Intelligence division located Agent Kilgore in this old farm that is now used by the Dobroshi Clan as one of their bases of operations. One of the division's ESPer has been able to confirm by remote viewing that Agent Kilgore is still alive, but he is in very bad shape and we believe he is being interrogated as we speak. Your primary objective is to find Agent Kilgore and to bring him home safe. Your secondary objective is to find what Agent Kilgore was looking for, whatever it is. This is a military operation, our quartermaster will provide you with all the equipment you need. You will be dropped by night at 6 clicks from your target. Once Agent Kilgore is secured you will be extracted via Fulton surface-to-air recovery system. Good luck!

GEAR UP

For this mission, the Operatives can allocate their Equipment Points as they want with no restrictions other than encumbrance. However, night vision goggles and silencers/suppressors are highly recommended for a stealth approach. In addition, each Operative receives a parachute for a standard jump, and their Quartermaster gives them two Fulton kits for their extraction (the kits can carry them and two other people). Once equipped, they board a C-130 Hercules transport aircraft. During the flight, they can access SpearNet with their smartphone and recover the map of the Dobroshi Clan's stronghold ([page 10](#)) and get information about their enemies.

INSERTION

After a long flight, the pilot informs the Operatives via their comlink that they will fly over their landing zone in a few minutes, allowing them to verify one last time their equipment, weapons and plan. After that, the cargo bay opens, letting the Operatives jump at 4,000 feet above the ground in the dark.

SPEARNET ENTRY #2

Here are the information available on the Dobroshi Clan on SpearNet:

- The Dobroshi Clan is an Albanian mafia clan formed by former members of the late Kosovo Liberation Army and lead by Barren Dobroshi.
- The farm is located in Vërshec, Kosovo, and used by the Dobroshis as a base for their bioweapons trafficking. The place is surrounded by a fence with barbed wire and has a watchtower equipped with a spotlight. A sniper is monitoring the perimeter.
- On site, there are a couple of civilians and 12 armed men (you may have to change that number according to the number of players, see **Opposing Forces**), including Korab Dobroshi and the sniper posted on the watchtower. They are all well equipped with military grade firearms. There are also two additional armed patrols (see **Encounter Table**) patrolling the area.
- The base is lead by Korab Dobroshi, Barren Dobroshi's elder son. He is on Interpol's Most Wanted List for human trafficking and murder.

The landing zone is in the middle of a field surrounded by small roads and a forest. Use **Parachuting** rules (see page 93 of *Titan Effect RPG*) for the landing. Once on the ground, they need to bury their parachutes and then proceed to their objective.

Thanks to the GPS in their smartphones, the Operatives can easily find the farm. Depending on whether they choose to go by the road or through the forest, draw a card on the **Encounter Table**.

Note: If you're using SWADE, you can use the **Quick Encounters** rule to resolve the encounter.

ENCOUNTER TABLE

| Suit | Encounter |
|----------|---|
| Clubs | No Encounter |
| Diamonds | Pack of hungry stray dogs (1d4) |
| Hearts | Guard patrol, on foot or SUV (1d4 Criminal, soldiers) |
| Spades | 2 guard patrols (2d4 Criminal, soldiers) |

THE FARM

Eventually, the Operatives reach Dobroshi's base of operations. As mentioned in their files and maps, the base looks like an old farm that has been fortified. The farm is surrounded by a 7 feet tall fence with barbed wire. The big metallic gate is the only entrance, which means the Operatives will have to cut the fence (Thievery at -2 to avoid tripping the alarm) or find another way to enter. It's possible to climb the fence (Athletics at -2 without climbing equipment, due to the barbed wire), but those who fail, gain a level of Fatigue (see **Bumps & Bruises** for more information). A critical failure means the Character gains a level of fatigue and is entangled, and needs to succeed another Athletics roll to free himself (suffers another level of fatigue for every failure). This might also attract the attention of the guards (see **Dobroshi's men** below) patrolling inside the farm (with a Notice roll at +2).

The farm is off the grid and uses two power generators for its electricity: one in the garage and another one in the big barn to power the laboratory.

WATCHTOWER

This 32 feet tall brick tower overlooks the farm, with diverse satellite dishes and radio antenna at its top. The top of the tower has been converted into a watchtower with a spotlight. One of Dobroshi's men is on the watch, equipped with a sniper rifle. Getting past the watchtower (ex.: moving from the farmhouse directly to one of the barns) requires an opposed Stealth roll with the sniper's Notice.

He also has access to a radio and can call for backup if someone raises the alarm.

GARAGE

3 SUVs (use *Savage Worlds Deluxe* or SWADE for stats) and a truck are parked inside the garage. There are also a fuel tank, and repair tools.

FARMHOUSE

This big farmhouse is used by Dobroshi and his men for their quarters. Dobroshi has his personal office inside one of the biggest rooms. There are two main entrances, one at the front, one on the left side near the shed. The Operatives can open the doors by taking the keys of one of Dobroshi's men or by using Thievery. There are a minimum of 2 armed men inside, playing cards in the living room. The Operatives can also try to unlock the windows by using Thievery as well.

DOBROSHI'S OFFICE

The Operatives can have access to Dobroshi's laptop with a successful Knowledge (Computers)/Hacking roll at -2.

If they fail, they can retry, but a critical failure sends an alert message directly to Dobroshi's smartphone. Inside they find an email between him and someone called "Alecto". The email indicates that this individual is supposed to meet next week in Istanbul a member of the Voronin Bratva to sell a sample of something called SOMA. With a successful Notice roll at -2, the Operatives can also find a safe hidden inside the desk. It takes a Thievery roll at -4 to open it and find a ledger book. With an Investigation roll, the Operatives can learn that the Dobroshi Clan has made a couple of recent acquisitions, called "lamias", from a certain "Alecto".

BASEMENT

The house's basement has been arranged as an interrogation room with torture devices and tools. Agent Kilgore ([see page 25](#)) is there, tied to a chair and under a guard's watch under a guard's watch. The basement is also accessible through a door behind the house. An Operative can open it with a successful Thievery roll at -2.

Once the Operatives neutralize the guard watching Agent Kilgore, read the following:

When you enter the room, Agent Kilgore is tied up to a chair, half-naked, with a bruises and cuts on his body. His face lights up when he sees you and he cringes a smile.

"Guys, what took you so long?"

Once freed, Agent Kilgore reveals to the characters that Dobroshi just bought a bio-augmented soldier from TYPHON that he intends to sell to a terrorist group. He also mentions that his cover has been compromised by someone from the inside or at least someone who used to work for the SPEAR. Kilgore is injured (two Wounds), but he refuses to leave until the mission is complete. Their new mission objective is now to destroy the lamia inside Dobroshi's laboratory (see **Big Barn** below).

SMALL BARN

The Dobroshi Clan uses this barn to stock all kinds of supplies, including drugs and smuggled products. One guard is watching the main entrance.



BIG BARN

The entrance is guarded by two armed soldiers. There's one big door at the front, and an access on the roof by using the escape ladder at the back of the barn. The Dobroshi Clan keeps a lot of chemical materials in this barn and one of the sections has been converted into a laboratory. The laboratory is encased in a structure of reinforced glass (hardness 10), equipped with a vent system. The lab is closed by a door secured by an electronic padlock (-4 to Thievery rolls). Two scientists are checking a human-size cryo tank with a lamia inside. Dobroshi is also in the lab, speaking to someone by video conference on a laptop. They can hear a feminine voice, but the face of Dobroshi's interlocutor is scrambled. Here's what they hear:

"I have a new buyer for your SOMA virus, I've sent you all the details."

"That's good news. Now, tell me what did you do with Agent Kilgore's body?"

"Oh, he's not dead... Yet. I wanted to interrogate him first and see for myself if what you told me about this SPEAR of yours was true."

"Incompetent fool! I gave you precise instructions for a reason. Because of your recklessness and stupidity, Korab, you may have endangered our operation."

"Who the hell do you think you are?! Nobody dares to speak to me like that!"

"You're absolutely right, because there won't be anybody left to speak with in a few minutes."

"What's that supposed to mean...? Hell, she just hang up!"

After his call, Dobroshi becomes nervous and asks his men by radio to double the patrols. All his men are on alert after that call and actively search for any potential intruders. A couple of minutes later, a light on the cryo tank's console flashes red and the two scientists start panicking. When Dobroshi asks them what is happening, they answer that the tank is equipped with a remote control and that the lamia is waking up.

Right after, Dobroshi and the scientists try to leave the laboratory, realizing there's nothing they can do, but the lamia wakes up and grabs one of the

scientists. Depending on the character's next actions, the lamia starts by tearing apart the grabbed scientist and tries to go after Dobroshi. The lamia tries to kill anyone on sight, focusing first on anyone attacking it.

SHED

Dobroshi's troops use this shed to stockpile ammunition, explosives and firearms. Accessing it takes a successful Thievery roll to unlock the padlock. Inside, the Operatives can find some assault rifles (use HK 416 stats from page 44 of *Titan Effect RPG*), grenades and other explosives. The Operatives can also use the shed to cause a diversion by setting a fire inside it.

