
COLLECTION SCHEDULE

AN INTRODUCTORY SCENARIO FOR NEW PLAYERS OF **CONSPIRACYX** 2ND EDITION
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OVERVIEW

Collection Schedule is a short scenario designed to give curious players a taste of the Conspiracy X setting and system.

- As written, Collection Schedule shouldn't take more than an hour or so to complete and can be undertaken by any number of players, making it perfect for short introduction sessions at conventions or other such events.
- There is no predefined location or time for the scenario, although it is best situated in a town or city large enough to host a military contractor's office (see below for more details).
- In this adventure, the Players' Cell is tasked with picking up an important package from an AEGIS contact and delivering it safely to a secure drop-off point. This task, of course, is not as easy as it might seem, especially when other interested parties start to get involved.
- The text of this adventure provides several optional elements that can be introduced during play to ramp up the tension or initiate conflict.
- Finally, to assist the Chronicler further, three pre-generated characters are provided at the end of the scenario (starting on page 8).

STRUCTURE OF THIS SCENARIO

Collection Schedule is divided into five sections. These detail the scenario's plot and the various events/encounters that may unfold during play. These are:

- **Chronicler's Background.** This section provides an overview of the story and how the scenario might play out at the table. This section also details the antagonists the Agents will encounter as they progress their mission.
- **Initiating the Operation.** This section presents the background information given to the characters as they commence the operation.
- **The Sunny Rooms Motel.** This section outlines the core of the scenario.
- **Optional Scenes.** This selection of optional encounters can be used by the Chronicler to add further challenges to the Agents.

- **Wrap-Up.** So, just what do the Agents have in their hands? This section outlines how to close out the scenario and provides further ideas for future missions.

CHRONICLER'S BACKGROUND

While AEGIS primarily monitors government departments and the armed forces for signs of extraterrestrial influence, it also invests considerable effort in tracking civilian research efforts. Recently, one such investigation uncovered some astoundingly advanced research underway at AIOLOS Industries, a small engineering company with contractual ties to the US Army. Fortunately for AEGIS, an informant named **Rowland Travers** has been convinced to reveal all. A Marketing Manager at AIOLOS, Rowland, has agreed to provide the conspiracy with copies of everything he can find of this Top Secret research.

However, concerned about his job and the impact any knowledge of his betrayal might have on his family, Travers has stated that he will only hand over the information at a time and location of his choosing... and this is where the characters come in. Travers has just contacted AEGIS and told them to meet him at Unit 204 of the Sunny Rooms Motel, 10pm sharp. As luck would have it, the only team available to make this rendezvous is the Agents' Cell.

This collection isn't going to be quite as easy as the players might hope, however. Not only is Travers drunk and paranoid, but his antics can potentially draw in everything from the local police, an incident between his wife and girlfriend, AIOLOS security forces, and even the National Defence Directorate.

But then again, why should one expect anything less from an AEGIS operation?

KEY CHARACTERS

This scenario has several characters for the AEGIS Agents to interact with. These individuals do not necessarily need to appear in the scenario; rather, their involvement will depend on the encounters the Chronicler decides to include.

ROWLAND TRAVERS

Travers is AEGIS' contact within AIOLOS. Unfortunately, he is also a self-indulgent, aging middle manager who believes he can still charm others (especially those of the 'fairer sex') into his way of thinking. He's never really done

anything that didn't bring some direct reward, a trait that sees him being called 'a greedy son of a b*tch' behind his back. This arrogance, however, was what initially drove his willingness to work with AEGIS, a decision he now greatly regrets.

During this adventure, Rowland will be drunk and aggressive, and will become increasingly bellicose as he realises the cost of his betrayal.

ROWLAND TRAVERS

STR: 2 DEX: 2 CON: 2 INT: 2 PER: 4 WIL: 2

LPs: 26 EPs: 23 Spd: 8 Essence: 14

Qualities & Drawbacks: Psychological Problems (Paranoia), Resources (Wealthy), Addiction (Alcohol) 1pt

Skills: Bureaucracy 2, Engineering (Aeronautical) 1, Hagglng 2, Writing (Technical) 1, Seduction 2, Smooth Talking 2, Guns (Handgun) 1

Equipment: 9mm Automatic Pistol (Range 3/10/20/60/120, Damage D6x4 [12], Capacity 13)

SERGEANT GERHARD VENTER

An overworked beat sergeant in the local police force. Venter has been called to the Sunny Rooms Motel after an aggressive Travers threatened the Motel's owners. Caught between his responsibility to detain Rowland and the likely pressure to comply with the AEGIS Agent's demands, he will do his best to keep the peace.

While Venter is reluctant to escalate the situation without provocation, he will call in support (i.e. more officers through to the SWAT team) if he feels the need.

