

The crew of the *Juniper* are under attack.

Operating under cover as freelance scouts, Iona, Pranav and Belecia are agents for Project Vanguard. Their standing orders: strengthen the Commonwealth, weaken the Commonwealth's enemies, investigate the mythical Scourge.

Their research has led them to the jungle world of Vayaron, where the Eastern Rim Protectorate's colony has fallen victim to attacks by a mysterious sect of aliens who call themselves the Aegis.

Immediately after landing on the jungle world, they see the fires of burning settlements and hear the drone of attack vehicles, getting louder as they approach.

Can they protect the colonists while maintaining their cover?

Can they determine why the aliens are interested in this world?

Is there a connection to the Scourge?

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The Planet Vayaron: Matt Wilson

Influences: *Ghost/Echo* and *Lady Blackbird* by that creative fucker John Harper, *Trollbabe* by Ron Edwards, *Poison'd* and *Apocalypse World* by Vincent Baker, *Homeworld* by Relic Entertainment, *Battlestar Galactica*, *Firefly*, *Andromeda*, *Star Blazers*.



VANGUARD: Shrine of the Aegis
an adventure storytelling playset

Iona Abensur

Cautious and cool, Iona captains the Juniper.

Vocations

Astronaut	d6	○ ○	Scoundrel	d4	○
Diplomat	d4	○	Tinker	d4	○
Explorer	d8	○ ○ ○	Warrior	d6	○ ○
Professor	d4	○			

Gear

Shipsuit	d4	○
Pressure Suit	d4	○
Communicator	d4	○
Pistol	d4	○
Backpack	d4	○
Survival Kit	d6	○ ○
Synthweave Jacket	d4	○

Allies

_____	○	○ ○ ○
_____	○	○ ○ ○
_____	○	○ ○ ○
_____	○	○ ○ ○
_____	○	○ ○ ○
_____	○	○ ○ ○



Rolling Dice

When the GM tells you to make a roll, choose an appropriate vocation and roll that die. If the result is **4 or higher**, Iona succeeds.

To increase your chances of success, you can roll an additional die—a second vocation, gear or allies—and roll it along with your vocation die. Any die that comes up 4 or higher means success for Iona. However, any die that does not come up 4 or higher creates a consequence.

The GM will decide what your consequence is. It may be impairment.

When a vocation, item or ally is impaired, count it as one die size smaller (d8»d6»d4»X). Fill in the dots to track impairment. When all dots are filled in, that item, ally or vocation cannot be used.

If Iona ever completely impairs two vocations, she falls unconscious. You can restore Iona's vocation dice through character development scenes. Impaired gear or allies cannot be restored.

Pranav Albouarte

Suave and sophisticated, Pranav is the ship's people person.

Vocations

- | | |
|--------------------------|-----------------------|
| Astronaut d4 ○ | Scoundrel d4 ○ |
| Diplomat d8 ○ ○ ○ | Tinker d4 ○ |
| Explorer d4 ○ | Warrior d6 ○ ○ |
| Professor d6 ○ ○ | |



Gear

- | |
|----------------------------|
| Shipsuit d4 ○ |
| Pressure Suit d4 ○ |
| Communicator d4 ○ |
| Pistol d4 ○ |
| Backpack d4 ○ |
| Wardrobe d6 ○ ○ |
| Duelling Saber d4 ○ |

Allies

_____ ○ ○ ○ ○
_____ ○ ○ ○ ○
_____ ○ ○ ○ ○
_____ ○ ○ ○ ○
_____ ○ ○ ○ ○
_____ ○ ○ ○ ○

Rolling Dice

When the GM tells you to make a roll, choose an appropriate vocation and roll that die. If the result is **4 or higher**, Pranav succeeds.

To increase your chances of success, you can roll an additional die—a second vocation, gear or allies—and roll it along with your vocation die. Any die that comes up 4 or higher means success for Pranav. However, any die that does not come up 4 or higher creates a consequence.

The GM will decide what your consequence is. It may be impairment.

When a vocation, item or ally is impaired, count it as one die size smaller (d8»d6»d4»X). Fill in the dots to track impairment. When all dots are filled in, that item, ally or vocation cannot be used.