Opposing forces:

- **! Korab Dobroshi:** [See page 25.](#)
- **Dobroshi's men (6 + one per Operative—spread across the farm):** Use Criminal, soldier from page 103 of *Titan Effect RPG*. They are armed with HK G36C (5.56, Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2) and a HK PSG-1 (7.62, Range 30/60/120, Damage 2d8+1, RoF 1, Shots 5, AP 2, scope) for the sniper inside the watchtower. According to the number of players, you will have to reallocate Dobroshi's men inside the farm.
- **Scientists (2):** Use Citizens in *Super Powers Companion*. Add Smarts d10 and Knowledge (Science)/Science d10.
- **! Lamia:** Use Lamia from page 113 of *Titan Effect RPG*.

ALARM

As soon as shots are fired or once the lamia wakes up, the alarm will be raised in the farm. All of Dobroshi's men converge toward the source of the shots and open fire on sight of any intruders. If they see the lamia, they start by shooting it, but after a few of them get killed by the creature, they flee the place, terrorized by what is happening.

ESCAPE

Once the lamia is eliminated, the characters can run up to their rendez-vous point using one of the vehicles in the farm if they haven't been destroyed. After they reach their objective they have to call their HQ for the pickup and release of the self-inflated

balloon of their Fulton kits. It takes five minutes for their plane to catch them. During that time, one or two groups of Dobroschi's soldiers could try to surround and eliminate them—this part is optional and can be resolved with the **Quick Encounters** rules if you are using SWADE.

After they neutralize their assailants or if they manage to stall long enough, their C-130 flies over them and catches the cables of their Fulton kit, lifting them in the air. Ultimately, they are brought inside the aircraft and escorted safely to their HQ.

WHAT'S NEXT?

The Operatives are debriefed by their unit

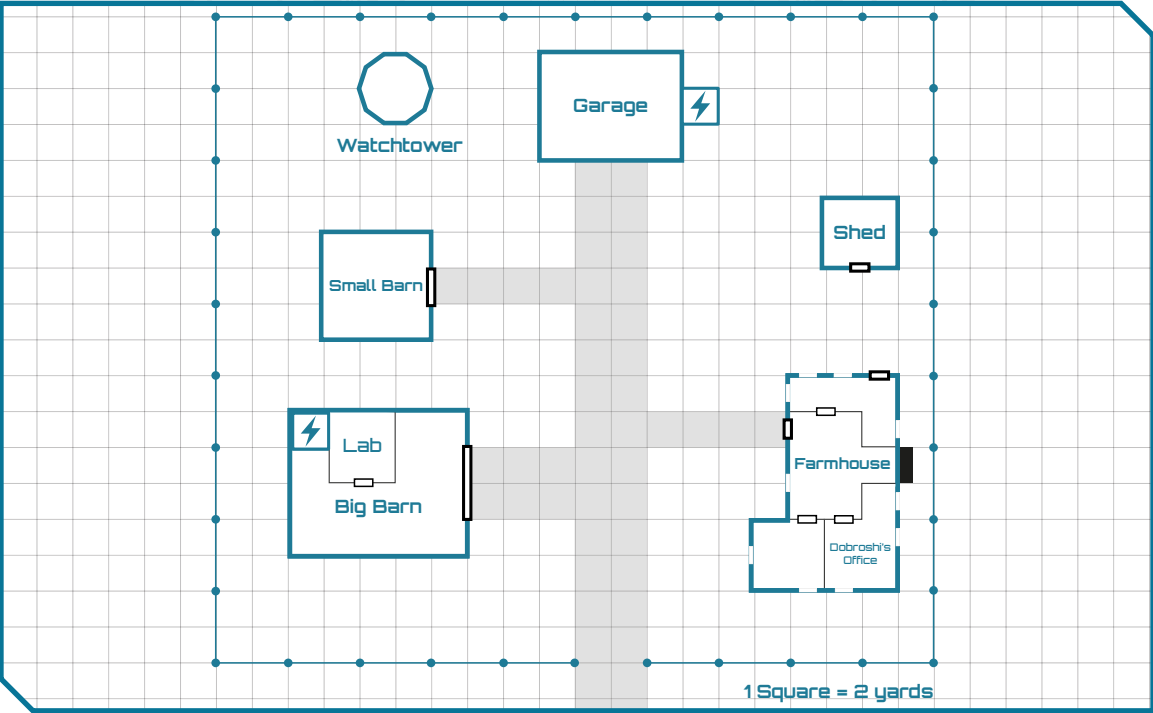
commander. If Agent Kilgore is brought back alive, he is able to tell what he learned while he was spying on Dobroschi.

Dobroschi was working with an arms dealer codenamed Alecto to buy bio-augmented soldiers and sell them to different terrorist groups. Some of his information can be confirmed by the Operatives if they took the time to hack Dobroschi's computer and/or to crack his safe.

While the Intelligence division analyze all their information, the Operatives will receive a new assignment (use any one-sheet adventure or one of your own).

DOBROSHI'S FATE

What happens to Dobroschi depends on the Operatives' actions. If they don't intervene, the lamia kills Dobroschi, otherwise he tries to escape. Although it's not part of their mission, if the Operatives decide to capture Dobroschi and take him back with them, the SPEAR will be able to extract useful information about his organization (for future missions). If Dobroschi escapes, he could be used later as a recurring enemy. In the case where Dobroschi is killed during the mission, his father (see **Other Organizations** in *Titan Effect RPG*) will certainly want to avenge the death of his son, and maybe lure the SPEAR (through the Operatives) into a trap.



CHAPTER II

Some time after the first chapter and in between missions, the Operatives are summoned by their commander for a new mission. Thanks to the information provided by Agent Kilgore and the information they recovered (from Dobroshi's ledger book or hard drive), the SPEAR has been able to learn that TYPHON was providing bio-augmented soldiers to different criminal organizations and terrorist groups. The Clan Dobroshi was acting as a middle man before things went south (see **Chapter I**). TYPHON's operation is led by one of their lieutenants, codenamed Alecto. However, the SPEAR also found out that, after the Operatives' evacuation, a team of Phobos operators were spotted inside Dobroshi's base thanks to a spy satellite. This can only mean that ARES is after Alecto, too. From now on, the Operatives have to be on their guard.

FAILED MISSION

What happens if the Characters failed the previous mission and didn't retrieve any useful information or rescue Agent Kilgore? The GM can consider that the SPEAR managed to find another way to get the information by sending another team or with the help of the Intelligence Division—the SPEAR is already aware of the existence of Iamias and TYPHON. However, their commander warns them that if they fail again, they will be removed from the case.

This Alecto character is supposed to meet a member of the Voronin Bratva (Russian mafia) in 24 hours in Istanbul, Turkey, to sell them a bio-weapon called SOMA. The SPEAR is well aware that the Voronin Bratva is a front used by the Directorate, which is sending one of its agents to close the deal. The agent has been identified as Alexei Volgin, a dangerous bogatyr and combat telepath who is

also responsible for the death of several SPEAR operatives.

The Operatives' mission is to go to the rendez-vous with Volgin and Alecto and capture her. The Intelligence Division managed to know that Volgin took a flight from St-Petersburg and is staying in the suite at the Çırağan Palace Kempinski Istanbul. As Volgin is the only one to know the meeting's location, the Operatives will have to spy on and tail him. Once they manage to find Alecto, they will have to proceed with her exfiltration and recover SOMA.

GEAR UP

For this mission, the Operatives have to use weapons they can conceal on them or in a car's trunk, and also avoid explosives or heavy weapons. Surveillance devices like bugs, GPS trackers or the smartphone hacking upgrade are highly recommended. They receive false IDs and have access to a safe house in Fatih, Istanbul's capital district. The safe house has two different exits, and is equipped with an infirmary, living quarters and holding cells. Their orders are to hold Alecto there, while the Intelligence Division sends an extraction team to interrogate her. They also have access to an SUV.

ISTANBUL

Once in Istanbul, the Operatives recover their SUV at the airport parking. It's equipped with a GPS to help them reach their safe house. From there, they can recover the equipment they've chosen and plan their mission.

Volgin is staying in his hotel suite while waiting for his meeting. As Volgin is the only one to know where the meeting will take place, the Operatives have three approaches: wait for Volgin to go out and

follow him, infiltrate his room to hack his phone and recover any useful information and/or neutralize him and take his place if one of them has the *chameleon* power. In any case, this requires the Operatives watch the Hotel. It's up to them to decide the best approach.

SPEARNET ENTRY #3

Here is the information available on Alexei Volgin on SpearNet:

- Alexei Volgin is a former SVR (Russian foreign intelligence services) operative, before he was recruited by the Directorate and trained to become a bogatyr. Officially, he is one of the Voronin Bratva's lieutenants.
- The Directorate uses the Voronin Bratva as a cover for some of its operations, to recruit new members, and as a major source of income.
- Volgin is a combat telepath and considered extremely dangerous. Operatives shouldn't underestimate him.
- Volgin is accompanied by two bodyguards, who appear to be former Spetsnaz.

