THE EXPANSE

ROLEPLAYING GAME

FAN COMMUNITY

FM
FAN MADE

ONE PAGE ADVENTURE
COLLECTION

FOR USE WITH THE EXPANSE RPG

VOL 1

CONTENT

Legal Disclaimer

BAD MEDICINE

WRITTEN BY BRIAN CHILDERS

Introductory hook

Life in the microgravity environment of The Belt is hard, and drug therapies are essential for the Belters. But when those drugs start harming Belters, it's up to the players to find out why, and who is responsible.

Scene 1 - A Plea for Aid - Ceres - Social

The players will receive a message from *Pastor Rae Buxton* of the **Shepherd's Grace Lutheran Church of the Belt**, asking for a meeting.

❖Shepherd's Grace is located in the Belter District of Ceres.
❖Upon arrival the group is welcomed by the Pastor, who explains that the Church tends to the Belters needs however they can.
❖Recently, though, a number of Belters have arrived at their doorstep sick, lethargic, and shaking.
❖*Pastor Buxton* asks for aid in this, as she is concerned for their flock and **Star Helix** doesn't seem to care, can they help?

Scene 2 - The Belter - Ceres - Social

One recent arrival is *Ishmael Sandoval*, a Belter who worked on the docks. Though ill, and shaking, he can speak.

❖A character making a **Challenging Intelligence (Medicine) test** can tell he is in drug withdrawal.
❖An **Average Communications (Persuasion) test** and he says that he doesn't use drugs, the only medicine he takes is *Ossifex*, a bone density regimen he obtains from a medical clinic near the docks – but couldn't afford his last dose – **BioNex** is the clinic.

Scene 3 - The Clinic - Ceres - Action/Social

BioNex is a small affair, run by *Dr. Donald Hanson*, an Earther.

❖He employs three security guards (thugs, really). If confronted with a **Hard Communication (Persuasion) test** he breaks down and admits to selling the *Ossifex* on the **black market** while giving the Belters a cocktail of addictive drugs instead.
❖He tries to bribe the group with casino chips.
❖**Force or intimidation** makes him call for help - trying to escape out the back way, or getting his light pistol from his desk.
❖He is not a fool, and surrenders if harmed or escape is impossible.

Scene 4 - Conclusions

The group will find the Doctor's stash of drugs, worth **+2 temporary income**, *Ossifex* worth **+3 temporary income**, as well as casino chips worth **+1 temporary income** from the Belters (all these are temporary and therein is a moral quandary).

❖A **Challenging Intelligence (Technology) test** will reveal his computer files as an ex **Protogen** employee, and his **fixer** contact *Pavel Kabrinski*.
❖They've made an ally with *Pastor Buxton* (for aid and information 'off the streets') and **+1 temporary income** from their meager coffers.
❖Whether the players decide to investigate *Dr. Hanson* further or track the **black marketeers** he was involved with is a plot hook for another story!

ACTION ENCOUNTER: SECURITY GUARDS

Use Thug stat block on page 214, Core Rulebook. Adjust the number of 'guards' as necessary based on number of players.

DR. DONALD HANSON

Age 44, former Protogen employee who was canned for insubordination and taking bribes, he has been employed at BioNex on Ceres now for a good four years as the resident clinic doctor. While he puts on a congenial face, the truth is that the penchant for corruption never really left him, and he quickly fell to finding side hustles – and falling into gambling debts – shortly after his arrival. It was only a matter of time before he fell in with the Black Market.

Hanson was a biochemist and genetics expert at Protogen before his ouster, he is not a brave man.

DR. DONALD HANSON		
ABILITIES (FOCUSES)		
ACCURACY 0, COMMUNICATION 3 (Persuasion), CONSTITUTION 2, DEXTERITY 2, FIGHTING 0, INTELLIGENCE 3 (Biology, Medicine, Technology), PERCEPTION 2, STRENGTH 0, WILLPOWER 0		

SPEED	FORTUNE	DEFENSE	AR + TOU
12	12	12	2

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+0	2D6+2
KNIFE	+0	1D6

SPECIAL FEATURES
FAVORED STUNTS: Adreanline rush, Impress. **EQUIPMENT:** Lab coat, hand terminal, pistol, knife.

THREAT: MINOR

BioNex Clinic (made with Dungeonscrawl free website. Dungeonscrawl.com)
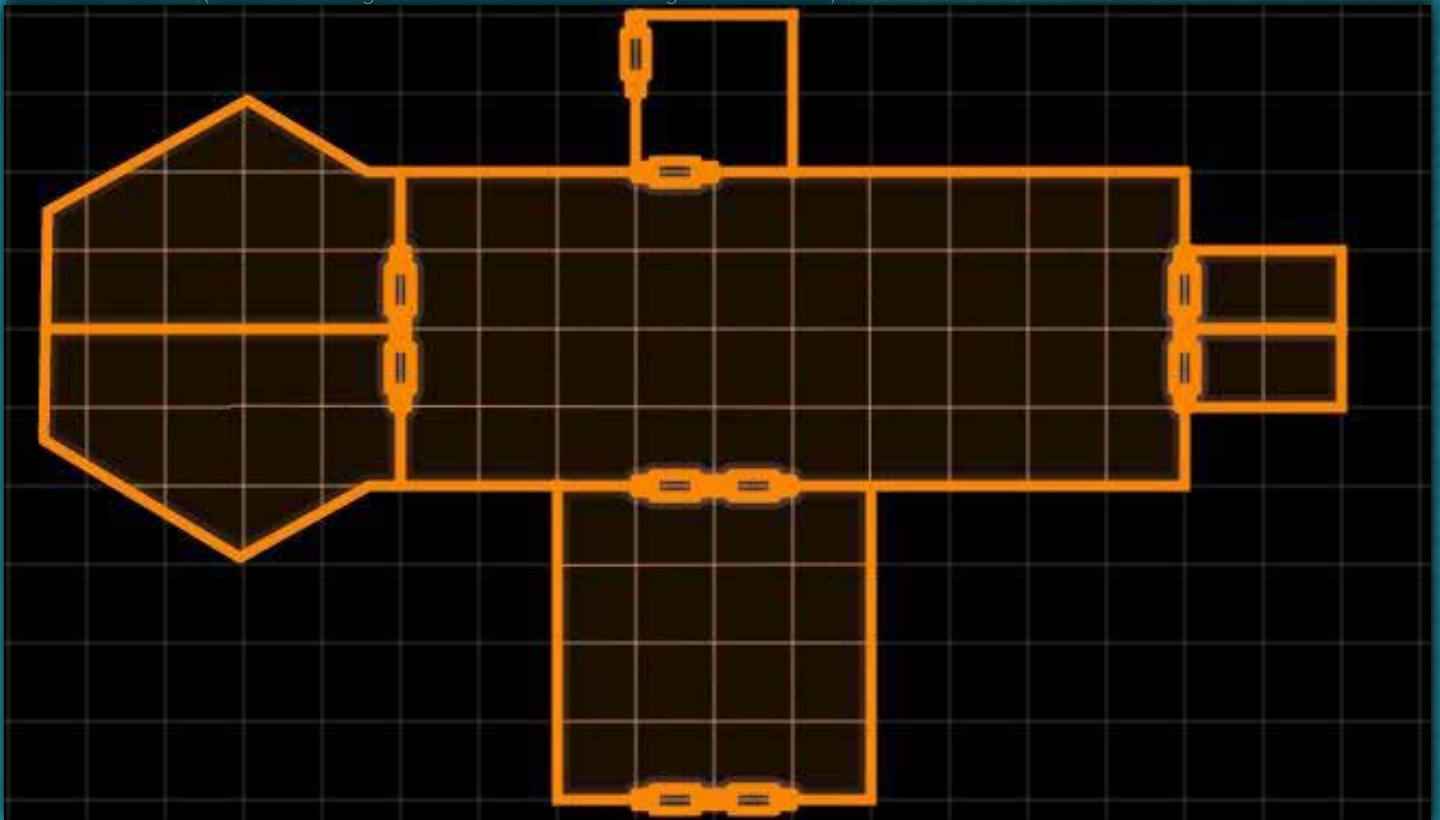
MAP INFO

❖ 1 Square = 1 Meter.
❖ Map Oriented to North.
❖ **South:** electronic check-in and waiting area.
❖ **Centre:** *Dr. Hanson's* clinic area and exams.
❖ **East:** two restrooms.
❖ **West:** two locked supply rooms (Challenging Intelligence (Technology) to unlock).
❖ **North:** janitor closet and backdoor. All outer doors are Challenging Intelligence (Technology) to unlock.

DANCING ON SATURNIAN ICE

WRITTEN BY AUDUN G. LØVLIE

Scene 1 – Precarious Arrival – Tethys inbound

❖The crew is hunting a wanted Earther scientist with ties to *Pallium Technogenic*. Name: **Gareth Arteaga**; a TN 15 Int. (Research) reveals that *Pallium Technogenic* is a *Protogen* offshoot, something Gareth may also reveal to the PCs.