If Pranav ever completely impairs two vocations, he falls unconscious. You can restore Pranav's vocation dice through character development scenes. Impaired gear or allies cannot be restored.

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Belicia Han

Clever and mischevious, Belecia is the Juniper's tech.

Vocations

Astronaut (d4) ○

Scoundrel (d6) ○ ○

Diplomat (d4) ○

Tinker (d8) ○ ○ ○

Explorer (d6) ○ ○

Warrior (d4) ○ ○

Professor (d4) ○



Gear

Shipsuit (d4) ○

Pressure Suit (d4) ○

Communicator (d4) ○

Pistol (d4) ○

Backpack (d4) ○

Tool Harness (d6) ○ ○

First Aid Kit (d4) ○

Allies

_____ ○ ○ ○

_____ ○ ○ ○

_____ ○ ○ ○

_____ ○ ○ ○

_____ ○ ○ ○

_____ ○ ○ ○

_____ ○ ○ ○

Rolling Dice

When the GM tells you to make a roll, choose an appropriate vocation and roll that die. If the result is **4 or higher**, Belecia succeeds.

To increase your chances of success, you can roll an additional die—a second vocation, gear or allies—and roll it along with your vocation die. Any die that comes up 4 or higher means success for Belecia. However, any die that does not come up 4 or higher creates a consequence.

The GM will decide what your consequence is. It may be impairment.

When a vocation, item or ally is impaired, count it as one die size smaller (d8»d6»d4»X). Fill in the dots to track impairment. When all dots are filled in, that item, ally or vocation cannot be used.

If Belecia ever completely impairs two vocations, she falls unconscious. You can restore Belecia's vocation dice through character development scenes. Impaired gear or allies cannot be restored.

The Juniper

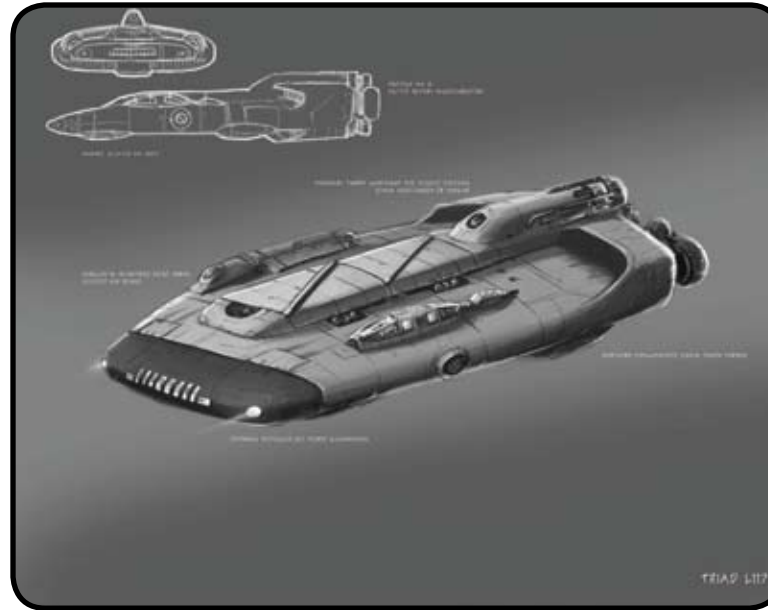
A Triad L117 Multipurpose Light Utility Craft outfitted for planetary survey.

Specifications

Length: 46 m	G Compensation: Dowler Systems 670-R
Mass (unloaded): 66,800 kg	Sensors: Pandric Hi-Scan EM Suite
FTL Drive: Kaamat-Bao 22C Quantum Displacement Engine	Communications: Nebulon 14 Microfreq Radio Array, 300,000 km range
Jump Coefficient: 0.476	Processor Core: Selito 960
Power Plant: Northern Amalgamated 2.6MW fusion turbine	Capacity: 6 persons, 40 standard days
Jump Drive Cycle: 1.06ksk	Armament: 1 Syndico "Electromax" 20mm autocannon, 1000 rounds.
Reaction Engines: 2 Proteus Mk III ducted rotary multithrusters	Cargo: 50 cubic meters
Maximum Thrust: 966.2 kN each	Subsystems: Gas scoop and fuel processor; lifeboat; external spotlight; laboratory
Fuel: LH2 26,500 L	