BEHIND THE SCENES

Stavros received a lead, coming from a hacker codenamed ShadowKult (see **Chapter III**), on Volgin and Alecto and sent one of his teams to recover the sample of SOMA and capture Alecto. The team, composed of Phobos operators (one per Operative) and a chimera soldier, is on standby inside an ARES facility, while watching Volgin with a reconnaissance satellite. Once Volgin is on the move, they follow him from a safe distance (at this point, neither Volgin or the Characters should be able to spot them). They wait for Volgin to make contact with Alecto, before moving in and attacking.

VOLGIN

The Çırağan Palace is a former Ottoman palace converted into a five-star hotel. Volgin and his men are staying inside one of the hotel suites. They

stay inside the suite until 11:00 PM, before taking a rented car to meet Alecto. Volgin is supposed to meet her in a [warehouse in Haydarpaşa Port](#)—the exact coordinates are stocked inside his phone.

The Operatives can simply decide to wait for Volgin and his men to leave the hotel and follow them. However, Volgin is very cautious and will take every precaution to make sure he isn't followed (consider Volgin and his men active for Notice and Driving/Stealth rolls). As soon as both parties take their cars, replace Stealth with Driving for all stealth checks. Both the Operatives and Volgin make opposed Driving/Notice rolls (when inside cars) and Stealth/Notice rolls (once at the port) to avoid being detected or make sure they aren't followed. To make this scene more exhilarating, you could use **Dramatic Tasks** or **Quick Encounters** if you are using SWADE.

The Operatives can also try to infiltrate Volgin's suite and hack his phone (−4 penalty) or to neutralize him and impersonate him. The hotel's level security impose a −2 penalty to all Knowledge (Computers)/Hacking and Thievery rolls. Volgin's suite has three connecting bedrooms and a bathroom. Volgin is inside the biggest bedroom, whose balcony has a view of the Bosphorus. Consider Volgin and his men passive, but they will react quickly to any suspicious activity and use weapons with silencers if they are attacked.

IMPERSONATING VOLGIN

If the Operatives managed to neutralize Volgin and his men without alerting the hotel's security, they could try to impersonate him and take his place at the meeting with Alecto. This is possible if one of the Characters is an expert in disguise or has the power *chameleon* (or *disguise* if you're using the **Alternative Rules**). Two other Operatives could be able to play the role of Volgin's bodyguard, but if more people accompany him to the meeting they run the risk of raising Alecto's suspicions. The SPEAR will send a "cleaning" crew to recover Volgin and his men or their bodies if they have been killed.

ALERT

If the Operatives and Volgin's team attack each other and make too much noise, they could alert the hotel's security who will send security guards to the suite. If things escalate or if one of the security guards is wounded, the hotel calls the police. If the Operatives wound or kill any of the police officers, the mission is aborted they are requested to return to their unit. See **Chapter III**.

Opposing forces:

- **! Arkadi Volkov:** [See page 25](#).
- **Volkov's bodyguards (2):** Use Operator from page 104 of *Titan Effect RPG*. Change their gear with AKS-74U (5.45, Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2—the AKS are concealed inside briefcases), Makarov PM (9x18mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, concealable), concealable body armor (+2/+4).

MEETING ALECTO

Alecto is waiting for Volgin inside an isolated warehouse while her two henchmen (see **TYPHON Commandos** below) are waiting outside to spot any intruders and the arrival of Volgin. They have a speedboat ready for them at the berth near the warehouse, in case they have to flee.

The security guard at the entrance of the port has been bribed by Alecto to let Volgin and his men enter, but he will intervene if he sees anyone else. The Operatives have to find their way to the warehouse without alerting the port's security (mostly cameras and patrolling security guards). As soon as Volgin arrives at the warehouse, he enters inside while his two body guards stay outside with Alecto's henchmen. Inside the warehouse there are a few forklifts, crates and containers—enough to provide cover during a firefight.

If they want to avoid being seen, the Operatives could enter inside the warehouse by unlocking the backdoor (Thievery at -2) or by using the emergency ladder to reach the roof—from there they can open one of the roof windows and infiltrate.

Alecto and Volgin are talking to each other. After a short introduction, Alecto asks Volgin to wire transfer 10 million euros as requested, while Volgin wants Alecto to show him the virus. Alecto opens a briefcase with a refrigerating system and shows him a vial with a blue liquid and "HX-A9" written on it. Alecto explains that it's only a variant strain derived from the SOMA virus and that it can create lamias when injected inside a host. Volgin uses his phone to make the money transfer right after that. If the player characters hack Volgin's phone, they could be able to intercept the wire transfer (the money is transferred to one of the SPEAR's black accounts) and use it as a diversion. Unless the Operatives intervene before, Alecto verifies with her smartphone that the transfer worked and gives Volgin the briefcase.

UNINVITED GUESTS

During the deal between Volgin and Alecto, ARES' black ops team approach the warehouse and separate into two teams, each lead by a chimera, to cover each entrance. If the Operatives manage to spot them first (ex.: if one of them is on the watch), they will have to decide carefully what action they want to take. If they engage in a fight with ARES' team before the meeting, they might risk losing both the virus and Alecto.

ARES' team starts by eliminating Volgin and Alecto's men and then storms the warehouse by throwing flashbang grenades through the windows. Their two main objectives are to recover the virus and capture Alecto. They fight to eliminate anyone trying to stop them, especially the Operatives.

As soon as the assault starts, Alecto and Volgin each try to escape in different directions. Volgin runs to find a car and leave the port, while Alecto tries to escape with her speedboat. The Operatives will be forced to split up or make a choice if they want to get both Alecto and the virus. Volgin attacks anyone who tries to stop him and won't hesitate to use all his abilities to neutralize any threat. If Alecto is cornered by ARES' soldiers and can't escape, she assists the Operatives to get rid of them, and eventually surrenders. Otherwise, she escapes with her boat.

Opposing forces:

- **! Alecto:** [See page 25.](#)
- **TYPHON Commandos (2):** Use Operator from page 104 of *Titan Effect RPG*. Replace their equipment with concealable body armor (+2/+4) and SIG MPX (9mm, Range 12/24/48, Damage 2d6, RoF 3, Shots 30, AP 1).
- **Phobos Operators (1 per Operative):** Use Phobos operator from page 107 of *Titan Effect RPG*. They use a drone for recon (use Sentinel from page 37 of *Titan Effect RPG*).
- **! Chimera Soldier (1):** Use Gorgon series from page 109 of *Titan Effect RPG*. Feel free to add a second chimera soldier if there are more than 5 Characters.

AFTERMATH

Once the fight is over, the Operatives have to leave the port quickly if they want to avoid the authorities. If Alecto escaped, she drops her smartphone during the fight. With a Notice roll, the Operatives can recover it and use it later. Otherwise, they have to secure Alecto and bring her back to their safe house. On their way back, the Characters could try and see if they are followed (let them do a few Notice rolls), but they won't see anyone. In case the Operatives manage to capture one of ARES' operators alive and successfully interrogate him, they learn that ARES received an anonymous tip about the deal—Stavros didn't reveal the hacker's identity to them.

SAFE HOUSE

At the safe house they inform their unit commander of their mission status (whether they failed or succeeded) and wait for the Intelligence Division's escort team. Alecto tries to manipulate anyone who engages in conversation with her or try to interrogate her. She implies that the SPEAR is far from being the benevolent organization they believe, and that they are all expendable. She mentions that she worked for the SPEAR before and that Director Tanaka let her entire team die on her last mission. She explains that TYPHON is the only faction with the sheer will and resources to bring down the Olympians. Alecto can even try to recruit them in her team.

Aware that she could be mind probed by a telepath, Alecto made sure to have only the minimum required information for her mission—meaning that she doesn't know when or how her team will intervene to rescue her. During the whole conversation, Alecto appears confident and in control of the situation.

A few minutes later, the Intelligence Division's team arrives, providing the safe code. If the Operatives are suspicious, the two men and the woman provide them all the credentials they need to be reassured. Once Alecto is secured, they escort her to their van and leave the safe house. If the Operatives insist on knowing what they intend to do with her, they simply reply that their clearance level isn't high enough.

EPILOGUE

Back at their HQ, they learn that a few hours later the Intelligence Division's team got attacked by TYPHON commandos. The agents were severely injured and Alecto managed to escape. However, one of them managed to wound Alecto and her blood was analyzed. It appears that her blood contained a radioactive isotope. According to the Intelligence Division it is possible that TYPHON was using that to track Alecto's position. Their commander lets them take some time off to rest or recover, while waiting for their next assignment.

LOOSE ENDS

What happens if Volgin manages to escape with the virus? The SPEAR will probably try to track him and send the Operatives after him, before Volgin gives the virus to the Directorate. Volgin will travel back to St-Petersburg to the Voronin Bratva's stronghold to wait for the Directorate to send a courier. The Operatives will have to find a way to infiltrate the stronghold and recover the virus before it's too late.

CHAPTER III

After a rest period of a few days, the Operatives are called back to their HQ and briefed on their new mission—one that could lead to tracking down Alecto and shutting down her entire operation.

The Intelligence Division found out (with the help of the Operatives if they managed to recover Alecto's phone) that Alecto was being remotely assisted in Istanbul by a hacker going by the pseudonym "ShadowKult". She is part of Trans-Helix, an anarchist and hacker collective that serves as TYPHON's hands and eyes on the Darknet. ShadowKult is believed to handle electronic security and communication for Alecto and her network. This puts this computer jock in the perfect position to know where Alecto will conduct her next bio-weapon deal. The Operatives' mission is to exfiltrate ShadowKult and get her to reveal Alecto's location.

