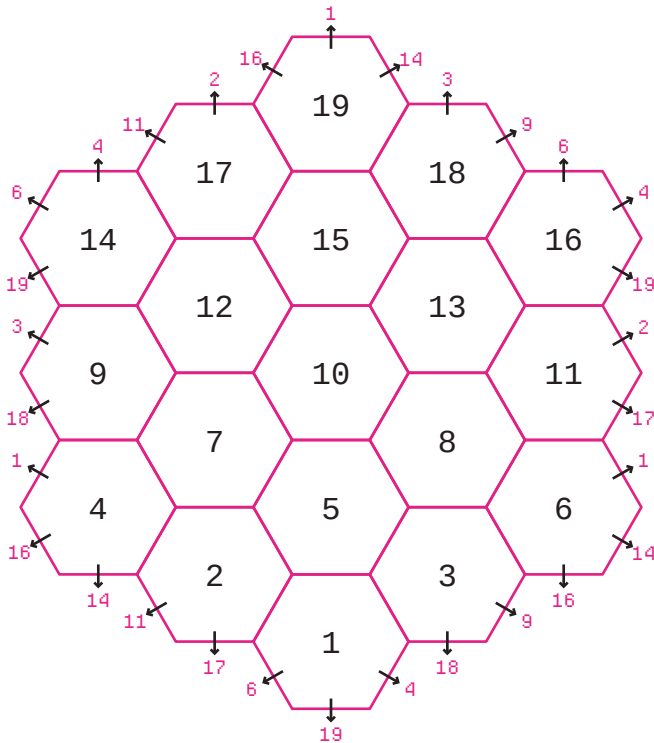# MISSIONS

Take that hill. Or station, or moon.

Mission Hexflowers

The series of events that makes up a mission is known as a **mission hexflower.** It looks like this:


Every hex on the hexflower represents an **event**: the mission hexflower has 19 events, labeled 1-19. This doesn't represent a physical space so much as a randomized course of things that can happen during a mission. Rather than the shape of the hexflower, the list of events is what changes between missions.

Event Rolls

A given event can just be opportunities for roleplaying, or it can prompt you with a situation to react to - which can include combat. You always start a mission at Event 10. Afterwards, mark it on the hexflower if it's something that feels like you've sufficiently "completed" it. Then, if any actions were taken, obtain a modifier depending on the methods if any (adding multiple mods together if multiple things were done):

— > With combat: the number of rounds spent (maximum **+3**).

— > By spending **Force** for a Risky Action or to Create a Detail: **+2**

— > By spending **Flash** for a Risky Action or to Create a Detail: **+1**

— > By spending **Nerve** for a Risky Action or to Create a Detail: **-1**

— > By spending **Precision** for a Risky Action or to Create a Detail: **-2**

— > By spending **Psychic** for a Risky Action or to Create a Detail: Treat this as the closest Attribute to the description.

Once you have your modifier (or 0, if no particular actions of note were taken), roll 2 dice and sum them with that modifier: no less than 1, no more than 12. This is known as a **Mission Roll.** Then, consult the diagram to the right.
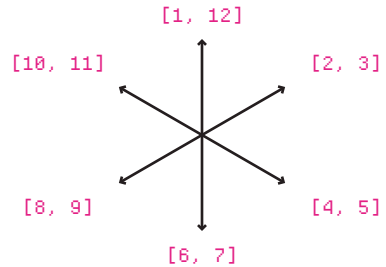
On the hexflower, move in the direction indicated by the number. If this would move you off of the edge of the hexflower, loop around to the hex on the direct other side of the hexflower in the direction moved (numbers indicated by arrows coming from the edges).

[1, 12]
[10, 11]   [2, 3]
[8, 9]   [4, 5]
[6, 7]

When returning to a marked Event, you have a few options. You can try to think about framing it with different circumstances. If you'd rather, consider instead taking the opportunity to advance the previously resolved event to the next logical scenario, treat the roll as the next closest roll and go to that event instead, or reroll.

Some events might align with your mission objective. If so, feel free to claim it does! Once you've completed your objective, the mission is complete. If your Spark is too compromised to continue, you can also withdraw at any time: this will fail the mission, but in the long run, what's one mission's result compared to living? (You might annoy a client faction or deprive your home-ship of something, though.)