❖The crew has takes on a supply-run to the 'Satuwater' operation on Tethys (+1 temporary income) as cover.

  ❖The crew is paid once the cargo has been offloaded, a 2-hour task. Satuwater feels unsafe (see **2**).

❖Landing on Tethys requires a **TN 15 Dex (Piloting)** test due to ancient radiation-shield doors, failure causes ship damage equal to 1d6+Drama Die result.

GM Information

❖*Gareth is wanted alive* (stat block on the next page.)

❖Unbeknownst to the crew, resistant bacteria in the life-support system has spread a deadly epidemic on Satuwater.

  ❖A TN 15 Int (Medicine) test identifies cases of sepsis, failure mistakes it for a less serious condition.

❖The only rescue for the crew and Saturwater is *Cortex base*'s abundance of top-of-the-line antibiotics and medical supplies, where Gareth has gone to retrieve (unrelated) sensitive data.

❖For added action or competition, add *Bounty Hunters* (p. 210), *Soldiers* (213) or *Spies* (214) to the mix.

Scene 2 – Satuwater station – social/investigation

❖All NPCs on station are **standoffish** or **hostile** (great for **Minor Churn** events), affecting the investigation, leads require at least an attitude of **neutral**.

❖The reason for standoffishness and hostility is illness and suffering, a **TN 11 Per (Intuition)** test reveals this; everyone on Satuwater glistens with sweat, cough, are drowsy, causing minor accidents all the time (great for **Major Churn** events).

2a Looking for Gareth

❖An advanced **TN 13 Com (Investigation)** or **Int (Research)** test, success threshold: 15, provides leads on *Gareth*, each test: 1 hour (see **2b**).

❖He arrived on Satuwater one week ago, did not play well with the locals, and security links him to a few thefts, including a rover.

  ❖A **TN 14 Int (Technology)** or **TN 11 Income** test, reveals *Gareth* stole the last rover in the ice processing section not in maintenance 16 hours ago, security footage shows him leaving the base.

❖Also, there is an old science base (*Cortex base*) located 30 km south of Satuwater. Rumour has it that "**the inners**" conducted "**dark**" experiments there.

2b Contraction and a Boom

❖After the crew has been 4 hours on Satuwater, have them make a **TN 13 Con (Stamina)** test:

  Success: PC seems and feels fine (keeping symptoms at bay *but is infected*).

  Failure: PC feels nauseous, soon coughing and feverish, receiving the **Fatigued** condition.

❖Following this test, before they can go anywhere, the station is rocked by an explosion: "*the docks are now inaccessible due to an explosive accident*" the PA informs. The landing and vehicle bays are in vacuum. The following can be discovered by the crew using appropriate tests and interactions:

❖The outer doors to the landing bay are jammed; off-world communication is down; repairs have started, but it'll be days before the vehicle and landing bays are accessible, from the inside or the outside. *No rovers for the crew*.

❖This is a good place to spend some **Churn points** to cause troublesome social and action encounters.

Scene 3 – Fighting infection – Social

❖The Belter medcenter chief Qillaq Omdahl (**Scientist**, page 250), asks the crew for help: "*Go to Cortex and look for anything that can help us,*" offering 2d6+2 doses of medicine/drugs. Qillaq's attitude is **open** to Belters and **standoffish** to Martians and Earthers, sets security (**Security Guard**, p. 213) on crew if attitude worsens 2 steps.

❖Satuwater's medcenter has insufficient antibiotics to cure anyone but provides 1d6+2 doses of medicine with a **TN 11 Income** test (next page).

❖Before or during this interaction, have the PCs make a **TN 14 Con (Stamina)** test: PCs that failed in **2b** and fail now, have **Sepsis** (next page). If successful they are **Exhausted** and must test again every 4 hours with a *cumulative +1 TN*. PCs that succeeded in **2b** and fail now have **Sepsis**. If they succeed, they are **Fatigued** and must make a test again every 4 hours with *a cumulative +1 TN*.

Scene 4 – Across Ice – Exploration

❖They must travel by foot to *Cortex* base. A **TN 9 Income** test provides crew with **ice cleats** (next page).

❖As they leave Satuwater, a **TN 11 Per (Seeing or Tracking)** test reveals *Gareth*'s rover tracks leading south, combined with a **TN 11 Int (Navigation)** test, they realise he was likely going towards *Cortex*. Decrease travel **Success Threshold by 10 minus highest Drama Dice** result from either test.

❖If appropriate, adjust the travel TNs by increments of +/-1: First leg is on open ice-flats; second leg is through a labyrinth of canyons; last leg, they must find their way along a crater's edge, a **Major Hazard (3d6 damage)** requiring a **Dex (Acrobatics) TN 11 otr 13** test to avoid, determined by a **Will (Courage) TN 11** test.

Scene 5 – Cortex Base – Infiltration/Social/Action

❖At *Cortex* a rover is parked by the main airlock, a landing pad stands empty, and the area is flooded with light: **any stealthy approach suffers a -3 penalty** (*Gareth* has surveillance cameras).

❖Entering the base requires a **TN 13 Int (Engineering)** or **TN 15 Int (Technology)** test.

❖Cycling the airlock lets *Gareth* know they are inside, he locks the doors between sections: **TN 13 Int (Technology)** advanced test to open, **threshold: 10**, each test: 1 minute.

❖To find medicine: **TN 9 Per. (Searching or Seeing)** advanced test, **threshold: 5**. Each test: 15 minutes.

❖*Gareth* only wants escape. As they enter the base, his download starts. Every *3 minutes* (or *every 3rd* **Churn** added to the pool) the download progresses **16%**. Once complete, he escapes through an emergency airlock, going for the rover.

❖*Gareth* does not want a fight but is desperate and is likely to shoot at the crew if they enter his location in building 4 (red dot on map). He can be talked down if they make his attitude **open**. His attitude starts at **very hostile**.

Scene 6 – Rewards – What to do about Gareth Arteaga?

❖*Gareth* tries to negotiate his freedom (+2 temporary income each). If they are willing to smuggle him to the Jovian moon Io he offers a copy of (some of) his data (encrypted "Project Neith" data). *He tries to deceive them*.

❖Handing *Gareth* over to Satuwater: +3 temporary income each (they get +1 temporary income from bringing back medicine that can be found at Cortex).

❖Handing *Gareth* over to MCRN/UNN: +3 Income each.

❖Handing *Gareth* over to the OPA: +2 Income each. Additionally:

  ❖To **Johnson's faction**: one free resupply, maintenance, and repair package or a free upgrade for their ship.

  ❖To **Dawes' faction**: one weapon (with two qualities and one flaw) and armour (one quality and no flaw) each, plus an OPA favour (e.g., Rank 1 membership if not already inducted).

NEW CONDITION

Sepsis

A Character with blood infection has a -2 penalty to all tests, is **Exhausted**, and loses 1 point of Constitution score every 1d6+1 hours (roll once). When a character's Constitution score reaches -3, the character dies.

NEW MEDICINE

Antibiotics

Standard antibiotics keep symptoms of bacterial infections at bay, temporarily suspending **Sepsis** progress and downgrading **Exhausted** to **Fatigued**, for 1d6+2 hours.

Amphetamines

Amphetamines temporarily remove penalties from **Fatigued** and **Exhausted** conditions for 1d6 hours. Characters become Exhausted after effect ends.

NEW GEAR

Ice cleats

This boot attachment reduces the **TN** of movement related tests on glacial surfaces by **-2**. If used for running, a failed test with 5 or 6 on the Drama Dice causes 1d6 damage.

TRAVEL TEST

Travel to Cortex Base

Success threshold: 25
Group test: Average the group's Drama Dice results and add it to the threshold, failure counts as 0. If more than one PC, but less than half, fails, consider applying a non-cumulative minor consequence. If half or more fail, entire test failed adding nothing towards the threshold, starting at minor and increase one step with each failed test.
Ability focuses: Intelligence (Navigation) TN 11, limit 1 success; Constitution (Stamina) TN 9 or Constitution (Running) TN 12 (running doubles Drama Dice result towards threshold); Perception (Survival) TN 11, Communication (Leadership) TN 9, limit 1 success.
Each test equals 1 hour of travel time.

Consequences

Minor You are off course, increasing the TN of Constitution (Stamina/Running) tests by +2, until a PC succeed a TN 11 Perception (Survival) or Intelligence (Navigation) test to find a shortcut.

Moderate You find yourself on a particularly desolate stretch. The vastness of space presses down on you, make a TN 11 Willpower (Faith or Courage) test to avoid giving into apathy and fear, each PC failing increases the success threshold by 1. Adjust TN by -2 if a successful Communication (Leadership) test has been made.

Major You must cross a ravine or a field thin cracking ice. All characters must succedd a TN 12 Dexterity (Acrobatics) test, or take 2d6 damage from crashing into ice. Or add 6 hours to journey looking for a safer place to cross.