ShadowKult has been located in the middle of Rocinha, one of the largest favelas in Rio de Janeiro, Brazil. Due to the large amount of civilians and the tightly packed community of homes and businesses in this area, a stealthy approach is highly recommended, as well as trying to avoid any collateral damage to the local population. The presence of narco gangs and corrupt cops in the area can also complicate the mission. Considering how cautious Alecto is, it is more than likely that ShadowKult has an armed escort. As ARES has already attempted to capture Alecto, there's a high probability that they will also try to target her hacker.

GEAR UP

All weapons and equipment should be authorized for this mission but the team is reminded that they will be in the middle of a densely populated area. Heavy weapons and explosives are ill-advised. One large SUV is waiting for them in a hangar belonging

to Fianna International at the Jacarepagua Airport. Within the airport, they will officially act as private military contractors working for Fianna and on NPO protection duty. However, once outside, they won't have any cover and will have to avoid the authorities at all cost. After the team has managed to capture the hacker, they will have to go back to the hangar where a Gulfstream V and their pilot will be waiting for them.

SPEARNET ENTRY #4

- ShadowKult's real name is: Melanie Drennan, a UK citizen.
- Melanie is wanted by Interpol, and several intelligence and federal agencies for computer related crimes.
- Outside of Trans-Helix (and by extension TYPHON), she is known to have had contact with a few criminal groups in the past, like the Triads and the Yakuza, as a freelancer.
- She has a brother earning a PhD, living in the U.K. and not talking to her anymore. Her parents were killed in a car accident 10 years ago.

INSERTION

The team arrives at the airport where they are promptly escorted under the cover of night to the hangar with their waiting gear and ground transportation. During the transport, their smartphones are updated with a [detailed map of Rocinha](#) and different escape routes. ShadowKult's hideout is smack dab in the middle of the favela. If there is a dedicated sniper on the team, they can easily find a vantage point with a clear line of sight to ShadowKult's hideout. A successful Athletics and a Stealth roll is needed to get into a position and remain unseen.

The Operatives have two options available to them:

- Drive a distance into the favela, park and make their way on foot to the target location.
- Drive all the way to the target location and perform their raid, using speed to compensate for stealth.

Whichever option the Player Characters choose, make a roll on the **Encounter Table** below. The Operatives can of course try to sneak in with Stealth rolls to avoid any conflict.

| ENCOUNTER TABLE | |
|-----------------|--|
| Suit | Encounter |
| Clubs | No Encounter |
| Diamonds | 1d4 Cops (50% chance of being corrupt), use Flatfoot Cops in <i>Super Powers Companion</i> |
| Hearts | 2d4 Gang members (Criminal soldiers, give them SMGs or assault rifles) |
| Spades | 1d4 Phobos operators disguised in civilians (sent to recon the area) |

THE HIDEOUT

ShadowKult's hideout is a small two-story structure close to the town's center. Multiple antennas and satellite dishes can be seen mounted on the roof. A balcony about 3 feet wide wraps around the entirety of the second floor. Surrounding the house is an 8 feet tall brick and plaster wall with a gate on the north side. With a Notice roll, the Characters can spot a series of security cameras fixed on the walls, covering the surroundings of the building and the street. If they fail to notice it, they might alert the guard inside watching the security cameras feed.

Exterior Guards/Walls: On the north wall is an iron gate that open inwards. The gate is guarded by two gang members with SMGs hidden under their vest. There is another guard that walks the grounds and finally a fourth guard on the 2nd floor watching from

the balcony. A Notice roll at -2 indicates that these men act more like trained soldiers than gangbangers or thugs. If the Operatives take pictures and run a background check on SpearNet, they learn that most of them are former Special Forces operators and mercenaries with criminal or terrorist activity records.

Power Junction Box: In the southwest corner of the property is a small metal box with multiple power lines and conduit connected to the house. An electronic keypad secures the main access panel (A Knowledge (Computers)/Hacking or Thievery roll at -2 to bypass it). Shutting off the power here plunges the house and exterior lights into darkness, with the exception of ShadowKult's computer room.

Carport: Located in the northeast corner of the interior of the residence is a covered carport. Currently there is a large SUV parked there.

First Floor: Inside the house, on the first floor, are 2 bedrooms, a full bath, a kitchen, a large living room/dining room area and a screened-in sun porch. There's also a gas powered generator with cables going upstairs through the ceiling, and connected to the computer room. Another mercenary is sitting in the kitchen.

Second Floor: At the top of the stairs is a small office used for meetings, a small half-bath, utility closet, a bedroom that has been converted into ShadowKult's NOC Center/Computer room, and finally her master suite bedroom which is connected to the computer room through a secret door in the closet.

- **Office:** Your typical office with a wall of miscellaneous books toward the back, a heavy, reinforced oak desk (Hardness 10, Medium Cover, Cover Bonus +6). There is one guard sitting (or hiding in case of an alert) behind the desk, watching the security cameras feed on a series of monitors.
- **Bathroom:** Your typical half-bath. Inside the cabinet is a first aid kit.
- **Utility Closet:** Household cleaning supplies and equipment—this includes normal cleaning chemicals.
- **NOC Center:** This used to be two bedrooms, it

has since been converted into one large room. Inside is a state-of-the-art hacking lab, with several computers, screens and communication devices. Sitting behind one of the computers is ShadowKult. A last mercenary is constantly watching her to make sure nobody gets to her as well as making sure she behaves.

- **Master Suite:** A standard larger master bedroom with a private bathroom. There is also a door that leads to the outside balcony.

Allies & opposing forces:

- **! ShadowKult:** [See page 26.](#)
- **TYPHON Commandos (7):** Use Operator from page 104 of *Titan Effect RPG*. Replace their equipment with concealable body armor and SIG MPX (9mm, Range 12/24/48, Damage 2d6, RoF 3, Shots 30, AP 1).

EXTRACTION

Whether The Operatives prioritize the stealth approach or rush in guns blazing is up to them. However, as soon as a gunfight occurs or if a guard radioed in a threat (or if they missed the cameras), all the guards inside are on high alert and shoot on sight. ShadowKult will seize the opportunity to steal her guard's gun and shoot him and try to flee on her own.

Once the Operatives manage to reach their target, ShadowKult asks them to identify themselves. A successful Notice roll indicates that she was expecting someone else than the Characters. By interrogating her, they learn that she leaked information to ARES about Alecto in exchange for protection—she was detained against her will and forced to work for TYPHON (see ShadowKult info).

If the Operatives reveal that they work for the SPEAR or at least convince her that they are the “good guys”, she relaxes and eventually collaborates with them. She is ready to give them all the info they need to find Alecto in exchange for her freedom and new identities—for her and her brother. However, they need to move fast, because ARES is aware of her whereabouts. On the other hand, if the Operatives

refuse to answer her, she becomes uncooperative and tries to get away at the first opportunity—and won't inform them about ARES plans.

As soon as the conversation is over (or any other convenient moment), the entire house loses power and goes dark, with the exception of the computers due to the generator downstairs (assuming that the Characters didn't disable it). If the Operatives have a drone in the air or someone as a lookout, they can discover that most of the favela, apart from a few buildings using electric generators, has just lost power—caused by ARES' operators who disabled the power grid to provide cover. Two large black mid-sized cars (use Mid-Sized Car in Deluxe or SWADE) are speeding their way through the city towards the team's current location. The cars appear to be armored (Armor 6 instead of 3) and are approximately a couple of minutes out. If there's an ESPer on the team or with the help of a drone, they can try to see who's inside the two vehicles: Phobos operators and two manticore chimera soldiers.

The Operatives, along with ShadowKult, need to decide what to do at this point. The most likely and smartest thing to do is to run and make it to the Operatives waiting evac. How they get there is a different story. Their most likely options would be:

- Run all of the way there on foot to use the favela as cover, and eventually steal a vehicle once they lose their pursuers.
- Get to where their personal vehicles are and then race to the evac point.

The Operatives have less than two minutes to make up their mind before ARES team reaches the house. Regardless of how they leave the house, no sooner than they exit the grounds they hear the screeching tires and see their enemy vehicles coming towards them. The chase is on!

THE CHASE

Use **Chases** rules (or **Chases & Vehicles** rules if you use SWADE) for this part. This is an Extended Chase of 10 rounds, and the Operatives are two cards ahead of ARES cars (if you're using SWADE).

Due to all the clogged streets and dead-ends, the terrain is difficult whether they are on foot or driving, complications besides Jokers have a minimum penalty of -2. Ranged attacks are made at -2 as well to account for the Cover. If the Operatives decide to use the rooftops to slow down their pursuers, you can use the **Customized Chases** in *SWADE*.

ARES soldiers' objective is to immobilise the Operatives or their vehicle so they can capture ShadowKult—everyone else is expendable. Phobos operators try everything to slow them down by shooting the tires or the cars' engine. They avoid shooting the passengers seats to avoid the risk of killing ShadowKult. One of the chimeras could try to jump on one of the Operatives SUVs to neutralize the driver. If the chase is too easy, you can also add some cops (corrupt or not) to the chase, on foot or in a vehicle to complicate the scene.

