



The Argo Incident



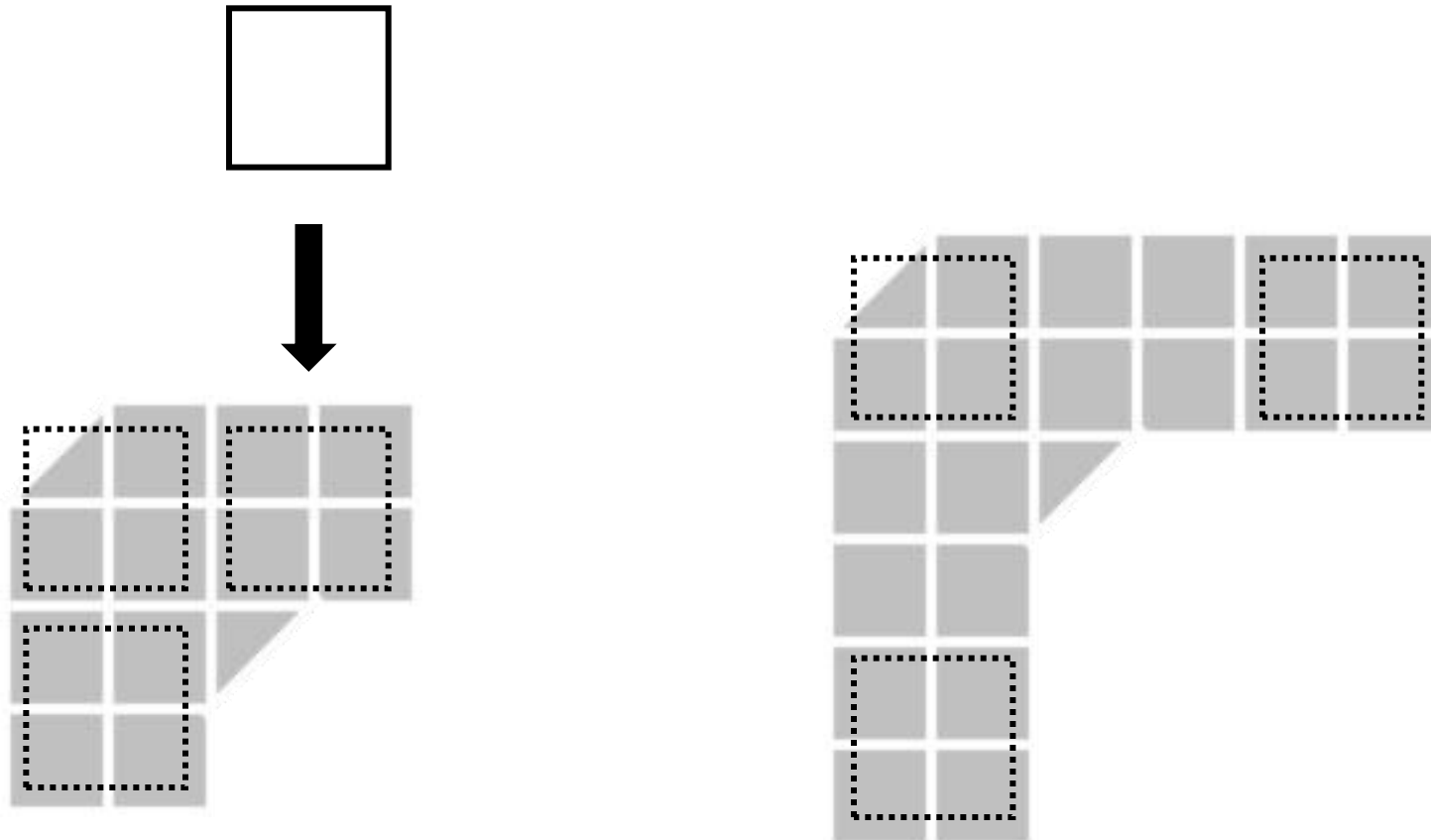
**An Introductory Mission Pack for *Meet Thy Doom*
By Mike MacDee (at yahoo dot com)**