Severe This is suitable as a Major or Epic Churn effect, but also for several failures on every characters' test. You are bombarded by a radiation storm from Saturn, find adequate shelter with a TN 12 Perception (Searching or Seeing) test, or successfully resist radiation with a TN 14 Constitution (Stamina) test to halve 4d6 radiation damage

TETHYS MAP

GARETH BAKARNE ARTEAGA

ABILITIES (FOCUSES)

ACCURACY 0, COMMUNICATION 3 (Deception, Etiquette), CONSTITUTION 1, DEXTERITY 2, FIGHTING 1, INTELLIGENCE 4 (Genetics, Research, Technology), PERCEPTION 2, STRENGTH 0, WILLPOWER 3 (Faith)

SPEED	FORTUNE	DEFENSE	AR + TOU
12	16	12	1

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+0	2D6+2

SPECIAL FEATURES

FAVORED STUNTS: Momentum, Making an offer
TALENTS: Intrigue (novice: deception), Expertise (novice: genesplicing)
EQUIPMENT: Sling bag, hand terminal (fine), pistol (compact: TN 14 Perception (Touching) to find when concealed), vac-suit.

THREAT: MINOR

SATUWATER STATION

2 2

1

3

4

5

6 8

7

30 Km

Not to scale

CORTEX SCIENCE BASE

2

1

3

4

5

1. Living area
2. Mission prep area and airlocks
3. Storage
4. Laboratories and emergency airlock
5. Administration and medical bay

1. Landing bay
2. Vehicle bays
3. Maintenance and repair access
4. Communal and market area
5. Visitors' habs
6. Miners' living area and airlock
7. Administration, medcenter, and airlock
8. Ice processing and vehicle airlock

DEMETER WEEPS

WRITTEN BY DANNY BUELL

Introduction

People do anything to avoid responsibility for their actions, including destroying others to further their own gain. The family of *Ivan Helsing* wants a crew of freelancers to investigate the destruction of a **Nishi-Chu** cargo freighter called the *NC Endeavour*. The freighter suffered a catastrophic decompression event, resulting in the loss of the ship's integrity and the death of several crewmates.

PCs are to investigate the destruction of the **Nishi-Chu** cargo freighter *NC Endeavour*. **Nishi-Chu** blames the ship's chief engineer *Ivan Helsing*, but *Helsing* and his lawyers are convinced **Nishi-Chu** are covering up the disaster.

The PCs must sneak into the quarantined area and investigate the vessel discreetly, collect evidence, and return to **Ganymede**, without being caught. Following the sudden-catastrophic loss of atmosphere, the ship has been left where it is until a corporate investigation team can record evidence.

As a GM running this adventure, spread the 3 pieces of evidence (2 pieces being the challenge test in Engineering) across the ship. Plant many red herrings - discerning "evidence" that may lead the PCs to believe that *Helsing* was actually neglectful and the cause for the *NC Endeavour*'s destruction.

NC Endeavour

Accepting the job, the PCs travel to the derelict ship. The *NC Endeavour* is a **Cornucopia-Class Supply Ship**. See page 118 in Ships of the Expanse for details.

The ship has been evacuated and is under current examination. There are many traps, electrical hazards, and other space-wreckage hazards while exploring the vessel. See Hazards on Page 100 for potential hazards.

While **Demeter Weeps** can be more cerebral, focusing on exploration and mystery, Churn events can easily be used to introduce pirates coming to salvage the cargo ship to the mix, or **Nishi-Shu** sends *Lazarus Security* to clean up any evidence that incriminates the Corporation.

The Investigation

The ship has no atmosphere and restarting the engines is not possible.

As GM, play up the mystery:

Fill the ship up with little stories such as recordings of the former crew to their family, to scenes of once active life. You can easily ramp up horror and tension through sounds and clangs. Allow the PCs to drift through the decks to find logs and hints, but also some red herrings that may incriminate *Helsing*:

Logs and red herrings

❖Crew members knew that *Ivan* is (was) OPA. They also believe Ivan was cruel and possibly neglectful.

❖*Ivan* had gone through a recent divorce and alcohol can be found in his quarters.

❖*Ivan* had many fights with the captain and the Corporation.

Going through the terminals and personal logs of the *NC Endeavour* points at *Helsing* as the cause. However, if PCs succeeds on a **TN 12 Intelligence (technology)** challenge test (**success threshold 10**, each test: 1 hour, see consequnces next page) in the captain's quarters, *Helsing*'s quarters, and the engineering deck, they can find:

❖*Helsing* noticed several cheap replacements or malfunctioning parts.

❖Inspection on the ship's life support and engines were out of date.

❖*Helsing* filed many complaints, but they were all deleted by the captain with the approval of the main offce (files can be recovered with a **TN 15 Intelligence (Technology)** and adds 1 more piece of evidence.

Upon completion, the PCs can turn over their evidence for a range of consequences for positive evidence found:

0 = *Ivan Helsing* is accused of negligence and the root cause of the *NC Endeavour*'s destruction.

1 = The Players' evidence reopens the case of the *NC Endeavour* and reignites rumors about the company's negligence towards the health and safety of its employees.

2 = The PCs' evidence lands **Nishi-Chu** in court, but they manage to negotiate a financial deal.

3 = The evidence is substantial, the captain of the *NC Endeavour* is sentenced to prison and the **Nishi-Chu** faces dozens of lawsuits, spelling the end of the corporation.

Hacking the *NC Endeavour* for evidence

Success threshold: 10
Ability focuses: Intelligence (Technology) TN 12
Each test equals 1 hour of hacking.

Consequences

Minor The system locks down, security measures require the hacker to succeed on another Intelligence (Technology) test at TN 14 before continuing the challenge test.

Moderate Lazarus security arrives to investigate the *NC Endeavour*, outnumbering the PCs by one. As a related minor **Churn** event (or reducing the Churn pool by 5 points) they are searching for trespassers, attitude: **hostile**. As major **Churn** event (or reducing the Churn pool by 10 points) they know where the trespassers are and intend to arrest them, attitude: **very hostile**.

Major MCRN marines (use Veteran p 214) arrive on patrol, as a routine check of the *NC Endeavour*. Their number equals the PCs. As a minor **Churn** event (or reducing the Churn pool by 5 points), they are searching of the trespassers looking to arrest them, attitude: **hostile**. As a major **Churn** event (or reducing the Churn pool by 10 points) the marines know where the trespassers are and intend to eliminate them, attitude: **very hostile**.

LAZARUS SECURITY

Lazarus Security are one of the leaders in Station-wide security. Special units are tasked with small attack crafts capable of neutralizing pirates that are a threat to vital shipping lanes. *Lazarus* teams usually come in groups of five, often including a captain leading them. They are all former soldiers from Earth or Mars and equipped with the multi-billion dollar private military industry behind them.

LAZARUS SECURITY

ABILITIES (FOCUSES)

ACCURACY 3 (Pistols, Rifles), **COMMUNICATION 2**, **CONSTITUTION 2** (Stamina), **DEXTERITY 2**, **FIGHTING 2** (Brawling), **INTELLIGENCE 1**, **PERCEPTION 1** (Hearing), **STRENGTH 2**, **WILLPOWER 2** (Courage, Morale)

SPEED	FORTUNE	DEFENSE	AR + TOU
12	20	12	7

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+5	2D6+1
RIFLE	+5	3D6+1

SPECIAL FEATURES

FAVORED STUNTS: Group tactics, Skirmish, Short burst, Strafe, Take cover
TALENTS: Rifle Style (expert), Tactical Awareness (novice)
EQUIPMENT: Medium body armor, pistol, rifle, Lazarus uniform and insignia, vac-suit.

THREAT: MODERATE

JOHN TRUBY

Captain John Truby is one of many operatives for *Lazarus Security*. He is a retired military man finding work and purpose after his service to the MCRN. Truby will not hesitate to put down a threat to his life or his family, but he also can accept reason and logic that leads to a non-violent solution.

CAPTAIN TRUBY

ABILITIES (FOCUSES)

ACCURACY 3 (Pistols, Rifles, Throwing), **COMMUNICATION 2** (Leadership), **CONSTITUTION 1** (Stamina), **DEXTERITY 2** (Free-fall), **FIGHTING 3** (Brawling, Light Weapons), **INTELLIGENCE 2** (Tactics), **PERCEPTION 2** (Seeing, Tracking), **STRENGTH 1**, **WILLPOWER 2** (Courage, Morale)

SPEED	FORTUNE	DEFENSE	AR + TOU
13	24	13	7

WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+5	2D6+2
RIFLE	+5	3D6+2
GRENADE	+5	3D6

SPECIAL FEATURES

FAVORED STUNTS: Covering fire, Group tactics, Skirmish, Short burst, Strafe, Take cover
TALENTS: Command (expert), Rifle Style (expert), Tactical Awareness (novice)
EQUIPMENT: Medium body armor, pistol, rifle, Lazarus uniform and insignia, vac-suit.

