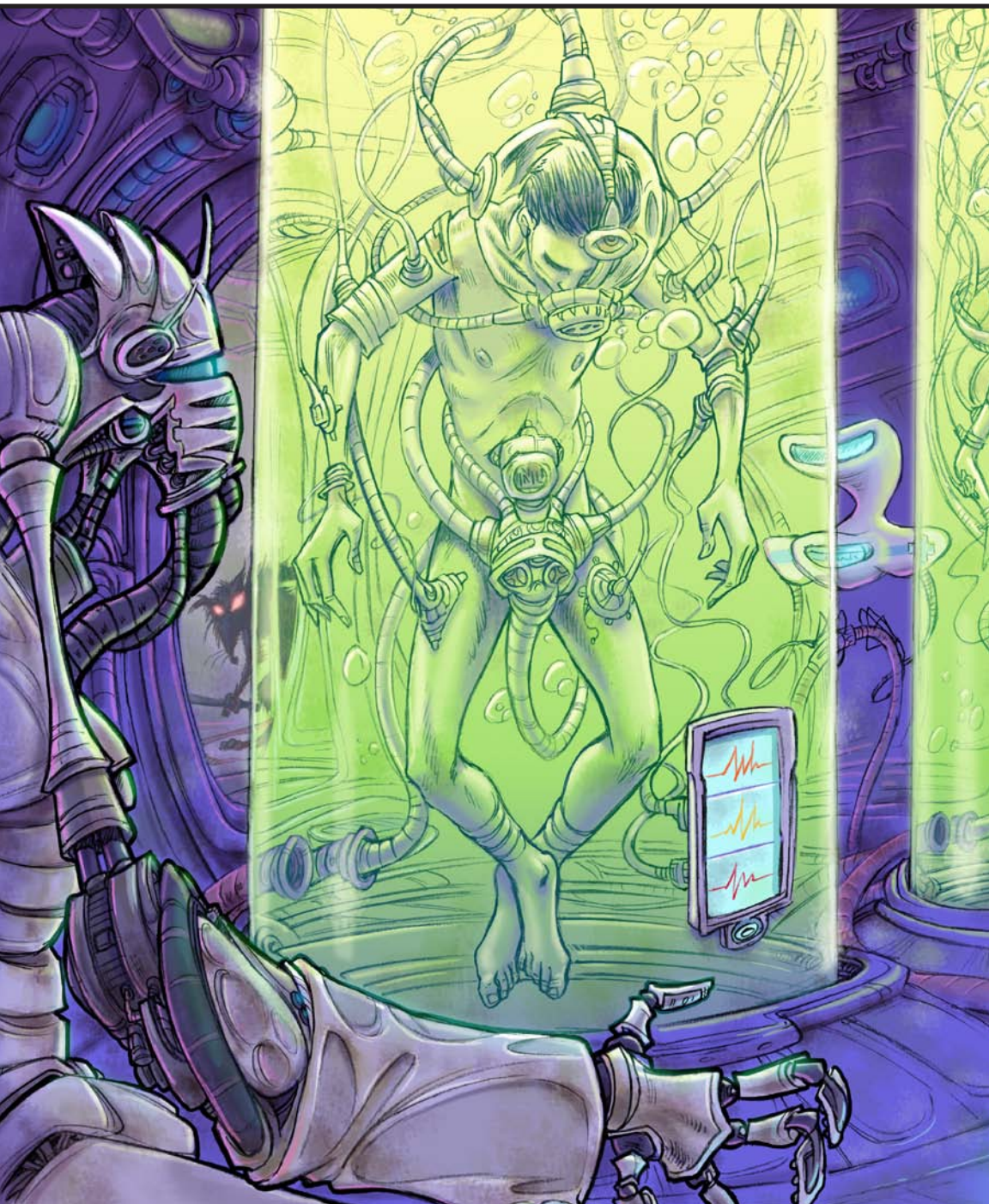


MIDNIGHT LEGION, BOOK ONE
OPERATION DEEP SLEEP



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Illustrations by C. Aaron Kreader
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“The quality of mercy is not strained.
It droppeth as the gentle rain from heaven
Upon the place beneath. It is twice blessed:
It blesseth him that gives and him that takes....
...It is an attribute to God himself.
And earthly power doth then show likest God's
When mercy seasons justice.”

-Shakespeare (Merchant of Venice A4 S1 Portia)

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INTRODUCTION

To play Midnight Legion, simply start reading Section I. At the end of each section you will either receive instructions about which section to turn to next, or see a list of choices. Select the choice that appeals to you and turn to the indicated section.