version 1.2

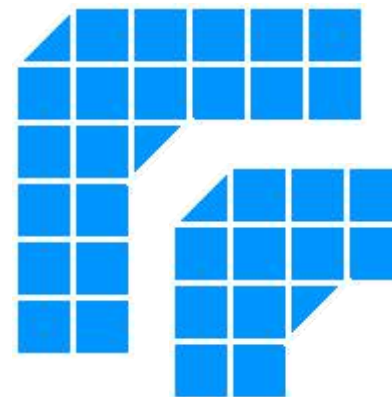
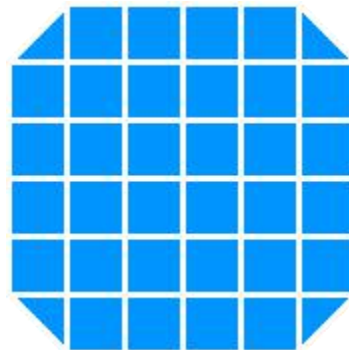
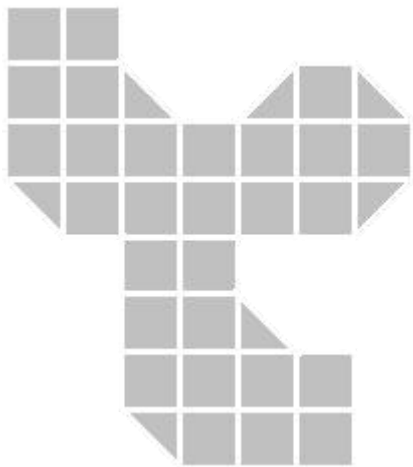
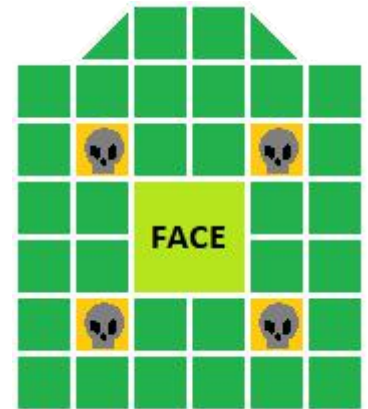
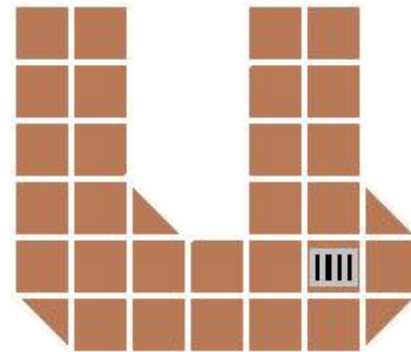
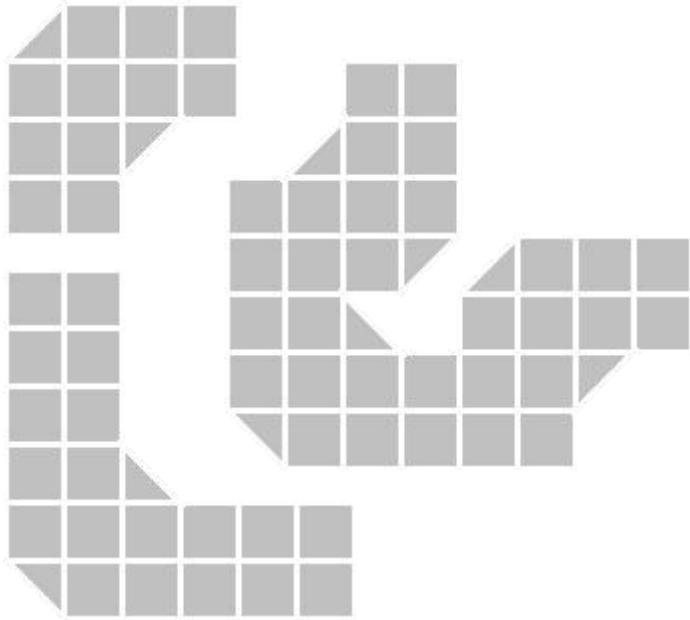
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ELEVATED SECTORS

Place platforms under the elevated sectors like so.



SECTORS USED IN THIS MISSION




TRAP! Floor may collapse on Master turn once revealed. Place green sludge "O" sector on T!: all players roll Moxie (1+) each step/action, or take 1 damage. **Trap Scan/Disarm 2+**

SECTOR D: "Darkness"

Loot Scan (2+): 8 shells & 10 bullets on hanging corpse. Save against Shaken (2+) when you take them.

Hidden Room B: Secret Scan (2+) or may reveal when Switch is pressed.

Secret 

Elevated 
Impassable wall except from Steps.

Steps 
Allows Doomero to reach elevated sector.

Slippgate 
"Use" to instantly pass between.

OBVIOUS LOOT

- [1] Medikit
- [2] Stimpack
- [3] Chaingun, Perez's PDA
- [4] PDA
- [5] Rocket Launcher
- [6] 1d6 Ammo Type of Doomero's Choice
- [7] Light Amp Goggles
- [8] Soul Sphere

MASTER SPAWNS.