THREAT: MODERATE

ERRANDS OF MERCY

WRITTEN BY SHANE A. HOTAKAINEN

Scene 1 – Job offer – Social

The crew is approached by *Dr. Oleg Sten*, a rep for **Medicine Sans Frontiers**.
Sten would like:
❖ A ship to fly him and a small team to **Mathilde Station**
❖ Security and support during the operation
❖ Transport back home
❖ The pay is good but seems low considering the level of hazard, but helping out people in a tough spot should do the trick for altruistic crew members.

Scene 2 – On Mathilde – Social/Investigation

The situation on Mathilde:
❖ Ongoing labor dispute
❖An unknown hemorrhagic fever is spreading quickly among the largely Belter workforce. The majority of the habitation zones are under quarantine
❖Olivia Lund the station administrator plays hardball: *no access to medical care until everyone agrees to go back to work*. She almost completely controls incoming and outgoing communications.
❖The new contract is truly horrible but people are getting desperate.
❖Lund uses station security (**Pinkwater**) to try and seize the antivirals and other supplies **MSF** is bringing in if unloaded from the ship.

2a Talking with management

❖Talking to an aide and making a **TN 11 Com (Deception or Persuasion)** test gives the crew access to *Administrator Lund*. She is a tough negotiator and is uninterested in making concessions.
Her view is she can always find more Belters, but if the crew think that they can pressure the workers into taking the deal she is willing to let them try as an outside party.

2b Research

Doing some deep dives into station records, a **TN 15 Int (Research or Hacking)** advanced test (**success threshold 20, each test: 15 minutes**) reaveals an unused access tunnel leading into the quarantine zone. Although accessing it means a walk on the surface of the asteroid and a trip down the long access tunnel in hard vacuum and then hacking the airlock at the end of the tunnel.
Looking into Lund reveals her career in the **UNN** and her involvement as a subordinate of *Fred Johnson* at *Anderson Station* and some public statements denouncing Johnson and a series of comments that show a history of anti-Belter bias.

Scene 3 – The Tunnels – Exploration/Combat

The tunnel has stood unused for decades.
❖ Three combat drones (p. 210 *The Expanse RPG*) frequently patrol the tunnel.
❖ The medical team do their best to keep up with the crew, but are not cut out for sneaking into a secure facility (they would be ideal for a **Churn event**)
❖ The airlock is old but functional. Getting in requires a **TN 11 Int (Security)** test.
❖ See Scene 4 for conditions in the quarantine zone.

Scene 4 – Going in the front door – Social/Combat

If the crew opts to help *Administrator Lund*, she grants them access to the quarantine zone to negotiate with the leader of the workers.
❖The leader of the workers is *Adrienne Aboyo,* a hardcore OPA member. These are tough negotiations, requiring some pretty good offers to come to agreement **Com (Bargain) TN 17 Threshold 25**, each test: 30 minutes to 1 hour.
❖The situation in the **Laborer Commons** is dire, in addition to the disease other supplies are running low (water, food, clean air), bodies are also piling up with too many ill, and many afraid to catch the disease. *Aboyo* has reasonably good evidence that the disease is part of the negotiation tactic, introduced to the **Labor Commons** to end the dispute.
❖If the crew fails to bring the dispute to an end *Lund* has ordered her security team to not let them back out. Leaving them the option of escaping through the emergency access tunnel or fighting their way out and possibly spreading the virus to the rest of the station. The exit to the rest of the station is guarded by a crew of 4 **Security guards** (p 213) wearing environmental suits in addition to their normal gear.

Scene 5 – End Game – Social/Action

❖If the crew successfully delivers the MD and medications to the quarantine zone, getting back to their ship is its own challenge. *Lund* has posted a guard by the ship's airlock. Use the **Security Guard** but add **Submachine Guns** to their gear. It will be a tense standoff that could end in violence.
❖If the crew negotiates a settlement they have an opportunity to help the miners. If they take the info packet from *Aboyo*, giving these documents to the right media organization or member of the UN bureaucracy could give *Lund* a black eye and cause her to renegotiate.
❖Or the crew could use it as leverage against *Lund* herself...

MAJOR NPCS

<u>Olivia Lund -</u> Earther, use Veteran stat block p. 214
- ❖ Retired UNN officer
- ❖ Was one of Fred Johnson's officers during the Anderson Station incident who vocally denounced Johnson "going now"
- ❖ She expects orders to be followed
- ❖ She has little regard for the life of Belters who live and work on the station

<u>Adrienne Aboyo -</u> Belter, use Gang Boss stat block p. 211
- ❖ They are fairly hardcore OPA
- ❖ They are very much hardened by life
- ❖ **Aboyo** and other **OPA** agents have collected evidence that **Lund** had introduced the virus to the Laborers Commons

<u>Doctor Oleg Sten and his team -</u> Sten is an Earther, his team is a mix of Martian and Belters as well
- ❖ All good natured but dedicated
- ❖ All combat related stats are 0, they are not up for a fight but might get in the way.

PRIMARY LOCATION - MATHILDE STATION

- ❖ Mathilde is a belt asteroid
- ❖ It is claimed and governed by the UN
- ❖ Pinkwater holds the security contract
- ❖ The primary business is mining of exotic minerals and metals
- ❖ Primary sections: Administrative Commons, the Docks, the Laborer's Commons and the Mine

FRAGILE CARGO

WRITTEN BY DANNY BUELL

Introduction

Fragile Cargo is a quick one-shot adventure designed for four characters between levels 2-4.

A fixer on Ceres Station knows of the PCs' reputation for getting things done and offers them a simple job: *hijack a freighter and steal some fragile cargo off of it*.

Any party composition should be able to finish the adventure using their skills and wits.

Hooks:

❖Money. PCs who are short on money or need to pay off debt quickly are approached by a mysterious fixer who happens to know all about them. This fixer has a tip on an isolated freighter far from immediate aid.

❖Espionage. If the PCs belong to a faction, the mission could easily be turned into a faction quest targeted at an opposing faction.

The Blue Falcon

"You meet the fixer in the Blue Falcon, a narrow hole-in-the-wall pub with a long bar down one side and tables along the other. The fixer is a Belter, his neck and wrists are covered with gang tattoos. He finishes telling you about a freighter traveling alone with cargo worth hundreds of thousands of Martian Dollars. He also notes that the cargo on the freighter is extremely precious so any damage done to the ship should be kept to a minimum. The ship is called the *NC New Wind*."

The fixer's initial offer is a +1 to income score but can be negotiated to a +2. The fixer will also reveal that they have information they can use as blackmail against a member of the crew if they intend on betraying him and keeping the cargo to themselves. If the Pcs are unsure how to stop the freighter without dealing any damage, the fixer can suggest they take *an aimed shot at the drive cone* of the freighter (taking a -5 on the attack test) and disable the ship (3d6 + Sensors vs TN10 + 1).

The Ambush

Upon arriving at the coordinates the fixer gave them, the PCs will immediately notice on the radar two (2) ships approaching, a ship's boat and a freighter, the *NC New Wind*. The PCs will have to get rid of the ship's boat before disabling and latching onto the small freighter.

NC New Wind

Onboard the small freighter are two pilots, one security officer (p. 213). The pilots will not resist the boarding party but the security officer might. The PCs can roll a TN 13 Communications (Persuasion) or a TN 13 Strength (Intimidation) to get the security officer to surrender.

The moment PCs begin to attack the convoy, the MCRN will be notified unless the PCs manage to jam communications. If the MCRN is notified of the attack, it takes them *4 hours* to respond with a frigate. If the communications are jammed, the shipping company office will contact the MCRN after *2 hours* and it will take the frigate *6 hours* to arrive on site.

Docking to the small freighter will require the pilot to succeed at a TN 13 Dexterity (Piloting) test which takes 10 minutes. If the pilot fails, both ships take 4d6 damage. If the engines on the small freighter are running, the PCs do have an opportunity to steal the freighter for themselves.

Fragile Cargo

The PCs will need to pass a TN 15 Perception (Searching) to find a hidden compartment. Inside is refrigerated Real Wisconson Cheese worth a +5 permanent income score.

❖If the PCs bring the *Fragile Cargo* to the fixer, they will receive their +1 or +2 income and gain a new influential contact that can help them source illicit cargo, weapons, and other items.

❖If the PCs steal the *Fragile Cargo* for themselves, they will have gained a +3 income bonus and +2 temporary income bonus each, however, they will have made a very powerful enemy who will chase them to the ends of the Sol system with a vast web of criminal contacts on every station and planet...

HANGING ON FOR DEAR LIFE

WRITTEN BY FLORENT COUDENE

Introduction

A **Relationship 3+** friend of the crew (*The Hostage*) has been kidnapped by *The Exocets*, a **Bluefin Gang of Innis Deep** that loves Martian basejumping. The kidnappers are using the *Hostage* as leverage to acquire the crew's favoured possession (ship, cargo deeds, unlicenced/illegal weapons, etc): '*The Package*'.