If after 10 rounds their vehicles are still running (or if they are on foot), the Operatives manage to outrun their enemies and get out of the favela—they can then proceed to their hangar. Otherwise, ARES' team corners them in a dead-end (if they didn't disable their vehicles before) and forces them to leave their cars. See **Stand and Fight** below.

Opposing forces:

- **Phobos Operators (1 per Operative):** Use Phobos operator from page 107 of *Titan Effect RPG*.
- **! Chimera Soldiers (2):** Use Cercopes, Gorgon or Manticore series (page 111 of *Titan Effect RPG*).

STAND AND FIGHT

If they can't manage to escape their assailants, the Operatives got cornered near an abandoned textile factory and have 3 rounds to take refuge inside it by taking the backdoor or the roof. The remainder of ARES forces split up into two teams to cover each exit of the factory (the back door and the delivery bay from the other side).

Note: If your players are too confident, you can add a third car as backup, with three new Phobos

operators and a chimera.

The Operatives have a few minutes to organize and establish a plan, before their enemies storm the place. Inside, there are a few machines, crates and chemical products. There are also enough spots and a few corridors to provide cover during an assault and/or set traps. If ShadowKult is unarmed, she asks the Operatives for a gun, insisting that she can take care of herself.

Once the fight is over, the Operatives can find a new vehicle or steal one from their assailants. From there they can continue and join the airport's hangar, where their plane awaits them. If any of them are wounded, one of Fianna's personnel can patch them up before the return flight.

MISSION OUTCOME

During the flight, ShadowKult reveals to the Operatives that Alecto was a former SPEAR operative who switched sides with TYPHON for unknown reasons. She works directly under Gaia's orders, TYPHON's leader. Alecto' mission was to test the SOMA virus and the combat abilities of the lamias on the field by selling them to terrorists and criminal groups. In less than 48 hours, she is to meet a warlord in Central African Republic to sell them lamias. See **Chapter IV**.

In case ShadowKult didn't make it during the operation, all of this information is available on her encrypted smartphone (left like some sort of testament).

If the Operatives failed to save ShadowKult and to recover her smartphone, the mission is considered a failure. They learn a few days later that a warlord in Central African Republic conducted a massacre in the region of Ouham. Several witness indicate the presence of terrifying creatures matching the description of lamias. The Operatives' unit commander will probably send them there with the mission to destroy the lamias. In this case, you can use some elements of **Chapter IV** to create a new adventure.

CHAPTER IV

Thanks to ShadowKult's information, the Operatives now know where and when Alecto will conduct her next deal. In 24 hours, Alecto is going in Central African Republic to meet "Michel Dikembe", a dangerous warlord who seeks to take control of the country. The meeting is taking place in an old airfield occupied by Dikembe and some of his troops. The current political situation in Central African Republic is highly volatile and having a warlord like Dikembe using bio-augmented soldiers will no doubt plunge the country into a nightmare scenario. The Operatives' mission is to eliminate Alecto and take her and her operation down. They have carte blanche and are authorized to use any means necessary to accomplish their mission. However, due to the strong hostile forces in the area, it might be wise to use a discrete approach or create a diversion. No matter what the Operatives choose, speed and precision are of the essence.

OPPOSITION

ShadowKult revealed that Alecto and her team are using a modified A400M to transport the lamias and her personnel. In addition to the aircraft crew, Alecto is accompanied by a team of TYPHON commandos and a chimera soldier named Nyx. There are also a couple of TYPHON scientists with them. ShadowKult will land in an airfield under the control of Dikembe's troops in the region of Ouham, near Chad's border. The Intelligence division has also confirmed that Dikembe has about two dozen soldiers and South-African mercenaries with him (adjust this number according to the number of Operatives). They are heavily armed with military-grade weapons.

The airfield is in the middle of the savannah, and there's only one dirt road leading there from the closest city. This is a day operation and the Operatives will be easily exposed. Once on site, the Operatives have two hours before Alecto's aircraft lands. They can use that time to plan an assault or to infiltrate the airfield.

Alecto and her people will repack and take-off with the A400M as soon as they realize they have been compromised.

A SMALL FAVOR

The briefing over, their commander informs the Operatives that Director Tanaka came in person and wants to have a word with them in private, and then leaves the room. Once Director Tanaka enters the room, read the following:

I'll be brief. As you may already know, Alecto was one of our own a few years ago. Her real name is Valentina Renko and she was a field operative like you—she was one of our best. Unfortunately, she also had a personal score to settle with the Olympians, to the point where she refused to obey a direct order during her last mission. That decision got her entire team killed, except for her, and Valentina was captured by the Olympians. Before we could find her and rescue her, she was recovered by TYPHON and brainwashed to become one of them. The Executive Committee now considers her a liability and has ordered her elimination. However, I'm asking you as a personal favor to try to reason with her and bring her back alive, if there's any chance. Valentina was my responsibility, and I don't abandon my people. This request is totally unofficial and nothing forces you to help her, but if you do, it won't go unnoticed.

The Operatives can ask a few questions to Director Tanaka if they want to know more about Alecto and try to understand her psychological profile. Director Tanaka leaves after that.

GEAR UP

For this mission, the Operatives receive an extra 5 EP and are allowed to pick any weapon and piece of equipment they deem necessary—of course if they want to recover Alecto alive, they have to go easy

SPEARNET ENTRY #5

- Michel Dikembe: born in Bangui, Central African Republic's capital. Son of a former influential general. Studied in the United States and graduated from Yale. Returned to Central African Republic and took control of a rebel group a few years ago. He is intelligent and charismatic.
- Reports from the Intelligence Division mention that Dikembe has been in contact with members of the Olympians and is probably even funded by them.
- Dikembe's army is small for the moment, but it is well-armed, well-trained and is expanding.
- Dikembe has recently hired a group of South-African mercenaries led by Conrad Van der Berg, a former Special Forces operator on the watch list of several countries for war crimes.
- While not a primary objective, Dikembe's elimination could disrupt the Olympians activities in this region—this could be used as a hook for another adventure, if the Operatives don't neutralize him during the campaign.

on the explosives! This is a day operation, so night-vision equipment is unnecessary, but stealth and cloaking suits, as well as silencers, might come in handy. If they agree to bring Alecto back alive, they might want to include a non lethal weapon like a tranquilizer gun.

If they aren't part of it already, the Africa Unit receives them and provides them with a helicopter and a pilot to transport them to their objective. They are to be dropped at a good distance from the airfield. Once they are done, their helico will come back to recover them.

Note: If the Operatives know how to fly, they could pilot the helicopter themselves.

The Operatives have the option to ask the Africa Unit's assistance for this mission. The unit can send another team to attack Dikembe's stronghold, a few miles away from the airfield. Dikembe will send half of his forces to provide assistance (divide by half the number of soldiers and mercenaries). This will also put the airfield in alert: the rest of the mercenaries and soldiers will be active instead of passive concerning Notice and Stealth rolls—they will actively search for any potential intruders and will be more cautious.

PLANNING AN ASSAULT

The Operatives have different options for this mission. If they struggle to establish a strategy for an infiltration or an assault, they can make a Knowledge (Battle) or Battle (if you are using SWADE) roll at -2. On success, propose them one of the following options, two with a raise (draw a card):

- **Clubs:** The Characters can infiltrate the airfield and plant explosives they will detonate when Alecto arrives to create chaos and cover their attack.
- **Diamonds:** They can disable the aircraft when it lands to destroy the lab and prevent Alecto's retreat (by shooting the landing gear for example).
- **Hearts:** They can capture/eliminate and impersonate Dikembe before Alecto arrives and lure her into a trap.
- **Spades:** The Operatives can infiltrate Alecto's aircraft and try to take her and her team down during the flight. In this case, the Africa Unit will send a team to recover the lamias.

INSERTION

The Operatives take a flight to Yaoundé, Cameroon, where the Africa Unit's pilot awaits them with their helicopter, a UH-60 Black Hawk modified for long range operations. After a long flight, they eventually reach their drop zone in a glade. From there, they have to continue on foot.

AIRFIELD

As they are approaching their objective, they can see what appears to be an old airfield composed of a runway, a watchtower, a big hangar, barracks and a large building with a radio tower.

Opposing forces:

- **! Michel Dikembe:** [See page 28.](#)
- **Dikembe's soldiers (6 + 1 per Operative)*:** Use Fighter from page 103 of Titan Effect RPG. They are armed with HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2).
- **! Conrad Van der Berg:** [See page 28.](#)
- **Van der Berg's mercenaries (6 + 1 per Operative)*:** Use Private military contractor, page 104 of Titan Effect RPG.

**According to the number of players, you may have to reallocate Dikembe's soldiers and Van der Berg's mercenaries inside the airfield (runway, barracks, headquarters, etc.).*

RUNWAY

The airfield is equipped with a 3,500 feet long (and 90 feet wide) dirt runway. There are one troop truck and two technicals (modified pickup trucks with pintle-mounted 50. Cal. machine guns), close to an aviation fuel tank. Two soldiers are sitting inside the pickups trucks, ready to use the machine guns at the first sign of trouble. Four mercenaries are patrolling along the runway.