Rolls # dice indicated and spawns in specified sectors on his turn.

1-3: Former Sgt.

4-5: Imp

6: Demon

Roll double 6, Master may spawn Cacodemon.

SWITCH:
Raises Steps on all spots marked "X". Master spawns in Sectors A & D (3 dice).

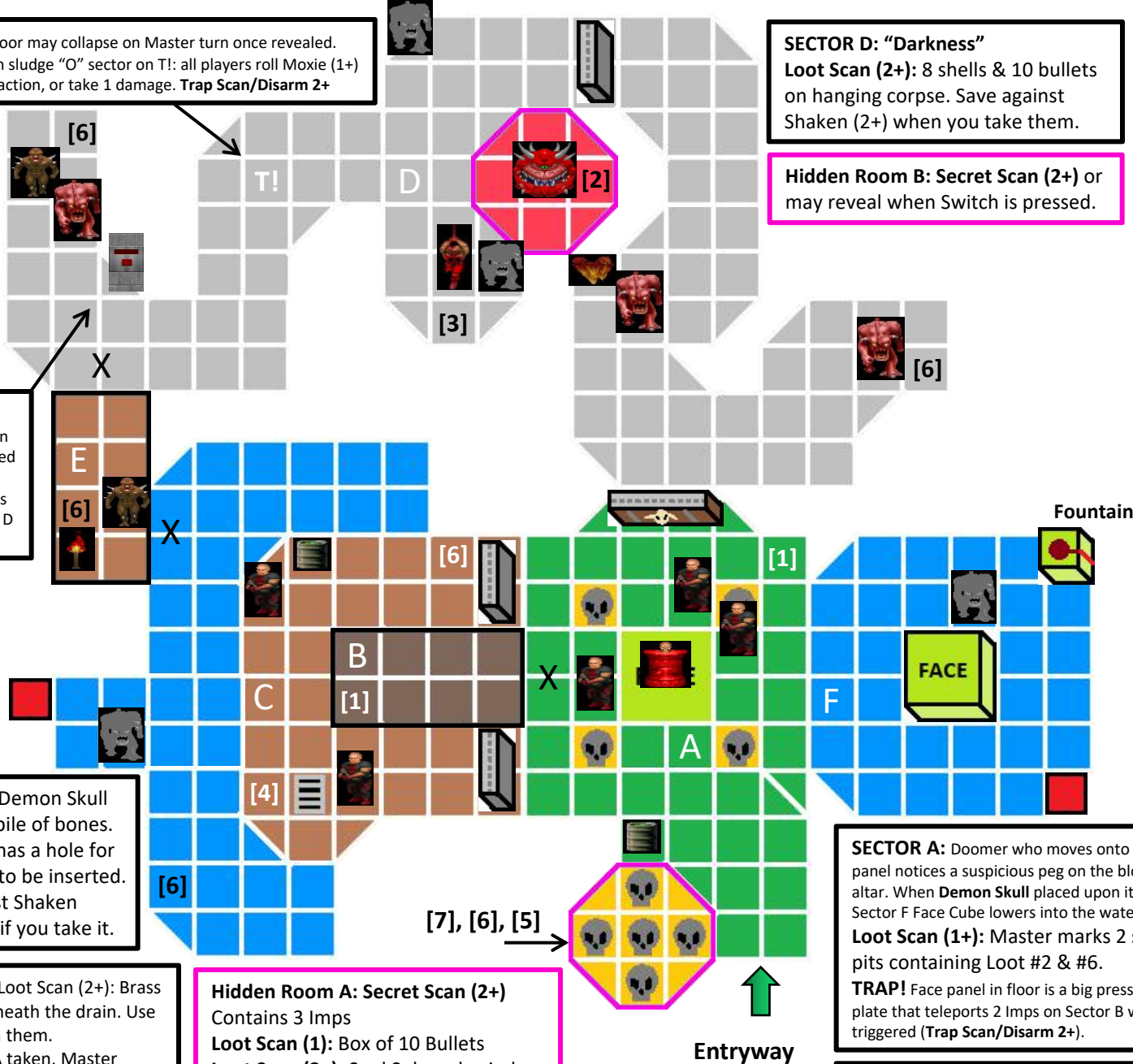
SECTOR B: Demon Skull sits atop a pile of bones. Underside has a hole for something to be inserted. Save against Shaken (Moxie 3+) if you take it.