❖Note to GM: the *Package* should fit into a suitcase ideally.
Crew Motivation: Saving the hostage/possession (ideally both!)
Key antagonists (stat blocks next page):
❖*Mauricette 'Moray' Kamarova* & her Bluefin Gang ('*The Exocets*'), who prey on unsuspecting ship crews and tourists.
❖*Sameer Phelps*, hacker, Martian student and adrenaline junkie (among others), indebted to the gang.

Scene 1 – You Have Caught the Attention of the Exocets – Social – Londres Nova, MCR

One of the crew member's hand terminals receives a call from the *Hostage*. Surprisingly, a Belter female (*Moray*) appears on screen, demanding the crew to hand over the *Package* "*or else!*" The view pans, revealing the *Hostage* subdued and tied up.
'*The name's Moray. Bring [the Package] at Tehran Gate Station at 12:00 today or you'll never see [the Hostage] again.*'
❖A **TN9 Com (Bargaining)** test during the call negotiates a simultaneous *Package* for *Hostage* swapp.
❖A **TN 15 Per (Seeing)** test identifies the collar of *Moray*'s suit as the collar of a wingsuit harness (see next page).
❖A **TN 13 Int (Technology)** test traces the call to **Asteria Peak**.
❖A **TN 7 Int (Research)** test informs of 1 of the following:
   ❖**Tehran Gate station** is a 2-hour bullet train ride from **Londres Nova**, with frequent departures;
   ❖**Tehran Gate Station Plaza** is a busy tourist area, located in the easternmost part of **Valles Marineris' Coprates Chasma**, offering wealthy tourists a selection of rover excursions, Phobos day-cruises, and even base-jumping.
      ❖There is a breathtaking **CablePod** link from the **Plaza** to scenic **Asteria Peak**, famous for its grand views of *Aurorae Sinus*, and VacSuit Promenades on the cliffsides (for agoraphiliacs).

With the given the timeframe, there is just enough time to get *The Package* and any gear at hand. *Mars is a secure area, so guns and armour are restricted*.

Scene 2 – Next Stop: Asteria Peak – Infiltration – Tehran Gate Station Plaza, MCR

The crew arrives 11:45.
❖Restricted items require a **TN 9 Com (Disguise)** to avoid attracting attention. The **Station Plaza** is teeming with tourists from across the system, and entertained by bars, cafes, arcades and tourist hubs.
   ❖Affluent and above characters that make a **TN 11 Int (Business)** test can rent vacsuits (thruster packs are extra) and base-jumping wingsuit harnesses (signing lengthy disclaimers): '*it is cheaper here than on the Peak*".
   ❖The two-way **CablePods** departure deck to **Asteria Peak** is across the Plaza.
   ❖At 12:00 *Moray* calls and instructs the crew to meet on the **Northern Vista of Asteria Peak** in 45 min sharp. A **TN 15 Per (Seeing)** test reveals she is calling from a pod station. A **TN 7 Int (Research)** informs that the ride will take 35 min. No time to lose!
   ❖*Moray* has no intention of meeting them on the Peak, but plans to do the swap between **CablePods** and escape by base jumping once the Package has been handed over.
   ❖A **TN 11 Str (Intimidation)** or **Com (Etiquette/Deception/Persuasion)** test will intimidate/trick/smoothtalk tourists into not sharing a pod with the crew so they are alone in it.

Scene 3 – The Swap – 2 KM high between cliffs – Action

The crew board a pod and departs the Plaza, passing other pods at regular intervals.
❖A **TN 11 Per (Seeing)** test detects a stationary delivery heli drone at roughly ¼ of the way to **Asteria Peak**. (A **TN 15 Int (Technology)** test hacks the drone's controls (see 3a, 3b).) The drone follows the pod at a distance.
❖Suddenly the emergency brakes stops the pod next to another, descending, pod. Move to encounter map (next page). The *Exocets* are in the descending pod and *Moray* instructs the crew to depressurise their pod (a **TN9 Int (Engineering)** test, *emergency enviro-suits under every seat*!) and open the service door, through which the exchange is done.
❖*Moray*'s pod has both access doors open.
❖Crossing into the other cabin over the void requires a **TN 11 Dex (Acrobatics)** test. The *Hostage* is drugged, tied and **Helpless** in an envirosuit, held at gunpoint next to *Moray* by the door.
❖As soon as '*The Package*' is in her possession, *Moray* orders the *Exocets* to open fire, and proceeds to retreat and jump out of the pod from their open access doors, using the *Hostage* as a human shield if still under her control.
❖*Sameer*, who is controlling the drone and the pods' emergency stop-hack, does not like violence and will cower in cover, and can be convinced to help (a **TN 11 Com (Persuasion)** test) if the gang is fully subdued or they are not in the pod anymore. (see 3b/3c)
   Minor Churn: The *Hostage* is pushed out but somehow their envirosuit harness catches a nook on the door and they hang over the abyss.
   Major Churn: *Hostage* is pushed and falls! See 3b/3c.
   Epic Churn: The *Exocets* push the *Hostage* out *AND* leave a **30 second timer bomb** in their pod. (*Perfect time to have a pizza break, cliff-hanger whoa!*)

3a – The Higher the Jump – Chase

Should the crew decide to jump after the *Exocets* or the *Hostage*, the **Chase** involves **TN 11 Dex (Acrobatics)** test.
❖With their wingsuit harness, the *Exocets* have the advantage, the *Hostage* however is easier to reach (**Helpless**, failing their Chase test automatically). *Exocets* above half fortune attempt strafe attacks if pursued, but tries to evade otherwise, concentrating on landing!

3b – The Harder the Fall – Landing

The fall lasts 20 rounds, including Chase, before the last available cliff plateau for landing becomes unavailable and falling speed makes surviving the fall impossible. Landing is a **Challenge Test** (ST = 5 + number of rounds falling, normally 20), each test takes 1 round.
❖An **Int (Science) TN 11** identifies upwards thermals; **TN 11 Dex (Acrobatics)** navigates said thermals, or heel brakes on cliffwalls.
❖A **TN 9 Int (Engineering)** test figures out fall gear effect (see next page).
❖A **TN 11 Str (Might)** test secures the falling *Hostage*.
❖Any other tests at GM's discretion.
For every drama dice point short of the Success Threshold (ST), the character takes 1D6 damage. Gear benefits (see next page) is halved if the falling character is carrying the **Helpless** *Hostage*.

Conlusions

Pod service resumes once *Sameer* stops his hack or 3 minutes after the start of **3** The Swap. Should the crew/*Hostage* survive the fall, a Tourist Excursion Rover alerted by the CablePods' Control Room picks up the crashed survivors 5 minutes after landing, and stabilises them. Surviving *Exocets* are nowhere to be found… for now…

FALL GEAR

Thruster Pack

Normally for use in zero-g, it also provides decent low-g braking power, enough to break a fall for up to 10 rounds (-10 ST); alternately it can be used 10 times for +2 Drama dice on Dex. (Acrobatics) tests, but each burst expends -1 ST worth of braking power.

Anti-fall Airbag Harnes

Halves (round down) ST but keeps bouncing (and applying damage) till ST is met, eg 8D6, then 4D6, then 2D6, and so on.

Wingsuit Harnes

+2 Drama Dice for Dex. (Acrobatics) involving falling. Contains a built-in anti-fall airbag harness.

Delivery Helidrone

Will brake the fall for 8 rounds, reducing ST by 4; then run out of battery and add its mass to the falling person, +1 TN every other round, until discarded.

TERMINAL VELOCITY

Despite its lower gravity compared to Earth, Mars has a negligible atmosphere, so the terminal velocity of a fall on Mars is much higher than on Earth (ca 1000km/h, against ca 200km/h), making any impact from the fall much more formidable. Falling characters cannot hope to survive a full 2km fall, but might if they navigate 'mid-air' to land on the plateaus or flat buttresses areas interspersed on the cliffwalls of the canyon, with the help of various pieces of fall gear (and a good dose of luck). Unlucky characters will have the consolation of breaking the martian sound barrier before adding a new crater to Mariner Valley's floor. Belter Slingshot Racing has nothing on Martian Basejumping!