Inside the watchtower, one of the mercenaries watches the airfield, looking for any intruders. He is equipped with an Accuracy International AWM rifle (.338, Range 40/80/160, Damage 2d10, RoF 1, Shots 5, AP 4, bipod, scope) and a radio.

BARRACKS & HANGAR

An old derelict hangar filled with metal scraps, barrels of diesel fuel and crates of ammunition. It's guarded by 2 soldiers. Two other tacticals are parked inside. An empty transport truck is parked right outside.

The barracks are installed close to the hangar and are used by the rest of the soldiers who are not on patrol.

HEADQUARTERS

A former terminal that is now used by Dikembe as one of his secondary headquarters—Dikembe and his troops move frequently to avoid being hit by their rivals and the current government. This large building contains a radio station room (connected to the radio tower outside—Repair roll at –2 to disable it), Dikembe's quarters and office, Van der Berg and the rest of his mercenaries (a minimum of one) use the two other rooms for accommodation. The Headquarters and the radio tower are supplied by a gasoline generator behind the building (Repair roll to shut it down). In case of alarm, the soldier at the radio will call for help, and a truck with 2 soldiers per Operatives will arrive 5 minutes later. The Operatives can try to disable the radio tower with a Repair roll or destroy it—Dikembe won't be able to call for backup. Of course, if things get too easy, a nearby patrol could hear the gunshots and go check what is going on.

Before Alecto's arrival, Van der Berg discusses with Dikembe in his office their current affairs. If the Characters try to spy on their conversation they can hear Van der Berg warning Dikembe that if the Olympians learn that he has been doing business with TYPHON and Alecto, they could drop their support and replace him by someone else—The Olympians plan is to help Dikembe overthrow the current government so they can exploit the country's natural resources. Knowing how much Alecto hates the Olympians, the Operatives could use that information somehow to drive a wedge between her and Dikembe.

Dikembe keeps a briefcase with \$20 million worth of diamonds inside a safe (Thievery –4), destined to Alecto. Three mercenaries patrol around the building, while the six others wait inside their quarters. One of Dikembe's soldiers stays inside the radio station room and listens to Dikembe's other soldiers throughout the region.

THE ARRIVAL

Two hours after the Operatives reach the airfield, Alecto's aircraft arrives. Despite its big size, the A400M manages to land with no problem on the runway, projecting a cloud of dirt and dust behind it. Dikembe, Van der Berg, and four mercenaries come shortly (assuming the Operatives didn't take action earlier) to welcome Alecto as she disembarks from the plane. Along with Alecto, a group of TYPHON commandos and what appears to be a woman wearing a long coat and a hoodie, hiding her face, with the exception of her yellow eyes—"Nyx". After some small talk, Alecto calls her scientists who bring two cryo tanks, with the lamias sleeping inside.

Dikembe asks Alecto to come in his office to receive her payment and discuss business. Alecto and Nyx go inside the headquarters with Dikembe and Van der Berg, accompanied by her commandos—with the exception of one who guards the A400M. The lamias are transported inside the transport truck near the hangar. Dikembe and Alecto discuss about new shipment of lamias for a few minutes. Shortly after that, Alecto and Nyx return to the plane and take off. It's up to the Operatives to choose when to take action before that.

On any indication of threat, Alecto and her team automatically re-embark the A400M and try to escape. If the Operatives block her path, she activates the lamias with her remote control, which releases them from their cryo tanks so they can start rampaging around them.

If the Operatives seek to reason with Alecto, they have to isolate her and try to persuade her to come back with them. Use **Social Conflict** rule to resolve this situation. The Operatives need to be persuasive in their arguments and convince her that not everyone in the SPEAR has abandoned her—they can mention that Director Tanaka herself is sending them. At any indication that Alecto has betrayed them, the rest of her team tries to kill her and the SPEAR Operatives.

Opposing Forces:

- **! Alecto:** [See page 25.](#)
- **! Nyx:** [See page 26.](#)
- **TYPHON Commandos (1 par Operative):** Use Operator from page 104 of *Titan Effect RPG*.
- **TYPHON Pilots (2):** Use Pilot from page 104 of *Titan Effect RPG*. Both pilots of the A440 carry a P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1).
- **TYPHON Scientists (2):** Use Citizens in *Super Powers Companion*. Add Smarts d10 and Knowledge (Science)/Science d10.
- **Lamias (2):** Use Lamia from page 113 of *Titan Effect RPG*. For the purpose of this scene, you could treat the lamias as Extras instead of Wild Cards.

ALECTO'S AIRCRAFT

The A400M Atlas is a large military transport aircraft. TYPHON repurposed it to transport laboratory equipment and bio-augmented soldiers. In addition to the crew cabin, with the pilot and co-pilot, the A400M's cargo compartment is 13 feet wide, 58 feet long and 12 feet high. A part of the cargo compartment is used by Alecto as a command center with a series of laptops and communication devices. The rest of the compartment is used to transport the commandos, the scientists, lab equipment and weapons (inside big metallic crates). There's also an SUV inside. There are a dozen parachutes in case of emergency. During the meeting the pilot and copilot stay in the cabin.

CONCLUSION

The mission over, the Operatives join their rendezvous point and eventually return to their unit's HQ. They are congratulated (or blamed) according to how they handled the operation. If they manage to bring back Valentina alive, Director Tanaka thanks them for their good job and tells them that they have gained her trust (meaning they will probably get more special missions from her). If however, they brought back Alecto by force, she thanks them and tells them that she will return the favor one day.

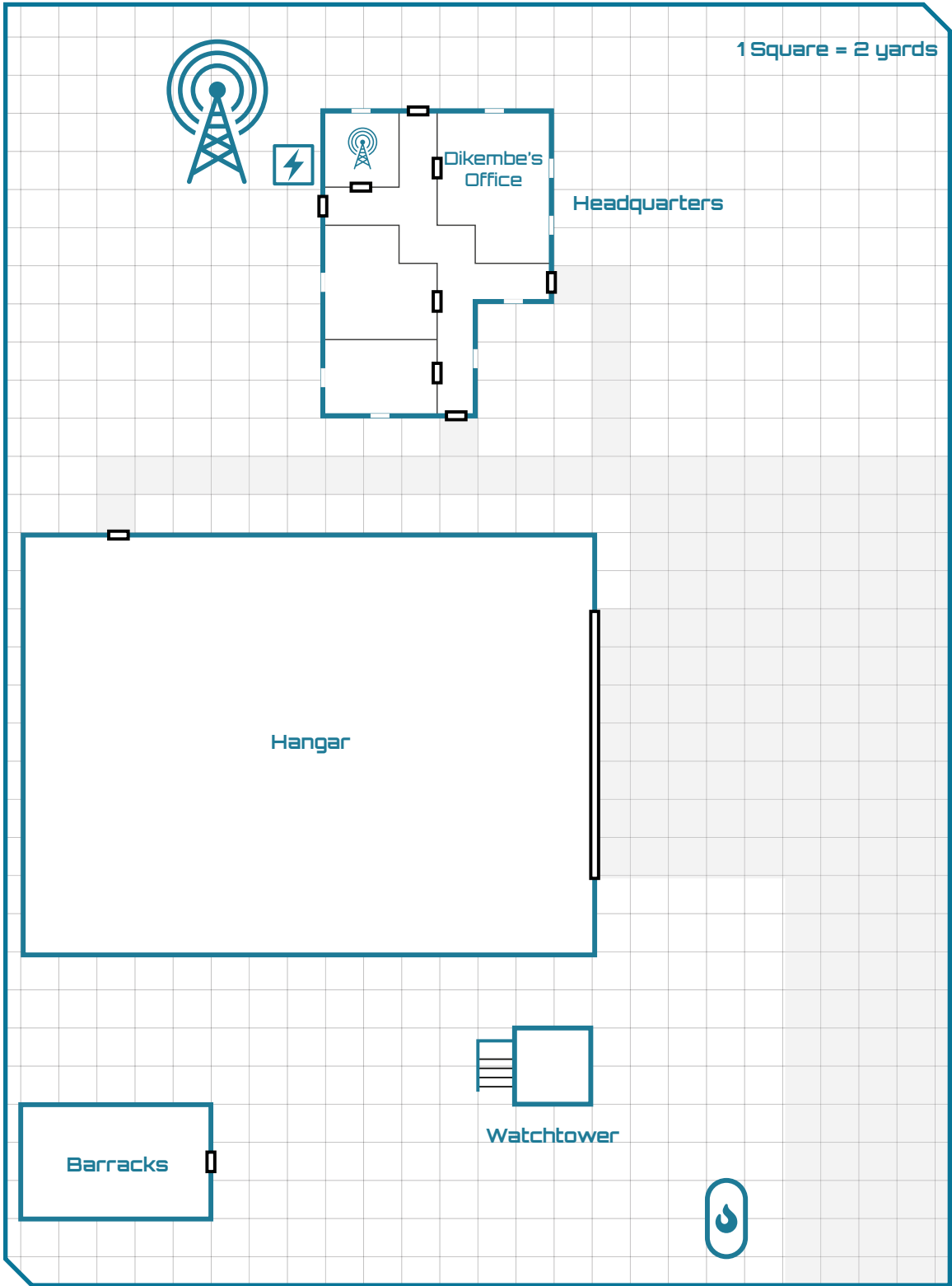
Any intel they managed to recover is sent to the Intelligence Division who also congratulates them. They are invited to take a well-deserved but short rest before their next mission—no respite for heroes. What happens next is up to you and your campaign. Maybe they have a few loose ends to tie up, like Dobroshi or Volgin in Chapter I and II.