There may be additional choices in brackets. These choices are only available if you have certain skills, equipment or Insights; if you do, you may select one of those choices, or take whatever action was indicated when you gained the skill, equipment or Insight.

Good luck!

MIDNIGHT LEGION - AGENT PROFILE 05a.19

-AGENT NAME-

-PLAYER NAME-

-VITALITY-

CURRENT

MAX

-ENERGY-

CURRENT

MAX

-PHYSICAL CONDITIONING-

5

-STEALTH-

5

-SIXTH SENSE-

5

-MEMORY POINTS-

-ACCESSED MEMORIES-

-CIRCLE ACQUIRED-

1	6	11	16	21	26	31	36	41	46	51	56
2	7	12	17	22	27	32	37	42	47	52	57
3	8	13	18	23	28	33	38	43	48	53	58
4	9	14	19	24	29	34	39	44	49	54	59
5	10	15	20	25	30	35	40	45	50	55	60

-MEALS-

+2VP +2 EP

-EQUIPMENT-

(I) Fitted Yellow Agent Uniform

-IMPLANTS-

-SPECIALIZATIONS-

1

-ACTIVE WEAPON-

If UNARMED: -1 to Hero Combat roll

-ACTIVE ARMOR-

1

-INSIGHTS-

-CIRCLE ACQUIRED-

A	F	K	P	U	Z	E1	E6	E11	E16	E21	E26	E31	E36	E41	E46	E51
B	G	L	Q	V	AI	E2	E7	E12	E17	E22	E27	E32	E37	E42	E47	E52
C	H	M	R	W	B2	E3	E8	E13	E18	E23	E28	E33	E38	E43	E48	E53
D	I	N	S	X	C3	E4	E9	E14	E19	E24	E29	E34	E39	E44	E49	E53
E	J	O	T	Y	D4	E5	E10	E15	E20	E25	E30	E35	E40	E45	E50	E55

-NOTES-

QUICK RULES

For complete rules, refer to the Midnight Legion Rule Book. Below are the basics you'll need to create a character and get started.

CREATE A CHARACTER

You can create a character in three steps.

1. **Vitality Points (VPs):** You begin the game with 10 Vitality Points (your maximum). Vitality Points keep track of how healthy you are. When you reach zero, you are dead and the game is immediately over.
2. **Energy Points (EPs):** You begin the game with 10 Energy Points (your maximum). Energy Points keep track of your physical and mental energy and are required to make Sixth Sense checks. You can also spend Energy Points to increase your odds of success during combat and when making Skill Checks
3. You have three Skills. You start with 5 points for each skill. You have an additional 5 points to add to your skills as you wish. You can add all five points to one skill, or you can distribute the points among multiple skills, depending on your play style and how specialized or balanced you want your agent to be.

Physical Conditioning (PC): How proficient you are at combat, and related attributes such as strength and marksmanship.

Stealth Points (SPs): Your ability to conceal your presence from others, and related proficiencies such as balance and adeptness at moving silently.

Sixth Sense (SS): Your ability to sense danger and your general level of prescience.

SKILL CHECKS

Throughout the game you will be required to perform Skill Checks. Skill Checks are performed as follows:

1. If you wish, you may add up to 2 Energy Points to the skill score being

QUICK RULES

checked to improve your odds of success. If you choose to do this, decide how many Energy Points you are adding and deduct them from your EP total before you roll the dice.

2. Roll 2D6 (two six-sided dice).
3. If your roll is equal to or lower than the skill score (plus the Energy Points you added), you have succeeded.
4. If your roll is higher than the skill score (plus the Energy Points you added), you have failed.

SIXTH SENSE

One of the choices at the end of a section may be Sixth Sense. You may use Sixth Sense whenever you see that option, but only if you pay 1 Energy Point. If you do so, you may make a Sixth Sense Check (see “Skill Checks” above). If you succeed, you may skip ahead and read the sections that any two choices link to before you decide which choice to make. Afterward you may stick with one of the choices you have read, or choose another option if one exists. You may only do this once per section, but if you fail your Sixth Sense Check, you may pay another Energy Point to try again as long as you have Energy Points remaining.

COMBAT

Throughout the game you will be required to engage in Combat. Your Combat Points are based on your Physical Conditioning score plus any modifier provided by your weapon, and will help to determine the combat’s outcome. Combat uses two dice: the Hero die and the Enemy die. For each round of combat, follow these steps:

1. You may spend up to 3 Energy Points per combat round. If you choose to do this, deduct the points from your EPs before you roll the dice. Add the points to the Hero roll; if you win, you may also add those points to the damage you inflict that round.
2. Roll the two dice.