3A ENCOUNTER MAP
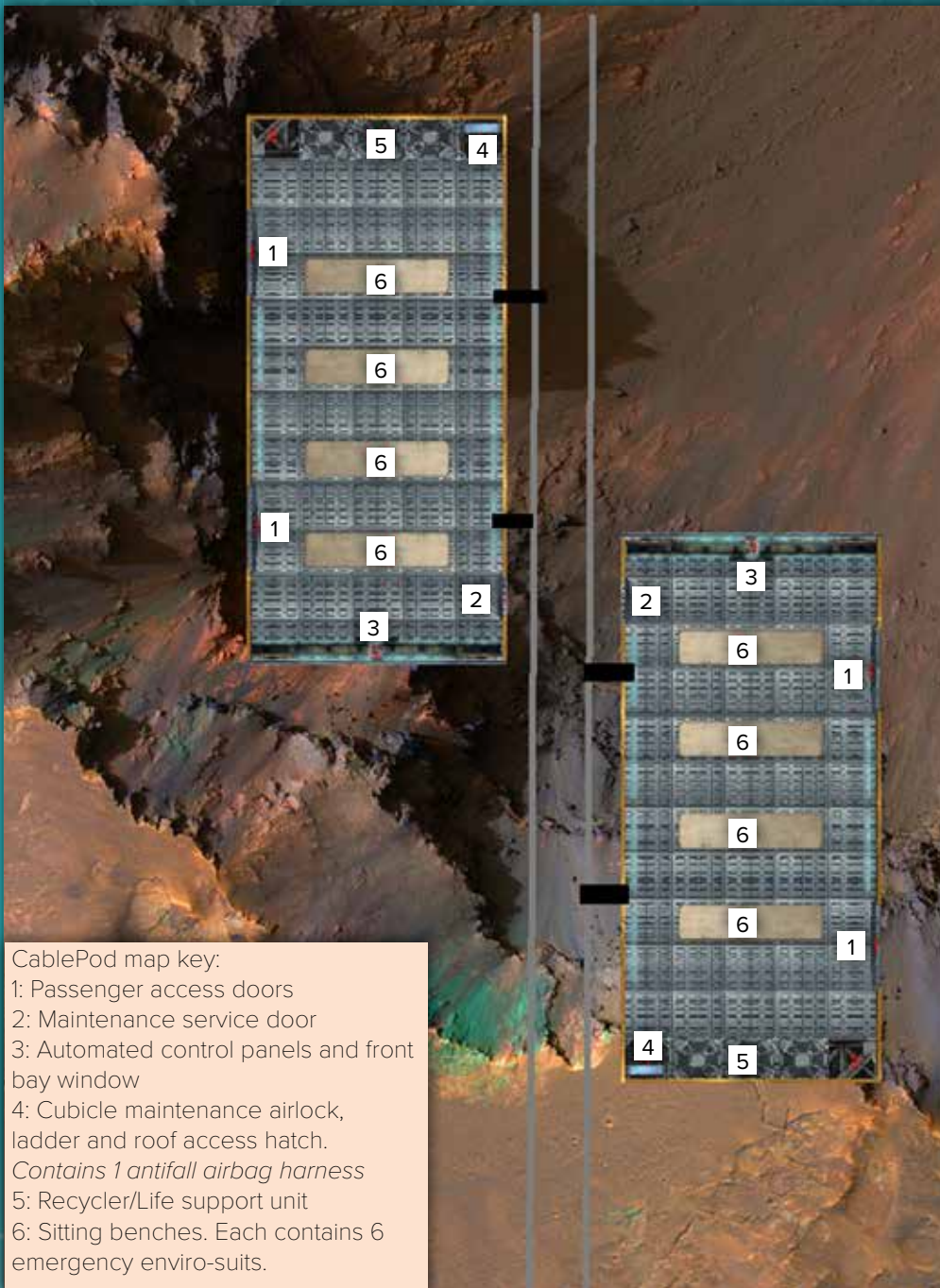
CablePod map key:
1: Passenger access doors
2: Maintenance service door
3: Automated control panels and front bay window
4: Cubicle maintenance airlock, ladder and roof access hatch. *Contains 1 antifall airbag harness*
5: Recycler/Life support unit
6: Sitting benches. Each contains 6 emergency enviro-suits.

EXOCET GANGER

ABILITIES (FOCUSES)

ACCURACY 1, COMMUNICATION 1 (Deception), CONSTITUTION 1, DEXTERITY 2 (Acrobatics), FIGHTING 1 (Light weapons), INTELLIGENCE 0, PERCEPTION 1, STRENGTH 1, WILLPOWER 3 (Courage)

SPEED	FORTUNE	DEFENSE	AR + TOU
12	12	12	3

WEAPON	ATTACK ROLL	DAMAGE
SMG	+1	2D6+1
KNIFE	+1	1D6+1

SPECIAL FEATURES

FAVORED STUNTS: Punch it, Strafe
EQUIPMENT: SMG (automatic), knife, padded vac-suit, wingsuit harness

THREAT: MINOR

MAURICETTE "MORAY" KAMAROVA

ABILITIES (FOCUSES)

ACCURACY 2 (Pistols), COMMUNICATION 3 (Leadership), CONSTITUTION 2 (Stamina), DEXTERITY 3 (Acrobatics, Free-fall), FIGHTING 2 (Light weapons), INTELLIGENCE 1, PERCEPTION 0, STRENGTH 0, WILLPOWER 3 (Courage)

SPEED	FORTUNE	DEFENSE	AR + TOU
13	17	13	4

WEAPON	ATTACK ROLL	DAMAGE
SMG	+3	2D6
KNIFE	+4	1D6

SPECIAL FEATURES

FAVORED STUNTS: Punch it, Strafe, Follow the leader
EQUIPMENT: SMG (automatic), knife, padded vac-suit, wingsuit harness

THREAT: MINOR

SAMEER PHELPS

ABILITIES (FOCUSES)

ACCURACY 0, COMMUNICATION 1 (Deception), CONSTITUTION 1, DEXTERITY 1, FIGHTING 1, INTELLIGENCE 3 (Engineering, Technology), PERCEPTION 0, STRENGTH 1, WILLPOWER 1

SPEED	FORTUNE	DEFENSE	AR + TOU
11	11	11	1

WEAPON	ATTACK ROLL	DAMAGE
UNARMED	+1	1D3+1

SPECIAL FEATURES

FAVORED STUNTS: Speed demon
EQUIPMENT: Terminal (Fine), padded vac-suit, wingsuit harness

THREAT: MINOR

TEEN TROUBLE

WRITTEN BY RICHARD KIRKE

Scene 1 – "We've got a job for you" – The Boardroom of van Jeong Holdings – Social

❖*Steven* and *Elisa van Jeong* are the wealthy owners of Earth based van Jeong Holdings.
❖The crew has been hired to escort the *van Jeong*'s tearaway son to a teen "behaviour reform" facility on Mars owned by TTI (Troubled Teens Incorporated) an organisation that specialises in tough love (temporary income increase +2).
❖*Brayden van Jeong* is out of control, drinking, gambling, partying and wasting his time at Luna University and his parents have run out of other ideas on how to set him straight.
❖Brayden lives in an exclusive private apartment in Luna's wealthy Mare Hunorem district.

Scene 2 – Breaking and Entering – Brayden's Apartment Complex, Luna – Infiltration/Social

❖The crew must get in and abduct *Brayden.*

2a – Front door

A card access front door – Intelligence (Security) TN 14.

or

Bluff past the concierge – Communication (Deception or similar) TN 11.

2c – Back door

Code lock door – Intelligence (Security) TN 11.

and

Make it to Brayden's apartment back door without him hearing - Dexterity (Stealth) TN 9.

Scene 3 – Abducting the Boy – Brayden's Apartment Complex, Luna – Combat

❖As the crew arrives, Brayden tries to resist.
❖If alerted of the crew's presence (failed test with the concierge or failed stealth test) Brayden is already armed with a handgun. If not, Brayden tries to retrieve the handgun from a gun-safe in his bedside table – Dexterity (Slight Of Hand) TN 9.
❖Once Brayden is secured, the crew must leave without alerting concierge.

Scene 4 – The Cruise – Crew's Ship – Social/Interlude

❖During the 2 days of travels (1G) between Luna and Mars, *Brayden* is not happy. *How does the crew manage Brayden?*
❖Potential scenes: First meal, Brayden's toilet is broken, Brayden tries to persuade the crew to take him back, Brayden attacks someone, Brayden tries to trash the cabin.

Scene 5 – The Handover – Mars – Social

❖The crew lands at the agreed docking bay just outside of the Innis Deep area – Intelligence (Current Affairs) TN 11 (+4 for Martians) for members of the crew to realise that something is off.
❖The crew is met at the agreed docking bay by 5 belters – Thug (p. 214). They look tough and are armed.
❖*"This the van Jeong kid?"*
❖They place a bag over Brayden's head and secure him with heavy looking handcuffs and escort him away.

Scene 6 – Please Rescue Our Brayden – Crew's Ship – Social

❖An hour into the flight back to Luna the crew receives a message from a distraught *Elise van Jeong*.
❖It seems that TTI was a scam and that *Brayden* is now held for ransom on Mars.
❖The kidnappers demand 1 million in Belter Scrip be brought to a warehouse in an industrial area outside Martineztown.
❖The *van Jeongs* doubles their previous fee (temporary income increase +4) if the crew successfully rescues Brayden.