If Conrad Van der Berg or Michel Dikembe escaped, maybe the SPEAR could send Operatives

after them and try to find out what their links with the Olympians are.

ShadowKult and Alecto (if they are alive) might also have interesting information to share that could lead to a new mission. TYPHON, especially Tartarus, will probably seek to take revenge on the SPEAR and the Operatives. Whatever happens, this is just the start for the Operatives.





ALLIES & ENEMIES

🔪 KORAB DOBROSHI

Korab is the elder son and the right-hand man of Barren Dobroshi, the leader of the notorious Dobroshi Clan, one of the most powerful Albanian mafia clans. Korab is responsible for handling human and weapon trafficking. Korab is arrogant, short-tempered and never hesitates to use violence to get what he wants. His enemies as well as his allies, have learned to beware of his unpredictable nature. Korab is a tall man in his 30's with a short beard, wearing sports clothes and a bomber jacket.

Use **Criminal, boss** (page 103 of *Titan Effect RPG*) and replace Walther PPK with Desert Eagle (.50, Range 15/30/60, Damage 2d8, RoF 1, Shots 7, AP 2).

🔪 AGENT KILGORE

Part of the SPEAR Intelligence division, Kilgore is one of their top spies. Despite the rivalry between the Intelligence and Tactical Divisions, Kilgore often collaborates with operatives and gets respect in return from them. However, despite his excellent track record, Kilgore has a reputation of suffering from "bad luck" and often gets caught by the enemy, forcing the Tactical Division to send operatives to save his ass. Kilgore, however, is also a man of honor and always pays his debt.

Use **ESPer Spy** from page 106 of *Titan Effect RPG*. Add Bad Luck, and Code of Honor Hindrances.

🔪 ALEXEI VOLGIN

Alexei Volgin is a bogatyr, one of the Directorate's psychic operatives trained in clandestine operations. Volgin is a former SVR (Russian foreign intelligence services) operative, before he was recruited by the Directorate and trained to become a bogatyr. Officially, he operates as one of the Voronin Bratva's lieutenants, which is a cover for the Directorate's criminal activities. Volgin is a 40 year old man with short salt and pepper hair. He's dressed as a businessman with a tailored black suit.

Use **Bogatyr telepath** stats from page 105 of *Titan Effect RPG*. Volgin carries with him an encrypted smartphone, a PSS-2 silent pistol (7.62x43mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 6, suppressed rounds) and concealable body armor (+2/+4).

🔪 VALENTINA "ALECTO" RENKO

Valentina Renko is from Bulgaria and was orphaned at the age of ten when her parents were killed in front of her. Spotted for her exceptional telekinetic abilities, the Olympians had sent agents to capture her, but her parents tried to save her. She was ultimately rescued by a team of SPEAR operatives, but it was too late for her father and mother. The SPEAR sheltered her and gave her a new home. As she grew up, she learned how to use her powers until she was of age to join the SPEAR. Wanting to avenge her parents' death, Valentina became an operative. She made a name for herself as a skilled agent and quickly worked her way up the ladder to lead her own team. Two years ago, she was sent with her team on an operation to sabotage an Olympians' facility. At the last moment, the SPEAR ordered Valentina to cancel her mission and withdraw with her team. However, she refused to obey, wanting to make the Olympians pay for what they did to her family. Things escalated, innocents were killed and her entire team got decimated. Valentina barely survived and was captured by ARES. She was interrogated for weeks, before she was finally rescued... by TYPHON. Persuaded that the SPEAR abandoned her and discovering that TYPHON's members shared her hate for the Olympians, Valentina decided to stay and work for them. "Seduced" by Gaia's vision, Valentina came to believe that the SPEAR was led by cowards who were too afraid to get their hands dirty. She even convinced herself that the SPEAR was responsible for the death of her teammates. She took the codename of Alecto and became one of Gaia's lieutenants.

Alecto appears as someone cold and focused, but it is a facade. She gets angry quickly whenever something doesn't go as she planned and she's quick to blame anyone responsible for any problem. Deep inside, she is lost and doesn't really know who she is anymore. She is totally obsessed with her revenge and she mentally blocked the fact that she's responsible for the death of her former teammates; she will react violently if she's reminded of this fact. Alecto is a tall woman in her 30's with long black hair and green eyes. She wears tactical clothes and a long trench coat.

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

Skills: Athletics d8, Fighting d10, Intimidation d8, Knowledge (Battle) d8, Knowledge (Computers) d8, Knowledge (Tradecraft) d12, Notice d10, Piloting d6, Shooting d12, Stealth d8, Streetwise d8, Thievery d6

Languages: Bulgarian, Arabic, English, Romanian, Russian, Spanish

Cha: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 13 (6)

Hindrances: Cautious, Death Wish (take revenge on the Olympians), Stubborn

Edges: Arcane Background (Super Power), Block, Charismatic, Combat Reflexes, Connections, Danger Sense, Dodge, Improved CQB, Level Headed, Mind Shield, Strong Willed, The Best There Is (telekinesis), Thief

Gear: FN Five-seveN (5.7x28mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 20, AP 2), encrypted smartphone.

Super Powers (Psychokinesis—Kinetic):

- **Armor +6 (5):** Requires Activation. (Kinetic armor).
- **Attack, Ranged (11):** Range 12/24/48, Damage 3d6. Cone +1, Focus, Heavy Weapon, Switchable (telekinesis). (Kinetic blast).
- **Flight (4):** Pace 12, Climb 0. (Levitation).
- **Telekinesis (15):** Level 5, Strength d12+2, Range 24". Heavy Weapon. Switchable (Primary, telekinesis, attack, ranged).

🗡️ MELANIE "SHADOWKULT" DRENNAN

Born in London, ShadowKult was a brilliant computer engineering student at the University of Cambridge when her parents were killed in a car

accident. Alone with her little brother, she dropped the university to get a job so she could provide for them both. She began hanging out with the wrong people and eventually started using her computer skills to get money illegally. She caught the attention of Trans-Helix who offered her to be part of the group. At first, she didn't ask questions—money was good and she was convinced she was working for the common good. This helped her pay for her brother's university, but when he found out what his sister was doing he stopped talking to her.

A few months ago, she was asked to assist Alecto and her operation, but she accidentally discovered Trans-Helix real purpose and its links with TYPHON. ShadowKult tried to get out, but Alecto sent some of her operatives to watch her and make sure she behaves. She worked for criminal groups before, but working for a bio-terrorist organization was a whole other deal and she wanted nothing to do with that. Desperate, she tried everything she could to escape, including contacting ARES and putting the PMC on Alecto's tracks—ShadowKult is the reason ARES was tracking Alecto in the first place in Kosovo and Istanbul. ShadowKult is a survivor and ready to do what it takes to regain her freedom and protect her brother.

ShadowKult is a 35 year-old short woman with red hair. She wears a lot of piercings on the ears and has tattoos all over her body, that she shows proudly.

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

Skills: Athletics d6, Fighting d6, Knowledge (Computers) d12+2, Notice d8, Persuasion d6, Repair d8, Shooting d6, Stealth d8, Thievery d10

Languages: English, Cantonese, French, Japanese, Portuguese, Spanish

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Loyal (brother), Wanted (major—interpol, CIA, NSA...)

Edges: Eidetic Memory, Hacker, Investigator

Gear: Encrypted smartphone.

🗡️ NYX

Nyx is a Medusa series and one of the chimera soldiers who deserted ARES with Gaia. She's completely faithful to Gaia and her cause, and she will do anything to protect TYPHON's interests. Nyx

was tasked with escorting Alecto as her bodyguard, but in reality her role is to watch her and make sure she stays loyal to TYPHON. Nyx received the order to kill Alecto at the slightest sign of betrayal. Nyx doesn't remember much of her previous life before she was brainwashed and genetically enhanced, but she totally embraced what she has become and is proud of being part of the next stage of evolution.

