

All Onboard

Initial Brief

Incoming Transmission # Source Identifier: Snow Piercing #c/o Aces High # Destination Identifier: TE3-Firebrand#Her Glorious Command#Starlight Ebbing#Muse IX#Unquiet Journey#* # Subject: Security Threat Assessment Needed # Message Begins

Aces High seeks Inquisitive and skilled individuals with expertise in one or more of the following fields: Close-quarters combat Investigation Infiltration Testing Computer Systems Infiltration Immediate availability to assess the security status onboard the maiden voyage of the interplanetary luxury trainline Snow Piercing

Prospective applicants to present themselves at the Aces High spaceport Ask for higher ring. Discretion is required; successful applicants will be required to sign an NDA before mission briefing.

Message Ends

Characters

- List of Player Characters
- [Example Character Name](#) - Player First Name

Summary

- party hired to assess security on snow Piercing
- party infiltrated the train, found a decay cult bringing on active decay
- tensions between Aces world and Alterian civilizations onboard was high due to war
- group followed by revolving tonn
- power outages distressed passengers who attempted to hack into ship systems to examine issues themselves
- ship security attempted to hinder party progress
- revolving tonn was assaulted by party then investigated for decay. Decay residue was found on hands. Revolving tonn was arrested.
- party acquired engine key via gambling with captain
- when accessing the engine snow Piercing (ship heart) was found. Through investigation of ship heart it was found that the ship heart, trying to “protect the crew and passengers”, thought that a threat must be present in order to “protect” and thus introduced the decay threat via the cult
- via intervention the shipheart was replaced with another

Aftermath

- Bullet points of what characters did in the aftermath of the mission

Consequences

- Breakdown of consequences for characters - rewards, effects, contacts.
- Also mention any wider consequences for the world

All Characters

- Consequences

Character 1

- Consequences

Character 2

- Consequences

Be sure to add tags for the characters

[mission](#), [character 1](#), [character 2](#)

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