KELLY TRAVERS

Rowland's long-suffering wife has been telephoned by her drunk husband, who, now fearing for his life, has admitted to every little betrayal he's ever made in his life (including his relationship with his current mistress, Karla Hopewood). Kelly is likely to turn up at the Sunny Rooms Motel looking to give her wastrel husband a piece of her mind when the AEGIS Agents least desire it.

KARLA HOPEWOOD

Karla is the most recent in a line of mistresses and girlfriends Rowland has collected (and then discarded) over his life. Karla is currently in Traver's room at the Sunny Rooms Motel and, if required, will be used as leverage by an increasingly deranged Rowland.

GERHARD VENTER

STR: 3 DEX: 2 CON: 3 INT: 2 PER: 2 WIL: 2

LPs: 34 EPs: 29 Spd: 10 Essence: 14

Skills: Brawling 2, Dodge 2, Driving (Car) 2, Guns (Handgun) 2, Guns (Shotgun) 2, Humanities (Law) 1, Research & Investigation 2, Intimidate 1.

Equipment: 9mm Automatic Pistol (Range 3/10/20/60/120, Damage D6x4 [12], Capacity 13), Handcuffs, Radio Set, Taser (Range 1/2/5/7/10, Damage *Special*, Capacity 2), Vest (AV D8x2+17 [25])

HARRIS CORMACK

Cormack is AIOLOS' head lawyer and is currently on the hunt for Travers and, more importantly, the information the now-fired marketing manager stole from the company. As these documents are of a sensitive nature (and to likely ruin AIOLOS' competitive edge if released), he will do everything in his power to stop the characters from acquiring the data... either legally (he has injunction papers stopping anyone from accessing any AIOLOS' property Travers might have in his possession) or illegally (such as calling in an AIOLOS' Security team to secure the leaked information).

HARRIS CORMACK

STR: 2 DEX: 1 CON: 2 INT: 4 PER: 3 WIL: 2

LPs: 26 EPs: 23 Spd: 6 Essence: 14

Skills: Bureaucracy 4, Humanities (Law) 4, Language (French) 2, Instruction 2, Notice 1, Questioning 3, Research & Investigation 2,

Equipment: Legal Documents and a Court Order

Other Characters

During the scenario, the Cell might also encounter the following characters:

- **Chopra & Poonam Prashant.** The owners of the Sunny Rooms Motel. This couple are after nothing more than regaining control of their Motel (hopefully in one piece).
- **Police SWAT team.** The local law enforcement Special Weapons and Tactics team may be called in if Sgt

Venter feels that events at the Motel are getting out of hand.

- **Action News Street Team.** A roving media van reporting live from the streets. If Travers causes too much of a disturbance (i.e., to the point that a SWAT team is called) or the characters find themselves in a firefight, then Wendy Hirsh and her film crew will arrive to investigate further.
- **AIOLOS Security Team.** A unit of ex-military contractors that usually provides on-site security for AIOLOS. If this team gets involved, they have no qualms about using lethal force – although this will likely result in causing more issues than it resolves.
- **NDD Response Team,** This is AIOLOS' last play, as while the Agents might suspect Black Book's involvement, they will have no proof of the company's connection to the National Defence Directorate until this team arrives. Once unleashed, the NDD Response Team will do everything in its power to 'clean up' the situation.

TYPICAL SOLDIER/SWAT TEAM MEMBER

STR: 3 DEX: 2 CON: 3 INT: 2 PER: 2 WIL: 2

LPs: 34 EPs: 29 Spd: 10 Essence: 14

Skills: Brawling 2, Dodge 2, Driving (Car) 2, Guns (Handgun) 2, Guns (Rifle) 2.

Equipment: 9mm Automatic Pistol (Range 3/10/20/60/120, Damage D6x4 [12], Capacity 13), M4 Rifles (Range 10/50/150/600/1000, Damage D8x4 [16], Capacity 30) Handcuff, Radio Set, Taser (Range 1/2/5/7/10, Damage *Special*, Capacity 2), Vest (AV D8x2+17 [25])

PLOT GUIDE

This scenario follows a fairly tight scene structure:

- The Cell is contacted by AEGIS Prime and ordered to rendezvous with Travers at the Sunny Rooms Motel as soon as possible. Here, they will collect any information the contact has to offer and then deliver it to a secure location for upload.
- The team arrives at the Sunny Rooms Motel to discover that Sergeant Venter, a local cop, is already on site. He is responding to complaints raised by the Prashant's about one of their guests – Rowland Travers.

