

1. The Swarm

As the squads were making their way through the building, they moved to many things and unsettled an ancient realm. With every secured zone they notice increased peripheral sensors activity. Soon it becomes apparent why.

More and more G.H.U.L's are homing in on their position. Halls and corridors resonate with the klang of their footsteps and murmur of their blurred babble. They are soooooo hungry....

Rules:

Every Action (even Relocate) must be treated as though it also is in response to Hostile Contact, as squads must fight their way through the Facility. Additional 1 Ammunition and 1 Health must be paid on top of any other resource expenditure.

2. ST-6(Sanity-tear) virus

Whatever cybernetic warfare was being researched in this Complex now it becomes active. Squads unwittingly downloaded one line of scrap code to many and now they are all infected through their neural uplink.

Their deepest fears are brought to the front as their sanity is pushed to the breaking point with horrific visions and whispers at the edge of awareness.

Rules:

Every Action (even Relocate) must be treated as though it also is in response to Testimonies of Horror, as squads must overcome mounding dread and horror. Additional 1 Sanity and 1 Oxygen must be paid on top of any other resource expenditure.

3. Vanessa's Awakening

She was awakened from decades of slumber. The overseer of this place, the Main Archivist screams in her unending struggle with Artificial Intelligence of this Complex that tries to subdue her free will. The AI systems considered Ariadna troops as trespassers.

Erratic intel activity increases as hardware of the Facility is flickering in and out of action, and Vanessa... She tries to tell her story. She tries to show them...

Rules:

Every Action (even Relocate) must be treated as though it also is in response to Deep Storage, as the overseer of this place confuses the sensors and jams the communication equipment with an unending stream of records, logs and data. Additional 1 Health and 1 Sanity must be paid on top of any other resource expenditure.

4. Andrusov

He was dwelling in the walls wrecked by his guilt and sorrow. The Architect had too many decades of unending awareness from which he had no escape. He wants all the pre war artifacts to remain buried under piles of rubble and ash.

For the story never to repeat. For humanity never to be reborn. For mankind never to fall again. TO end this, once and for all.

His mad ramblings are heard as he darts through obscure passages.

Rules:

Every Action (even Relocate) must be treated as though it also is in response to The Way is Shut, as rogue android sabotages squads movement with a myriad of elaborated traps and roadblocks. Additional 1 Health and 1 Sanity must be paid on top of any other resource expenditure.

5. Ecoes of a distant war

The war might have ended, but the machines pitted against each other never received their “stand down” order. The activity of Ariadna Troops stirred them finally from their tombs in the waste land, and reactivated dormant seek and destroy protocols.

Now they enter the Facility with singular purpose and unbending will to execute it.

Rules:

Every Action (even Relocate) must be treated as though it also is in response to Active Automated Defences, as more battle drones and automata infiltrate the Facility. Additional 1 Ammunition and 1 Energy must be paid on top of any other resource expenditure.