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d12, Intimidation d8, Notice d8, Piloting d8, Shooting d8, Stealth d12, Thievery d10

Languages: English, French, Mandarin, Russian, Spanish

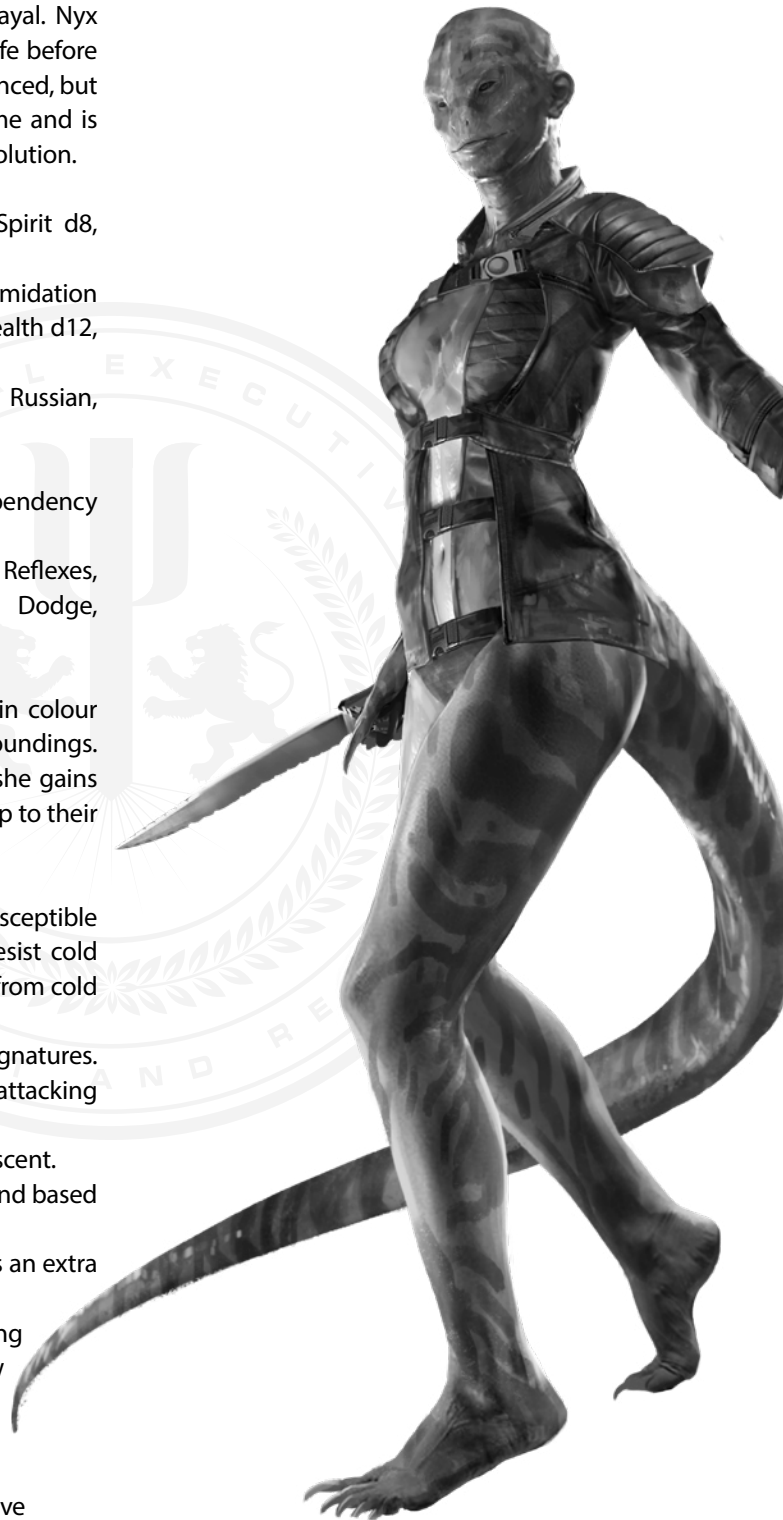
Pace: 6; **Parry:** 9; **Toughness:** 7

Hindrances: Distinctive Appearance, Dependency (special enzyme), Loyal (TYPHON)

Edges: Assassin, Block, Combat Reflexes, Counterattack, Danger Sense, Improved Dodge, Improved Nerves of Steel, Quick

Special Abilities:

- **Chameleon:** Nyx can change her skin colour and texture and blend with her surroundings. If she moves at half her Pace or less, she gains +4 to Stealth rolls, or +2 if she moves up to their Pace.
- **Claws:** Str+d6.
- **Environmental Weakness:** Nyx is susceptible to cold. She suffers a -4 penalty to resist cold environments and suffers +2 damage from cold or ice-based attacks.
- **Infravision:** Can detect and see heat signatures. Halves penalties for bad lighting when attacking heat-producing targets.
- **Keen Sense:** +2 to Notice while using scent.
- **Mind Shield:** +2 to any roll to resist mind based powers.
- **Prehensile Tail:** Nyx can use her tail as an extra Fighting attack without any penalty.
- **Regeneration:** Makes a natural Healing roll once per hour. Nyx can even regrow lost limbs. To prevent any regeneration, the head must be removed or the body destroyed.
- **Wall Walker:** Nyx can adhere and move at her full Pace on any surface.



⚡ MICHEL DIKEMBE

Michel Dikembe is a Central African Republic warlord trying to overthrow the current government control the country. Born in Bangui, Central African Republic's capital, Michel is the son of a former influential general of one of the previous governments. Dikembe studied in the United States and graduated from Yale, before he returned to Central African Republic years later and took control of a rebel group. During his stay in the US, he met members of the Olympians who offered to support him financially and politically with the promise that he will allow their companies to exploit the country's natural resources.

Dikembe is convinced that he's the only person able to restore peace in his country, but he's ready to take any means necessary, including killing innocent people. Dikembe is well aware of the Olympians manipulation and plans to eventually get rid of them—without really knowing what he got himself into.

Dikembe is in his late 40s and is bald with a grey moustache. He wears fatigues (military clothes) and a beret, like his soldiers.

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

Skills: Athletics d6, Driving d6, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Knowledge (Business) d10, Notice d8, Persuasion d10, Shooting d8

Languages: Sango, Afrikaans, Arabic, English, French, Russian

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Arrogant, Vengeful (Major)

Edges: Charismatic, Combat Reflexes, Command, Connections, Improvisational Fighter

Gear: HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2), Glock 17 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 17, AP 1).

⚡ CONRAD VAN DER BERG

This former South-African Special Forces operator is the leader of a mercenary group known as the Van der Berg Group. Unlike most private military companies (PMC), Conrad and his group operate in total illegality and work for the highest bidder. Through the years, they have worked for many corrupt governments, warlords, and even terrorist groups. They are wanted for war crimes in some countries due to their brutal methods. In reality, Conrad is a freelancer for the Olympians, who hire him whenever they want to stage a coup and don't want to compromise ARES. However, he doesn't know much about the organization, besides the fact that their influence and resources are huge, and that the pay is good—he also knows it's not a good idea to cross them. Conrad and his men only care about the money and never hesitate to get their hands dirty when needed.

In his 50s, Conrad is tall with short blond hair and piercing blue eyes. He and his men all wear civilian tactical clothes, with no insignia or uniforms.

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

Skills: Athletics d8, Driving d8, Fighting d10, Intimidation d8, Knowledge (Battle) d10, Notice d10, Piloting d8, Shooting d12, Stealth d8, Survival d8

Languages: English, Afrikaans, Arabic, French, Zulu

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 10/13 (3/6)

Hindrances: Disgraced (dishonorable discharged), Greedy (Major), Overconfident

Edges: Block, Combat Reflexes, Command, Hold the Line!, Level Headed, Marksman, Rock and Roll

Gear: HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+3/+6).

NEW VEHICLES

TECHNICAL

This light improvised combat vehicle consists of a civilian vehicle (like a pickup truck or a four-wheel drive vehicle) equipped with a mounted weapon.

Size: 5; **Acc/TS:** 20/40; **Toughness:** 14 (3); **Crew:** 1+3

Notes: Four-Wheel Drive

Weapons:

- M2 Browning on pintle mount (.50, Range 50/100/200, Damage 2d10, RoF 3, Shots 200, AP 4, HW)

SWADE

Size: 5 (Large); **Handling:** 0; **Top Speed (MPH):** 120; **Toughness:** 14 (2); **Crew:** 1+3

Notes: Four-Wheel Drive

Weapons:

- M2 Browning on pintle mount (.50, Range 50/100/200, Damage 2d10, RoF 3, Shots 200, AP 4, HW)

MODIFIED BLACKHAWK

The Sikorsky UH-60 Black Hawk is a military transport helicopter widely used by many armies in the world. The SPEAR has modified this model for long range operation with upgraded engines and fuel tanks.

Size: 8; **Acc/Top Speed:** 15/48; **Toughness:** 15 (2); **Crew:** 2+11; **Climb:** 0;

Notes: Helicopter

SWADE

Size: 8 (Huge); **Handling:** +1; **Top Speed (MPH):** 180; **Toughness:** 14(2); **Crew:** 2+11;

Notes: Helicopter

A400M ATLAS

The Airbus A400M Atlas is a modern four-engined turboprop military aircraft used to transport troops and equipment. It has state-of-the-art avionics and even anti-missile countermeasures.

Size: 10; **Acc/Top Speed:** 25/200; **Toughness:** 18 (4); **Crew:** 3+20*; **Climb:** 2

Notes: Anti-Missile Counter Measures

SWADE

Size: 10 (Huge); **Handling:** -1; **Top Speed (MPH):** 485; **Toughness:** 18 (4); **Crew:** 3+20*

Notes: Anti-Missile Counter Measures

**Depending on the need the A400M can transport up to 116 fully-equipped troops, but TYPHON has configured the cargo to transport material and up to 20 people.*

SPEARNET

DIRECTOR DATABASE

0

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