- A drunk, angry, and paranoid Rowland Travers will confront the Agents and begin giving them a series of confusing messages as to who he is, whether he knows anything at all about AIOLOS, and what information he might have for AEGIS.
- The Cell must decide how to respond to this challenge. This confrontation might be further escalated by the arrival of Traver's wife, more police, media, and/or AIOLOS' lawyer. If threatened, Rowland becomes aggressive, causing further trouble for the Agents.
- Once Travers is subdued, the group may discover that the information is not even at the Motel, but instead has been hidden at a nearby bus station. Attempts to recover the data from this location (or perhaps while they are travelling to the designated drop-off point) will allow for one final intervention from either the NDD or AIOLOS.

INITIATING THE OPERATION

The scenario opens with an early evening phone call to the Cell's leader. After confirming the appropriate call signs (usually something about a sick relative, or the confirmation of a fictional airline flight), the unidentified woman on the other end of the phone outlines the Agents' mission:

- Rowland Travers has contacted the organisation with an offer to provide details about secret research that may be of interest to AEGIS. A very small window of opportunity has arisen in which evidence can be collected tonight.
- The Agents must rendezvous with Travers and are told to go to Unit 204 at The Sunny Rooms Motel at 10.00pm.
- Once the evidence has been collected, it is taken to a secure location (in the city or town where the Cell is operating) for uploading.
- Given the lack of warning, no further support can be offered to the Cell, although AEGIS Prime does not expect the Agents to meet any credible threats.
- Finally, the contact will reinforce that this information **must** be secured. It is hoped that it will provide critical leads on other ongoing investigations. Nothing must stop the Cell from getting everything offered.

THE SUNNY ROOMS MOTEL

The Motel is located at the edge of the Cell's nearest city, and like much of the neighbourhood in which it is found, it has seen better days. Cheap neon lights advertise bargain rates and various complimentary services, but these do little to disguise the complexes' need for good paint and maintenance.

The Motel is typical of its type, as an L-shaped, two-story building surrounded by ample parking. Its configuration offers some privacy from the road, but the entrances to the individual units are accessed either directly from the car park or via the balcony that extends the entire length of the second story.

The Police Cruiser

The first thing the characters will notice as they approach the Motel is Sergeant Venter's police cruiser parked under the archway entrance of the Motel, opposite the building's main office. The cruiser's lights are off; the officer and a couple of figures can be seen talking in the office doorway.

This is Sergeant Venter and the Motel's owners, Chopra and Poonam Prashant, discussing a series of threats Travers made to them over the phone.

- Unless the characters attempt to stop him, Venter will approach Unit 204. He'll listen to anyone who has authority to do so, but will also try to accompany anyone else knocking on the unit's door.
- The Prashants want Travers (and the women in the room with him) out of the Motel. They will say that he's a regular visitor but rarely stays a full night.
- Venter will try to detain Travers (and his girlfriend, Karla) and take them to the local precinct for processing.

The Courtyard

The property itself seems relatively empty, with only a few cars parked around the complex. One of these, Travers' late-model Jaguar, stands out from the more common US autos or Japanese imports seen in the area. The Jaguar is locked, and the alarm will sound if it is tampered with.

- Lying on the front seat is an open box of 9mm ammunition, and an observant Agent will note that some of the bullets are missing (they have been loaded in the gun Travers has in his unit).

Travers' Unit

Unit 204 is located on the second floor of the Motel, snugly tucked into the inner corner of the building's 'L' shape. It is typical of all the rooms in the complex, containing a queen-sized bed, a small dresser (upon which is an old model flat-screen television) and a couple of bedside tables. A compact bathroom with a narrow shower, toilet, and handbasin is located at the back of the unit.

- The room stinks of alcohol and smoke (despite the plethora of NO SMOKING signs).
- Rowland is currently in the room, randomly calling friends and colleagues on his mobile phone. His 9mm Glock is left on the side table.
- His girlfriend, Karla Hopewood, who is also drunk, is currently asleep on the bed.
- The floor is a mess of clothes, fast-food containers, and empty whisky bottles.

APPROACHING TRAVERS

Travers has been drinking all day and is in no coherent state to talk to anyone. This, in conjunction with his rising fear and paranoia, makes it a risky proposition to approach without a solid plan.

- It takes Travers a long time to answer any knock on the door, and he will initially refuse to open up at all.
- He will deny that he has offered anything to anyone and carelessly waves about a 9mm pistol in his off hand (Note: This reckless use of a weapon might provoke a confrontation with Venter if the Sergeant notices the danger).
- Unless those talking to him are very convincing, his underlying paranoia continues to build. As such, he quickly comes to believe that the Agents are actually assassins sent by AIOLOS to kill him.
- Even if the group convinces Travers that he is not about to be killed, he will still be looking for some sort of pay-off for 'sticking his neck out' for AEGIS. These demands will be ridiculous and change constantly.

If the stand-off continues, Travers will look to use Karla as a hostage, while Venter will raise the alarm back at the station. It should be obvious to the characters that having yet more police on site will make their job even more difficult.