SECTOR C: Loot Scan (2+): Brass Knuckles beneath the drain. Use (1+) to reach them.
TRAP! If PDA taken, Master spawns in Sectors A & B (2 dice).

Hidden Room A: Secret Scan (2+)
Contains 3 Imps
Loot Scan (1): Box of 10 Bullets
Loot Scan (3+): Soul Sphere buried beneath the skulls. Save versus Shaken (Moxie 2+) to take it.

SECTOR A: Doomero who moves onto face panel notices a suspicious peg on the bloody altar. When **Demon Skull** placed upon it, Sector F Face Cube lowers into the water.
Loot Scan (1+): Master marks 2 skull pits containing Loot #2 & #6.
TRAP! Face panel in floor is a big pressure plate that teleports 2 Imps on Sector B when triggered (**Trap Scan/Disarm 2+**).

SECTOR F: Baron Boss summoned when Face Cube removed. When he is dead, Doomers can return to the Entryway to exit the map.





The Argo Incident



Your squad had been drifting through space for three weeks, scanning one rock after another in the midst of Saturn's rings, when you finally picked up the blip – the distress signal that the Titan colony claimed to have heard once last month. The space freighter “Argo” had vanished months ago while on a mission to the Titan colony, with orders to deliver schematics for a new warp drive engine that could revolutionize space travel in the hands of Titan's engineers. Your excitement at the discovery quickly turns to dread as your shuttle's instruments – until now, in perfect working order -- inexplicably begin to fail, forcing the pilot to touch down on a large, black, unnamed moon that appears to be the signal's source. The wreckage of the Argo soon comes into view; and beyond, a hideously ancient stronghold of unearthly green marble squats atop a tall, black mountain.

The Argo's crew – whether dead or alive – is missing, and the freighter has been looted to its last can of rations. Donning your helmets, you and your squad set course for the stronghold, in the hope of recovering the warp drive schematics and eliminating whatever alien force is preventing your shuttle from taking off.

All Doomers begin the mission with shotguns and stimpacks. In addition you can allow the team to start with one of the following: Combat Armor, Chaingun, Berserk Pack, Automap. They must choose who gets the bonus item.

When the mission begins, read the following aloud:

“The stench of death pollutes the air in the castle entrance, like an ancient crypt. Inhuman skull designs are carved all along the marble walls. The entrance suddenly seals behind you. From deep within the castle comes an animal-like howl; then the entire moon is dead silent.”

As the mission progresses, reveal the contents of each sector as that sector comes into the Doomer's line of sight, unless a door is in the way.

SECTOR A

When the team enters this sector, read the following:

At the center of the room is a large pit filled to the brim with bleached skulls -- at the top sits a collection of fresh skulls, all human.

OBJECTIVE

The Doomers must find the PDA and the Demon Skull. The latter item must be placed on the red pedestal in the middle of the central chamber, which lowers the Face Cube into the water in Sector F: replace it with a “face” platform and a Baron of Hell.

When the Baron is dead, the Entryway becomes the exit: Doomers leave the map by entering this sector.

ITEM [4]: PDA

The PDA contains a journal describing the crew's horrific ordeal in the castle. The author mentions that Captain Perez was carrying the warp drive schematics; and also that the “castle baron” was the source of their ship's technical difficulties.

SECTOR D and ITEM [3]

The corpse catches the Doomers' notice in the dim candlelight: it is wearing the stripes of the Argo captain. This must be Captain Perez.

The dead man's expression is frozen in one of terror and agony. When claimed, his PDA is revealed to contain the warp drive schematics.

Read This When Mission Completed:

You race back to your shuttle, visor fogged by your terrified breath. Your hands go on autopilot at the shuttle controls, sealing the door and priming the engines as your ordeal in the castle replays over and over like a nightmarish video stuck on infinite loop. When the ship is safely in the air and drifting far, far away from the Argo's grave moon, you faint. Restless sleep cradles you for the duration of the trip to Titan.

Weeks go by. The Titan scientists slave away in their labs: the warp drive data occupies all of their time now. Perhaps humankind will be able to colonize the next galaxy after all.

You find no solace in this. Your mind is too distracted, thinking of that barren rock where the Argo laid; where the alien stronghold sat like a brooding giant, echoing with the screams of its crew, and those of your squad-mates. Titan's best probes have failed to find any trace of that demon moon, or of the Argo's distress signal – both have simply vanished, as if they'd never existed.

How long before another demon moon appears to snatch shuttles from the sky? The question nests in your mind like a tick as you board the shuttle for your return flight to earth.