Ship Systems

Ceram Composite Hull	d4 ○	<i>You can roll this with your other dice when the Juniper is taking fire.</i>
2.6 MW Fusion Turbine	d4 ○	<i>You can roll this with your other dice when pushing ship systems.</i>
Hi-Scan EM Suite	d6 ○○	<i>You can roll this with your other dice when scanning for enemy ships.</i>
Proteus Multithrusters	d4 ○	<i>You can roll this with your other dice when attempting tricky maneuvers.</i>
Nebulon 14 Radio Array	d4 ○	<i>You can roll this with your other dice when trying to communicate.</i>
Selito 960 Processor Core	d6 ○○	<i>You can roll this with your other dice when making calculations.</i>
20mm Autocannon	d4 ○	<i>You can roll this with your other dice when the Juniper is in combat.</i>



The Triad L117 is not an example of cutting edge Commonwealth technology. It's an example of the Commonwealth's very limited budget. Every team of agents is assigned one in their choice of available configurations. This particular model is meant for scout and survey work.

Its most notable feature is the military-grade EM package, which has allowed it to remain hidden from marauders more than a few times.

Its greatest liability is the underrated power plant, which requires significant time to charge up the capacitors of the Juniper's jump drive.

Although the ship is armed and armored, it is not combat rated. Even the smallest dedicated combat craft pose a significant threat.

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Vayaron

A jungle planet recently colonized by the Eastern Rim Protectorate.

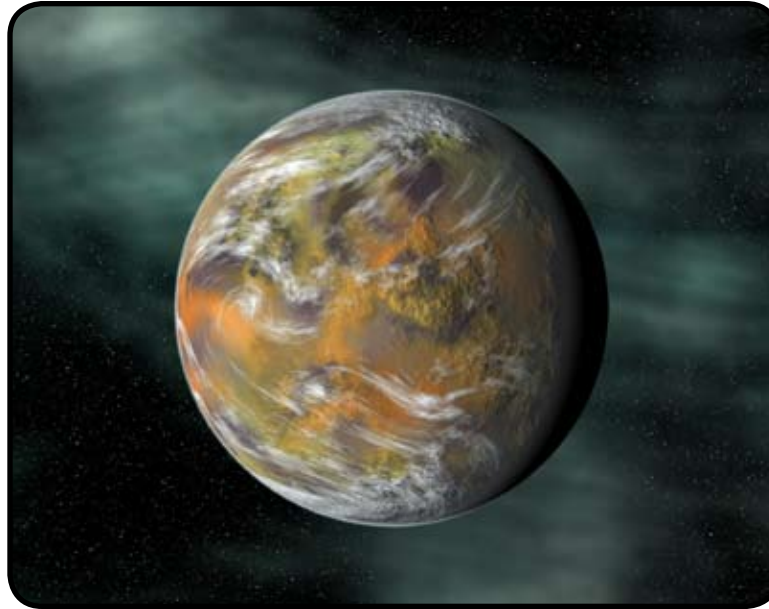
Specifications

Mean Radius: 6,517 km	Population: 1,332
Surface Gravity: 9.92 m/s ²	Local Authority: Eastern Rim Protectorate
Rotation: 98 ksk	Operations: Pharmaceutical Research, Agriculture
Average Surface Temp: 305 K	Facilities: Maintenance, Fuel Processing
Atmosphere Pressure: 105 kPa	
Atmosphere Composition: 22.6% Oxygen / 76.1% Nitrogen / 0.9% Argon / 0.4% trace	
Axial Tilt: 6.2°	
Distance from Primary: 398,382,517 km	
Orbital Period: 195.56 msk	

Vayaron was colonized approximately half a jisek ago by the Eastern Rim Protectorate. They have established a small outpost concerned primarily with pharmaceutical research on Vayaron's rich and varied plant life.

Although the biosphere is largely free of predators and toxic flora, the colony on Vayaron has seen only mild growth due to the oppressive heat and humidity.