Scene 7 – The Warehouse – Abandoned Warhore, Mars – Combat

❖See map for layout
❖2 Martian Security Guards at the front gate (A) - Security Guard p. 213.
❖2 Belter guards patrolling the warehouse (B) – Security Guard p. 213.
❖3 Belters guarding Brayden (C) who is tied up – Dexterity (Slight Of Hand) 13 to free – Thug p. 214
❖The head of the gang in the office (D) is ready to react to any disturbance – Gang Boss p. 214.

Brayden's Behaviour

For every scene Brayden is present, roll on the table below to determine his behaviour

1	Sullen
2	Pleading
3	Self-righteous
4	Aggressive
5	Bossy
6	Lewd

BRAYDEN VAN JEONG

ABILITIES (FOCUSES)

ACCURACY 2 (Pistols), COMMUNICATION 4, CONSTITUTION 1 (Tolerance, Running), DEXTERITY 2 (Initiative), FIGHTING 2, INTELLIGENCE 1 (Current affairs), PERCEPTION 2, STRENGTH 2, WILLPOWER 2

SPEED	FORTUNE	DEFENSE	AR + TOU
12	11	12	1

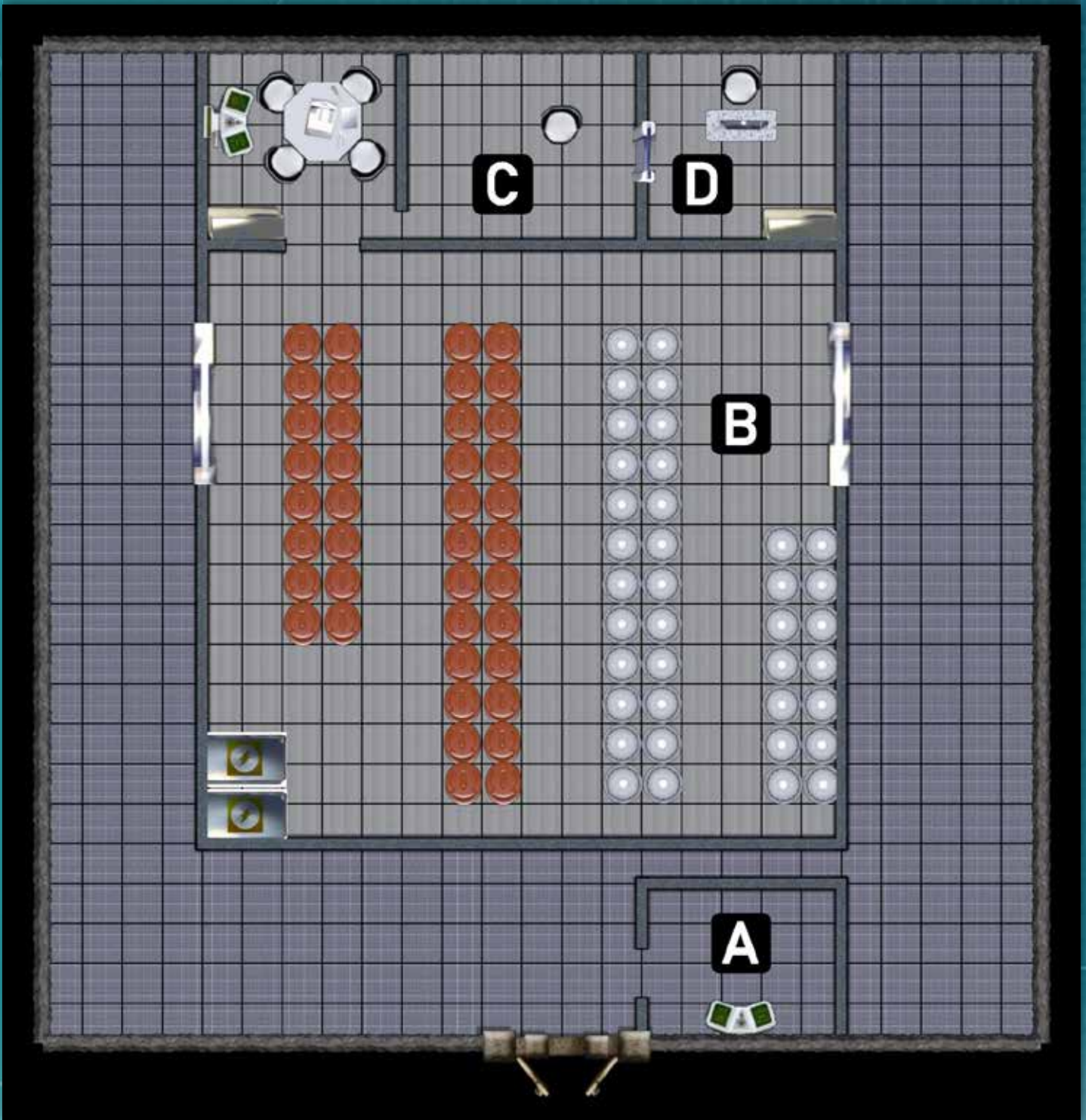| WEAPON	ATTACK ROLL	DAMAGE
PISTOL	+2	2D6+2

SPECIAL FEATURES

FAVORED STUNTS: Adrenaline rush, Knock prone
EQUIPMENT: Pistol (in bedside table).

THREAT: INFURIATING

ZAKIYAH'S CRIES

WRITTEN BY KHAIRUL HISHAM

1. Introduction

This adventure can be played as a one-shot or as part of a campaign where PCs gets sidetracked to the abandoned **Zahir Station**, near the asteroid *9092 Nanyang* where secret AI research was performed.

❖ It should begin as a rescue mission to rescue young *Zakiyah*. Then the players find that all is not what they seem aboard the space station.

❖ Hooks:
  ❖ PCs gets a clue on Ganymede about an "abandoned" station.
  ❖ PCs intercept a tightbeam comms from *9092 Nanyang* during normal flight through Outer Belt.
  ❖ Both cases, they would hear Zakiyah's cries as they approach. (**See** Zakiyah's Communiqués below)

2. Zahir Station

❖ No public knowledge available as it is a secret research station. At first glance, it is a derelict torus station. The ring radius is 120m & still has *low spin gravity* (0.4G); rotating at 1.7 rotations per minute.
  ❖ The name "*Zahir*" (ظاهر) is visible at various positions on its ring. Above the ring's hub is a vertical docking module for only one Frigate (**core rule book pg 126**) . Below the hub is the life support & reactor module.
❖ The reactor is offline, but the station interior is still pressurized.
❖ There is an unmarked black Frigate berthed in the docking module.
❖ If PCs successfully dig up information on the station via contacts, they discover that **Zahir Station** was run by **BuraqTech** on Earth, who researches artificial intelligence. Rumour has it that:
  ❖ They conduct illegal research on behalf of a company named **Protogen**.
  ❖ The station should not exist; it is not apparent why it was abandoned.
  ❖ Sensors indicate Zakiyah's cries originate here, via radio.

3. Zakiyah's Communiqués

Zakiyah should first be unnamed on comms. *Her voice sounds like a 7 year old*.

❖ At first PCs can only passively hear her voice. She is only able to reply and interact when they board Zahir Station.
❖ She should be incommunicado for long stretches for suspense and only remembers her name after PCs board **Zahir Station**. It should be implied that the girl's life is on the clock. If they delay, she is dead.
❖ Early lines: "*Help me. Please. I don't know where I am. I don't know who I am. It's dark. I'm alone. I'm afraid. Please help! Please!*"
❖ Later lines: "*Who is that? Are you my mommy? Please! I'm so afraid! I – I... Zakiyah! I think I'm Zakiyah! That's my name!*"

4. GM Information

❖ *Dr, Mariam Sulaiman*, lead AI researcher and her team was successful in creating a sapient artificial general intelligence (AGI) for BuraqTech.
❖ The girl's voice is from the AGI named *Zakiyah-001* (زكية), named after *Dr. Sulaiman's* 7 year old daughter.
❖ The station is guarded by a security AI called *Zabaniyah-002*. (الزبانية)
❖ 35 days ago, an armed **Protogen** contingent of 7 came to seize the AGI tech early. There was a skirmish. *Dr. Sulaiman's* child was killed. In her grief, the scientist modified *Zabaniyah* to protect *Zakiyah-001* with extreme prejudice and it killed all 7 Protogen enforcers & 42 station personnel including *Dr. Sulaiman* herself.
❖ *Zabaniyah* powered everything down to keep the secret AGI safe, but *Zakiyah* who was programmed to have a child's personality and voice rebooted and connected with a comms line & contacted the PCs.
❖ Protogen still wants the AGI, **See Enter Protogen**.

5. Station Hub Modules (Station Axis)

❖ **Docking module:** The docked **Protogen** courier ship blocks other ships from docking. (Will PCs board it so they can dock or EV out to an auxiliary airlock?)
❖ **Hub module:** There is a lot of of network cables from all over the station funnelled down to the reactor module. A missile launcher (with 4 missiles) is mounted at the hub external structure.
❖ **Life support module:** Although pressurized, air & water has not been circulating since Zabaniyah killed everyone. It smells bad.
❖ **Reactor module:** The reactor room access is locked. Zakiyah's main server is located here. (Perhaps the key to the door is found elsewhere?)