ADDED TROUBLES

The following are events that can be thrown at the players, especially if the Chronicler thinks they are having too easy a time with their mission.

Mrs Travers

During his drunken confessions, Rowland rang his wife, Kelly, and admitted his long list of indiscretions. As a result, Kelly will likely arrive just after the characters have done their best to rid themselves of the police.

Kelly Travers presents a different set of challenges for the group, as she demands to see her husband. Of course, whether it is to give the philanderer a piece of her mind or for a heartfelt reunion is up to the Chronicler to decide.

The Lawyer

AIOLOS' chief lawyer, Harris Cormack, can be used at the Motel, or later in the scenario (if the Chronicler uses the Optional Scenes below). He is primarily interested in recovering the data that Travers stole from his company. To achieve this, he has a legal injunction signed by a local judge. This document officially restrains anyone but Harris from laying claim to whatever information Rowland has acquired (which shouldn't stop the AEGIS Agents, of course).

If the legal approach doesn't work, he also has a direct line to the AIOLOS Security Team, which can respond to any requests within about 10 minutes. Given the public location, however, he will focus on all possible legal options before resorting to any use of force.

Action News Team

The Action News team prowl the city streets looking to bring live updates directly to their 24-hour news station. Given this brief, they happily investigate any disturbance, especially those that require a police presence.

Led by the experienced and slightly jaded Wendy Hirsh, she is keen on getting footage of any incident that will give her a chance to be transferred to a more prestigious position outside the 'late night shift' she is currently assigned to.

GETTING THE EVIDENCE

There are a couple of options for the Chronicler regarding Rowland Travers's data. They may simply allow it to be discovered amongst the mess in the Unit, or they might

reveal that even Travers wasn't stupid enough to have it on him, having stashed it elsewhere.

Option A - In the Motel Unit

Located between a crushed pizza box and an impressive stack of brown-paper liquor bags is a small, unassuming USB stick. Like almost everything else in the room, it has been poorly treated by Travers during his 'episode' and has been stood on. The connector on the damaged drive memory card has snapped off. As such, unless one of the Agents knows something about electronics, they won't be able to simply pop it into just any device to see if it works (although they will know that AEGIS has the right tools to extract the data from the drive).

If questioned, Travers will say that there is no encryption or security on the device, but that he doesn't really know anything about that sort of thing.

Option B - Off-Site

Only after Travers is detained, or sobered up enough to make sense, will he reveal that the 'datastick' – as he calls it - isn't even in the Unit. Scared and not sure what to do, he has stashed it in a nearby Bus station locker, the key for which is somewhere in the motel room.

DEALING WITH TRAVERS OR OTHERS

It is up to the players to decide what they want to do with Rowland - or anyone else at the Sunny Rooms Motel - after they get what they want. Maybe they leave the Mr and Mrs Travers to play out their domestic troubles with young Karla stuck in the middle, or perhaps they look to hand everyone over to the Venter and let the local police deal with it?

Cormack is the only real threat to the group, as he will not rest until he either recovers the AIOLOS data.

OPTIONAL SCENES

These scenes can be used to extend the adventure a little further or to throw a spanner in the works if the Agents make short work of the situation at the Motel.

THE BUS STATION

The bus station is often bustling, with crowds coming and going in sync with the scheduled arrivals and departures.

These busy periods are also interspersed with long quiet spells when no buses are expected.

Although the USB drive is in an easy-to-locate locker, this is also an ideal place for either the AIOLOS security team or the NDD Response team to strike. If Cormack can inform either group of the data hiding place, the bus station is a perfect place for an ambush.

LAST MINUTE GAMBIT

Note, this scene should only be used if the Agents have already been attacked at any other point in the adventure.

After recovering the drive, the Agents will head to the AEGIS secure site to upload the data. During this short journey, however, they will notice that they are being followed by two unmarked vans. These are either the AIOLOS or NDD teams, and their shadowing of the character's vehicle provides a great opportunity to enact a cinematic chase scene (complete with plenty of automobile carnage). If the group can't shake their tail, it is not unreasonable to expect the scene ending in some sort of firefight in a dark alley or in the midst of a streetlight-lit highway.

THE WRAP-UP

The scenario ends when the operatives deliver the data to the AEGIS site. Here, they are met by another Agent who takes the USB stick off them and thanks them for a job well done.

This adventure also provides AEGIS with several future questions and mysteries that could lead to further missions, if the Chronicler is so interested:

- **AIOLOS.** AIOLOS is obviously up to no good, especially if the Cell encountered NDD Agents during their little escapade. What does AIOLOS have to hide? It is only a matter of time before AEGIS Prime will want to find out more...
- **The Encrypted Data.** What does the information on the Flash Drive reveal? Once decoded, this data can provide leads to whatever new missions and scenarios the Chronicler wants to throw at the characters.