Within the last few emseks, the world has come under attack by a small band of aliens who appear to be a religious cult. They call themselves the Aegis.



People of Note

Mandisa Lalande, Colony Director	Ambika Hand
Ferran Eich, Head of Research	Eva Albouarie
Cho Albouarie, Head of Security	Oksana Garr
Tivon Garr, Trade Guild Representative	Orrin Gold
Delano Arsov	Israt Bain
Bhim Dazai	Ziff Arbizu
Bellanca Lazarev	Junko Deng
Paavo Mast	Hiro Galllott
Kazia Born	Ramya Carvel
Keon Dunne	Uttam Daux
Juana Baboor	Serilda Geier
Wen Mok	Zina Kerr
Pilar Han	Erasmus Nero
Nek Disanti	Thana Quinn

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GM Tools

Rolling Dice

Ask a player to roll dice...

...when an obstacle blocks the character's path. Iona wants to investigate the warehouse, but it's locked and guarded. Pranav wants to get information from Ambika, but Ambika thinks Pranav is a tool.

...when someone or something is actively threatening the character. Meysler is sneaking up on Belecia with a poisoned blade. Orrin and the guards have arrived with the intention of arresting the entire crew of the Juniper.

Success (4+) on any die means the obstacle is circumvented or the threat is averted.

If no dice come up success, the threat comes true, or the character cannot get past the obstacle.

If any dice do not come up success, the character has to face consequences. Examples include being captured, becoming lost, getting injured or upset, losing equipment or being put in imminent danger. Consequences ideally lead to new threats and obstacles.

Injury or exhaustion require the player to impair a vocation by one step. Losing or damaging equipment requires the player to impair an item by one step.

Iona's player decides they need to sneak through the jungle and find the alien camp. The GM asks for an Explorer roll. Iona's player gets a 2, failure. The GM decides that puts Iona in imminent danger, and the aliens chase after her intent on killing or capturing her. Iona's player decides Iona will try to escape and rolls Explorer again, as well as her Warrior. Everyone agrees that it makes sense. She rolls a d8 and a d6, getting a 4 and a 3. One success allows her to elude the aliens, but the failed die means a consequence. Injury/exhaustion makes sense. So does getting lost. Capture was the aliens' intent, so the GM shouldn't choose that, unless by some strange coincidence there's a separate group of aliens...

Hazard

GM, you start the game with 3 hazard tokens plus 1d6 per player (not counting you). Spend them when you want a threat to be more of a threat, an obstacle to be more of an obstacle.

When you spend 1 hazard, the threat/obstacle requires the player to make two successful rolls before making two failed rolls (i.e. best two out of three). Spend 2 hazard to require three successful rolls before three failed rolls (best three out of five).

Threats that require multiple rolls are dangerous because consequences from missed rolls accumulate. For example, if a player misses their first roll, the character takes a consequence right then and there.

Belecia is trying to defeat security so Iona and Pranav can sneak into the colony warehouse. The GM spends 1 hazard, so Belecia's player has to make two successful rolls. She grabs the d8 for Belecia's Tinker and a d6 for Belecia's tool harness.

On the first roll, she gets a hit and a miss. It's enough to count as one out of two successful rolls so far, but Belecia has to take a consequence. The GM decides someone spots her, and she's in imminent danger. Getting that second roll is going to be tricky.

Groups

If everyone's involved in a conflict, you have a couple choices. Without spending Hazard, you can allow everyone a roll, needing only one successful roll from anyone in the group for the threat/obstacle to be averted. Failed rolls still generate consequences.

If you spend Hazard, then you can require two successful rolls out of the group, and so on.

Allies and Scale

Some threats and obstacles are beyond the abilities of trained Vanguard agents. Taking on a single foe is tough. Fighting a whole group is sheer folly. Taking on an army is impossible.

In Vanguard, threats and obstacles are arranged by scale: one » group » community » faction. Taking on a threat one step larger assigns a -2 penalty to all dice outcomes (d4s are useless). Taking on a threat 2 steps larger is impossible.

Unless you have an ally at a large enough scale. Gaining allies requires a roll, (probably more rolls if the GM spends Hazard) and the scale of the ally affects the roll.