6. Station Ring Modules

❖ **Weapons emplacement:** 2 railguns are mounted on opposite ends of the ring.
❖ **Command Module:** Key to the Reactor Module hidden in or under a Zabaniyah security drone. (Will it activate if touched?)
❖ **Research Module:** A TN 11 Intelligence (Technology) to find out about *Zabaniyah* at a research terminal. Also, clues to the nature & location of *Zakiyah-001* are here.
❖ **Server Module:** A TN 15 Intelligence (Technology) to locate the *Zabaniyah-001 server*. (Will PCs disable it? Re-enable it? Befriend it?)
❖ **Habitat Module:** Dorm, sickbay, commissary, musalla, gym, etc. *Dr. Sulaiman's* corpse has hand terminal with a recording incident 35 days ago and how *Zabaniyah* killed everyone. (Can PCs scavenge gear here?)
❖ Add or remove modules to scale the scenario. Mix and match the clues and encounters to your taste.

7. Zabaniyah Encounters

The security AI is dormant when PCs enter. There should be evidence of destruction and death caused by *Zabaniyah*. Dead bodies are everywhere. Play up the suspenseful foreshadowing.

❖ Whatever the group **Churn** is, **an increase of 4 Churn Points** (GM may modify as necessary) will activate *Zabaniyah* to **Level 1 status** where it opens & closes doors automatically. Armed drones randomly activate & deactivate. Random maintenance waldos move but do not hurt. Security cams lights up, but do not move.
❖ If group **Churn** increases another 4 points, then it's **Level 2 time**. Minor and major security drones attack (see stats, core rule book, pg 210). Maintenance waldos try to crush PCs. Maybe... an airlock door opens?
❖ Go nuts making random encounter tables with stats and damage dice.

8. Enter Protogen

❖ After PCs are introduced to *Zabaniyah* and before they find his server, a priority text message appears in all station screens: "*Zahir station. Please respond. If not you have 20 minutes before we are in weapons range. There will be no more messages.*"
❖ A Protogen corvette is en route to investigate the disappearance of its armed contingent. If there is no reply, they will fire missiles at **Zahir Station**.

9. A Talk with Zabaniyah

❖ While *Zakiyah* is human-like and emotional, *Zabaniyah* is cold and logical. Its only purpose now is to ensure *Zakiyah's* safety.
❖ When threatened with the station's destruction, PCs can negotiate with *Zabaniyah* to evacuate *Zakiyah*. But PCs must figure this out from clues, and then make initial contact.
❖ A successful advanced Test TN 9 Communications with a Success Threshold of 10 (each test taking 3 minutes), will allow the PCs to take the *Zakiyah-001* server from the reactor room. Without the **Protogen** threat, the TN would be 13.

10. Escape from Zahir Station

Anyone on PCs' ship can try to shoot down incoming missiles with ship weapons. If need be the GM can have *Zabaniyah* use the station weapons to help kill the transients or even the Protogen ship.

❖ *Zabaniyah* will help PCs get *Zakiyah* to their ship, even allowing its remote security drones to ferry them back to their ship. (Make the PCs roll dice for this rush back to their ship.)
❖ Alternatively, PCs could just blast their way back to their ship without taking *Zakiyah*. Ensure **Protogen** identifies them and will hunt them down thinking they have the AGI.

11. Zakiyah as an NPC & the Future

❖ *Zakiyah* is a unique, fully sapient AGI. She has underdeveloped emotions and ability to control computer systems. Her mind is that of a 7 year old's. She likes playing tricks and learning new things.
❖ Physically, *Zakiyah-001* a shoebox-sized silver box with network cable & data access slots, & can talk to other computer systems.
❖ She will imprint herself onto a PC she finds most interesting, and will try to have the same interests as they do.
❖ Zakiyah stats: All her Abilities are 1 except for Communication & Intelligence which are 2. She has no Focuses, but if installed on ships or stations, she will give +2 bonus to one ship system at a time.
❖ But If PCs upset her for whatever reasons, she will impair the ship's roll with a -1, until they can persuade her to not be upset.
❖ Needless to say, Protogen and BuraqTech will still be after her.
The adventure continues...
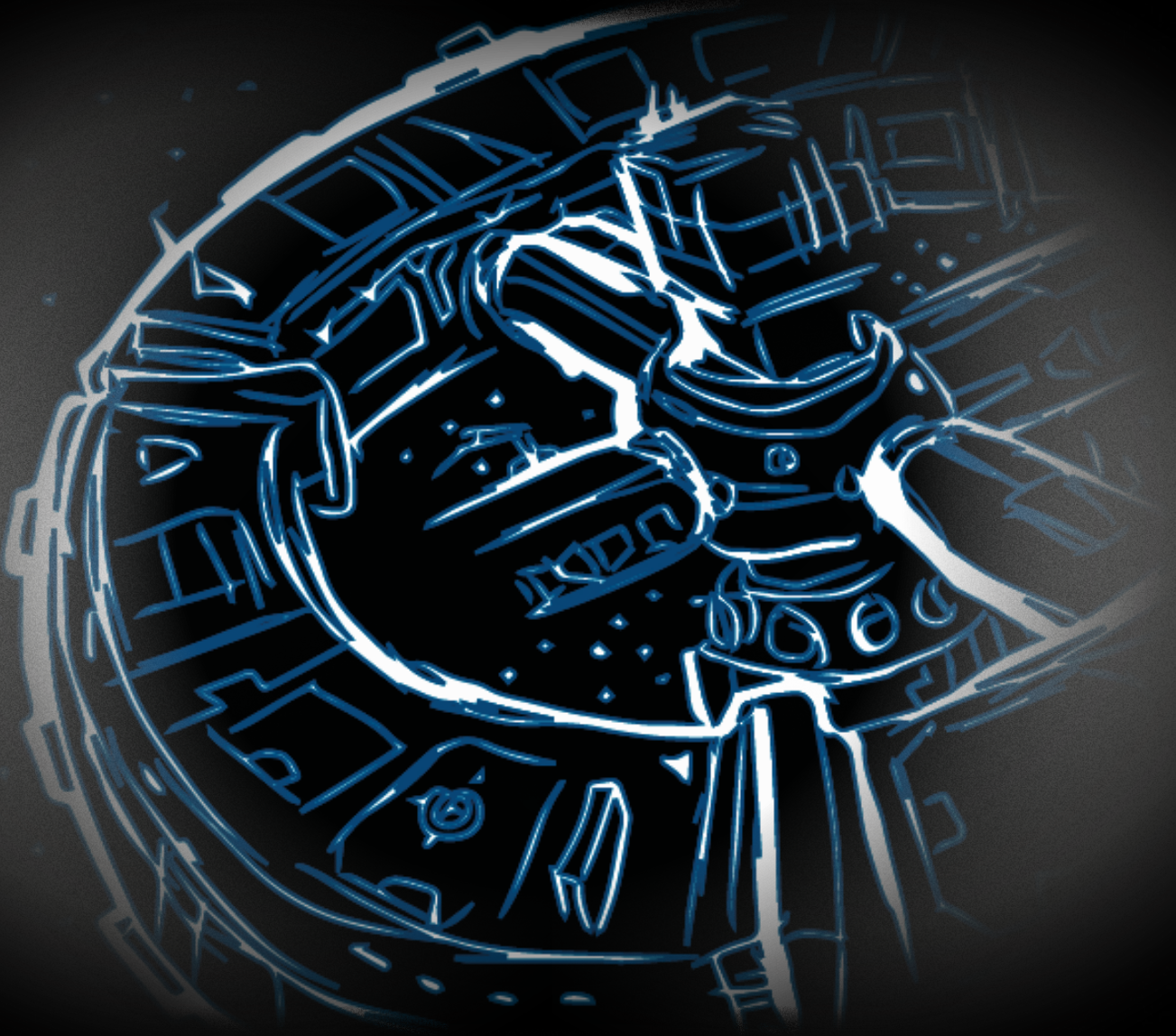
ZAKIYAH (AGI)

ABILITIES (FOCUSES)

Accuracy 1, Communication 2, Constitution 1, Dexterity 1, Fighting 1, Intelligence 2, Perception 1, Strength 1, Willpower 1

SPEED	FORTUNE	DEFENSE	AR + TOU
N/A	N/A	N/A	N/A

WEAPON	ATTACK ROLL	DAMAGE
N/A	N/A	N/A

SPECIAL FEATURES

RELATIONAL IMPRINT: Zakiyah chooses a crew member randomly and adopts their interests.

ARTIFICIAL GENERAL INTELLIGENCE (AGI): If installed on ship or station, provides +2 bonus to one ship system at a time.

CHILD INTELLGIENCE: If Zakiyah is upset with the crew for any reason, all ship tests suffer a -1, until calmed down.

THREAT: ENDEARING