Encounter Disposition and Factions

Some events assume encounters with factions. There are four listed **dispositions** of these encounters:

— ⟩ **Hostile (H):** Will shoot (slash, launch, etc) on sight.

— ⟩ **Neutral (N):** Will help you if you help them and will go hostile if you hinder them.

— ⟩ **Amiable (A):** Will help you out if asked. Note that two factions that are Amiable to you might not be so amiable to each other!

— ⟩ **Unsure (U):** Roll a die for every event you encounter like this: 1-2 is Hostile, 3-4 is Neutral, 5-6 is Amiable.

Whenever you encounter a faction on a mission, to pick one at random, roll two dice with one as the "tens" and one as the "ones" and compare to the chart below:

11. Scavenger
12. INFINITY
13. Reverie
14. Sons of Spiros
15. Fleet of United Ships
16. Neon Witch Network

21. The Circle of Leviathan
22. The Society of Record
23. RECURSION
24. ScrimCon
25. Greeneye Gang
26. Those Who Open The Gate

31. Foresight
32. INTREPID
33. Ordo Celeritatis
34. Corvus
35. The Archive
36. TRANSIENCE

41. The Virtuous Collective
42. EnTEC
43. The Sleepers
44-46. A random faction you have a Rivalry with, or reroll.

51-56. If the Disposition is Amiable, a random Supportive/Allied standing faction. Otherwise, a random Unfriendly, Aggressive, or Rivalry standing faction. (If you have none of those, reroll.)

61-66. If the Disposition is Hostile, a random Unfriendly/ Aggressive standing faction. Otherwise, a random Supportive, Allied, or Rivalry standing faction. (If you have none of those, reroll.)

Sometimes an entry will call for a specific faction or to roll hostiles from general colony/station or general home-ship. In that case, don't roll, just use the listed faction or list.

Dark Matter encounters represent things from beyond, manifesting as your worst worries. Pick a random Unfriendly/Aggressive faction: they've manifested as a Spark of that faction.

You can encounter up to one Faction per default Disposition: so each Event labeled Neutral is the same Faction, each Event labeled Amiable is the same Faction, and each Event labeled Hostile regardless of how that shifts based on the faction's feelings towards you (see p.35 for more info). For Unsure events, they're whichever one of those you happen to roll.

/// Example: Adebayo, Fatima, and Andromeda are on a recon mission. They have a Neutral encounter first: they roll for faction and pick INFINITY. INFINITY is Aggressive towards them, so the disposition of that encounter switches to Hostile for the purposes of interaction: INFINITY knows what they're all about and their Sparks won't wait to start attacking. Every "Neutral" disposition encounter in this mission, including Unsure events rolled, will be with INFINITY. Later, they have an Hostile encounter. They encounter the Scavengers, with whom they have a Supportive relationship, so that becomes Neutral instead: any "Hostile" disposition encounters for the rest of the mission will be with those not-so-Hostile Scavengers.

Mission Objectives

1. **Recon:** Scout the area for a future objective.

2. **Combat:** Defeat a target.

3. **Resources:** Obtain a valuable resource.

4. **Recovery:** Find an object, person, or mech.

5. **Exploration:** Find something rumored or sensed.

6. **Diplomatic:** Meet an ally.