QUICK RULES



3. Add the Hero die score to your Conditioning score. Add any CPs (Combat Points) provided by your weapon. If you do not have a weapon, -1.
4. Add the Enemy die score to the enemy's Combat Points.
5. If your total score is higher, you deal damage to your opponent. If you have no weapon, you deal 1 damage; if you are using a weapon, you deal the weapon's damage. Additional skills, your Energy Points, or other factors may allow you to apply additional damage.
6. If your enemy's total score is higher, you lose a number of VPs equal to your opponent's Damage score.
7. Follow any additional instructions provided by the text.

If the enemy is undefeated and there are no further instructions from the text, start a new combat round and repeat until your VPs are at zero (you are dead and the game is over) or the enemy's VPs are at zero (at which point he or has been defeated).

QUICK RULES

MEALS

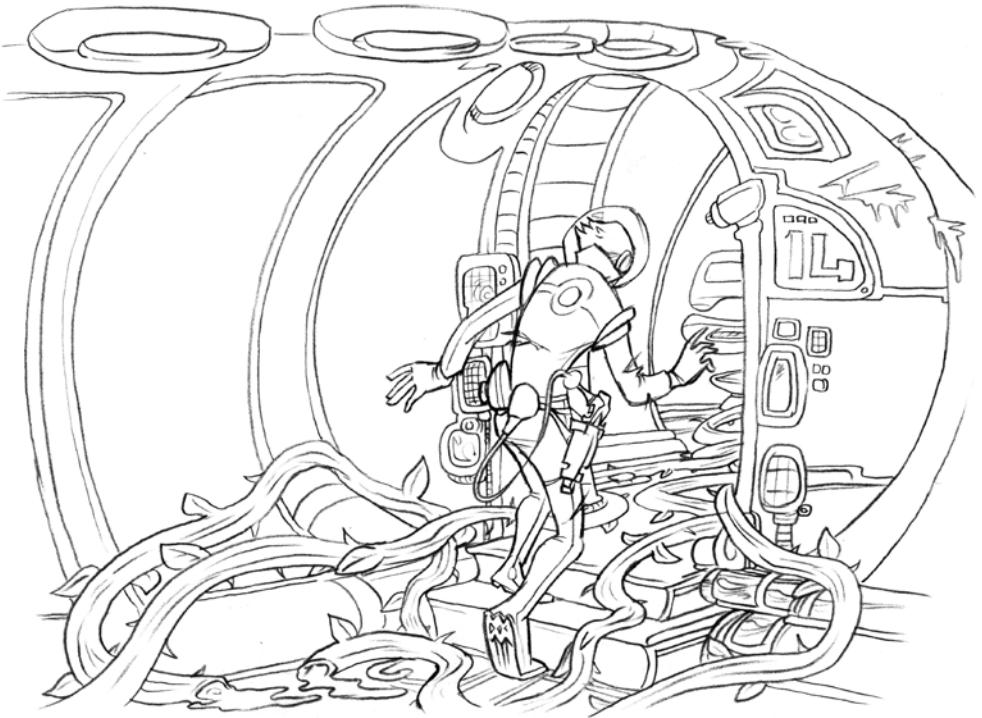
You may eat a Meal at any time you are in a section that does not contain Combat or a Skill Check. If you choose to do so, cross off the Meal and add 2 Vitality Points and 2 Energy Points (up to your maximum points, which start at 10).

MEMORIES

When you are given the option, you may pay to access certain Memories, but only if you have enough Memory Points. You are not required to access the Memories, but if you choose to do so, you should mark the Memory numbers on your character sheet so that you can refer to them again later if you wish.

INSIGHTS

Throughout your mission you will gain critical information or take actions which change the world around you. Each time this happens you will be provided with the name of a new Insight which you must mark down on your character sheet.





NOTES:

I

You wake up on your back. There is firm plastic beneath you and a metallic chemical smell in the air. You open your eyes and shut them again quickly against the stinging light. You feel your breath in your throat, shallow and ragged, as if your lungs are trying to relearn how to breathe. You open your eyes again, more slowly this time, and blurry shapes resolve into recognizable objects around you. You are lying on a medical bed connected to tubes. When you turn your head your skull throbs and the room starts spinning. You instinctively clutch the sides of the bed until the vertigo subsides.

You have no idea where you are.

Worse, you have no idea who you are.

That's when you realize there are voices in the room with you.

"The agent is awakening," says a male voice near your ear.

"Good," says a female voice from across the room. "We have at least one survivor. See how much he knows."