Debris Field

Old battlefields, ruins of old home-ships, and former colonies drift in space. Nobody would go here on purpose unless they had to. But sometimes these catch smaller ships, attract scavenger crews, or bring in home-ships looking for something in particular.
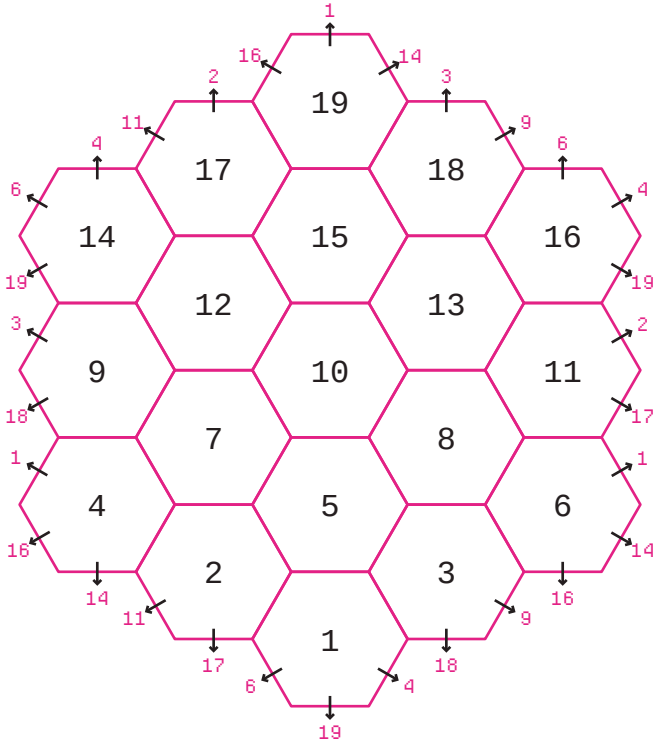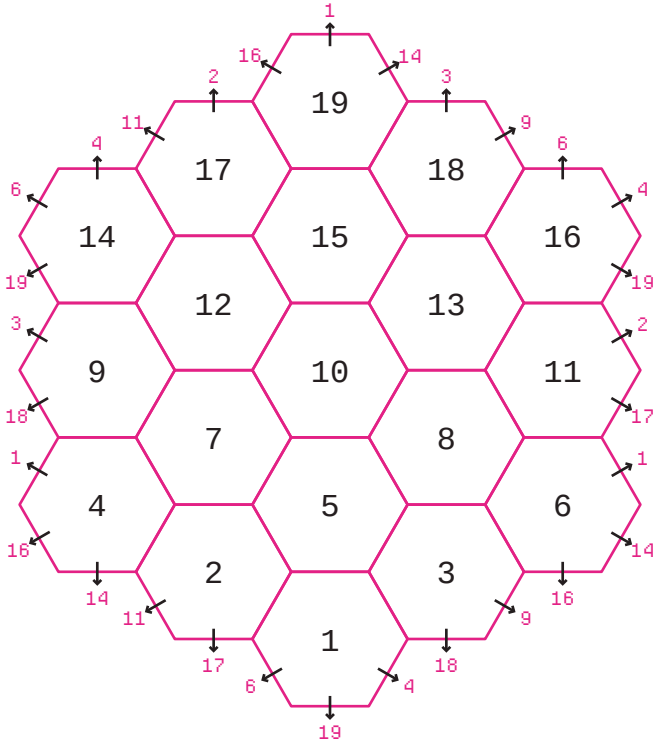
Events

1. A home-ship (U) is spotted.

2. You receive a distress signal (A) from within the debris field.

3. An asteroid hurtles towards your Spark.

4. A small ship (U) enters the debris field.

5. Recent wreckage (U) is spotted amongst the debris.

6. A friendly support ship (A) is being evacuated.

7. Another Spark (H) lies here im ambush.

8. You can see the remnants of another Lamplighter's Frame.

9. You can see another Spark (N) patrolling in the distance.

10. Scrap metal and asteroids and other space debris surround you.

11. Sensors are overwhelmed by a drastic change in neighboring debris.

12. You spot a mining operation on a Titan amidst the distant debris.

13. A pod of space whales deftly weaves through the debris.

14. A Spark (H) is here trying to pick a fight.

15. A space whale poaching ship slowly and silently passes by.

16. Something damages the comms for several minutes.

17. A darkness encroaches, slowly blotting out the stars.

18. You have attracted the attention of something inhuman.

19. You find a ship (N) requesting assistance from you.

Large Colony

Colonies that are well-established are sometimes independent, but just as often (if not more often) they've been established by or are under the protection of a Home-ship or faction - or multiple, as the case may be. Usually a big colony or station means there's resources worth plundering, it's a strategic location for gathering forces, or a person or place here is worth the visit.
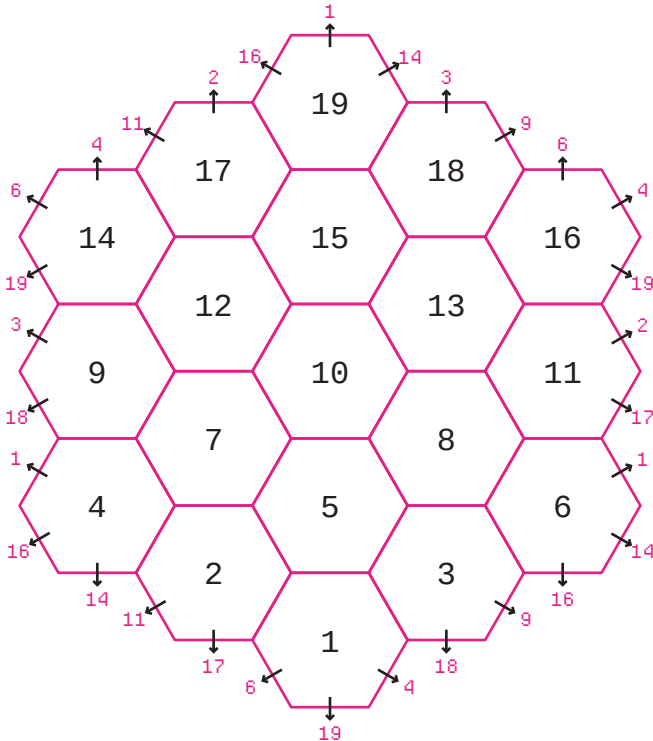
Events

1. A field of minerals with people hard at work harvesting them.

2. A train line is here connecting two denser areas.

3. A Spark (A) is calling for help against another Spark (U, if you roll A it's a mutiny within the ranks) attacking a structure here.

4. A convoy of civilians flanked by a Spark (H) carries the colony's output to a waiting ship on a landing pad.

5. Signs of a recent attack scar the colony here.

6. Local forces (H) muster to expel you from the colony.

7. This area is under construction as the colony continues to expand.

8. A small hydroponic farm sits here, stacks of crops visible through windows and vehicles bringing water in or crates out.

9. Buildings here have recently been damaged, and repair crews swarm them to try to mitigate it.

10. From this vantage point, you can see the main workings of the industrious colony.

11. Another Spark (A) is refueling here on the way to another colony or their Home-Ship.

12. This section of the colony has been abandoned to neglect.

13. A sort-of farm is here where workers are raising livestock.

14. A parade of vehicles celebrating something or other, flanked by a Spark (N) as their honor guard.

15. Lodging is lined up in neat rows. Residents watch as you arrive.

16. This part of the colony is a dense city block. People going about their day run upon seeing you.

17. A meteor has carved a crater into the colony. It goes too far down

18. A shuttle from a nearby home-ship (U) is docked here, either picking up or dropping off. The home-ship is visible in the distance.

19. This part of the colony is quiet enough that you can hear something underneath stirring.

Titan Surface

The dead gods that float in the void are frequently staging grounds
for Home-ship operations. Oftentimes this focuses on obtaining Titan
materials, either through extraction or theft, but anything can happen
near a Titan: stranded home-ships are often in physical or metaphys-
ical peril, Lamplighters expose themselves as they escort delicate
operations, and the irregularity of the surrounds can cover for a
covert rendezvous.

Events

1. Untouched bones protrude from the skin of the Titan. There is an ongoing fight between two Sparks (N, H) around them.

2. You spot habituation domes housing miners, defended by drones.

3. A large, open eye appears on all screens and radars for several seconds, obscuring your vision.

4. You find something that was clearly half-excavated and then hurriedly abandoned.

5. An long-abandoned frame lies in a meat-crater. It twitches.

6. You hear screaming that somehow echoes between the stars. A massive hand reaches for you. Gain a Premonition.

7. You find a mining outpost on the Titan, drills and other machinery throwing viscera. There is a Spark defending it. (N)

8. Shadows begin to pull at your frames, tugging apart the metal shell to reveal the pilot's flesh inside. (H, Dark Matter)

9. It is raining spinal fluid. In the drizzle on your cockpit, you see someone else's memories.

10. Radio static appears, sounding more and more like crooning as time passes. A voice tells you to delve deeper.

11. Something mecha-shaped moves in the distance, but it does not answer hails.

12. Abandoned mining outpost. There is as much spilled oil and shattered machinery as there is blood and gore.

13. You feel a heartbeat that is not your own. Gain a Premonition.

14. A set of habituation domes are under attack by a Spark (U).

15. You receive a distress signal from a ship (A) attempting to leave.

16. As you pass over a feature of the Titan, each frame shuts down briefly before sputtering back to life - with hostiles inbound. (H, you are ambushed)

17. A strip-mined pit into the Titan, its depth unfathomable, is here.

18. The titan twitches. Your sensors go haywire for several minutes.

19. A group of miners rush towards you, waving a makeshift white flag. Your sensors are warning of high, localized radiation.