

**For space is dark
... and full of terrors**



NEW HORIZON
Scenario Pack EX

NEW HORIZON

Scenario Pack EX1.2

New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.

The scope of New Horizon is contained to a fantastical setting that is still familiar to us – our solar system, from Mercury out to the frontier of the Kuiper Belt. Earth is still the center of the universe, home to all mankind, but millions of people dwell in colonies and space stations spread throughout the solar system and beyond. Spaceships travel between the worlds, using technology that propels them from world to world in a matter of weeks or months, instead of years.

Despite the fact that the nations of the solar system are united in a way never before thought possible, the vast distances that separate the colonies of humanity create a sense of isolation. The journeys through the black are long and lonely. There are many who find this isolation difficult to deal with, especially given the things that now roam in the dark.

Horror takes many forms. It is the uncertainty of survival, the suspense of finding malevolent things among the stars, and fear of the unknown. It is the dread of facing Things That Should Not Be, the revulsion when encountering alien things, and the sickening realization of the wrong and ghastly things that humans are capable of doing to themselves and each other. Horror also arises both from the comprehension that there are scary things beyond our understanding inhabiting our universe and that humanity may be its own worst enemy. Despite all of the technological tools and advances available, they still face terrors like losing control of their own identities, their perceptions, and their mental faculties— not to mention their future as a species.

New Horizon is a couple hundred years into the future. In terms of its influences, the setting is approximately equivalent to the technology presented in such movies as Total Recall, After Earth, Outland, Starship Trooper, Avatar, Elysium, Predator, Doom, Pandorum, Event Horizon or The Expanse TV series.

FOR MATURE AUDIENCES ONLY

This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.



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The Expendables

A New Horizon scenario pack for military adventurers.

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INTRODUCTION

BOOK STRUCTURE

If you are intending to play in this scenario pack, please do not read any further! From here on, this book is for the Keeper's eyes only.

The Expendables are the very first playtest adventures ever written in January 1999 and February 2000 for the Chtulhu Rising rpg. These adventures are short, and very straightforward: get from point A to point B, kill anything in your path.

Test Facility 3188: Earth (Mount Sikaram)

The adventure begins after a serious accident during the first test of a Matter Transmitter gates. Instead of opening a portal through F-Space, the MT Gate has opened a rift in space-time into an extra-dimensional space where something ancient and malevolent, stirred.

Ground Zero: Luna (Tsiolkovsky Crater)

The adventure starts after the destruction of Test Facility 3188. The characters are members of a MiliSci SAD Striketeam in charge of destroying the second MT gate site and recovering any technology from the MKC project labs.

RUNNING THIS PACK

Nothing in this book is holy writ, from which thou shalt not deviate on pain of being stoned to death with dice. Take the missions in this book and do with them as you wish. There are four basic ways to use them.

Running the Missions As Is

You can just jump straight in using your players' existing characters. All of the missions can be run with minimal preparation on the part of the GM. Just skim the Mission Overview section of each scenario before starting. The missions should each take one to two sessions to play out.

Running the Missions As One-Shots

If you are not already running a New Horizon game, or just want a change of pace, you can use the pregenerated characters at the end of each chapter and one of these missions to fill a night or two of gaming. One-shots mean you can run the game with the gloves off and run a really horrific game.

As Part of Your Game

While you can just drop any of these missions into your game, you can make them even better by tailoring them to your Player Characters. If you have got the time, read through the scenarios and alter them to be personally resonant to your group.

As A Campaign

There is an explicit link between these scenarios and if you run them in the order that they appear in this book, you can treat them as a two-episode mini-campaign. The characters start off as nobodies in the MKC corporation but prove themselves useful to MiliSci if they managed to survive the first adventure.

By then, they are trusted enough to be given the delicate investigation in the Forbidden Science.

Breaking Them Down For Parts

If you do not like running prewritten games, you can still mine these missions for parts. Reuse monsters, Non-Player and pregenerated Characters or just use these scenarios as examples and make your own from scratch.

PREPARING FOR PLAY

Having read through the scenario pack and gained a good understanding of the key plot and characters, the Keeper is advised to prepare each chapter prior to play. Highlight key headers and sections in the text and, perhaps, prepare memory-jogger notes of the key events, which can be referred to during play.

NPC statistics and monster profiles are gathered together at the close of each of the chapters for ease of reference. It's a good idea to copy/ print these sections out onto separate pages, allowing the Keeper to have them near at hand for quick referral and to avoid flicking back and forth through the book. Likewise, printing out the portraits of the key NPCs to show the players (perhaps sticking these on to cards or on a convenient wall next to the gaming table) may help the players to differentiate the cast of allies and villains as they go through the adventures.

TEST FACILITY 3188

by John Ossoway

The adventure is designed for up to six players, running a mix of corporate soldiers and other base personnel in the employ of the Japanese megacorporation Motokatsu-Kyono Combine (MKC). Keepers should feel free to substitute another mega-corporation for MKC if they so wish.

KEEPERS INFORMATION 1

Introduction

The party shouldn't be too heavily equipped or armed. Allow nothing bigger than squad support weapons and any standard equipment you see fit. It would be advantageous if someone in the group played a pilot and someone a computer specialist. The Comtech should have an electronics tool kit and the Armstech a demolitions kit. Some examples of possible character types are provided in Appendix B at the end of the adventure. The group shouldn't be too heavily armed, although starting weapons and equipment is down to individual Keeper discretion.

KEEPERS INFORMATION 2

Adventure Background

The MKC special projects division has made a major breakthrough in applied Foscolian physics: The Matter Transmitter. This device allow matter to be transported instantaneously between two points in Realspace without the usual inaccuracies associated with F-Space travel (see Keepers Information 3). This effect is enabled by the use of two paired Matter Transmitter gates, or MT Gates, one set to 'send', the other to 'receive'. It is essentially a teleporter.

Whether this breakthrough was achieved through purely human research, or through the application of acquired alien technologies is known only to the shadowy MKC Special Projects Executive.

Unfortunately, something has gone wrong. There has been a serious accident at the laboratory during the first live test, and instead of opening a portal through F-Space, the MT Gate has opened a rift in space-time into an extra-dimensional space. Something in this extra-dimensional space, something ancient and malevolent, stirred.

Using the two MT Gates as beacons, creatures have begun to force their way into our world. Test Facility 3188 is all but overrun, and almost everyone slain by these extra-dimensional invaders has risen as undead to swell their ranks.



MKC have had no option but to abandon both sites, and the Special Projects division is deliberating over whether the situation can be contained, or whether the government needs to be informed.

KEEPERS INFORMATION 3

The Foscolo Discontinuity

An effect discovered by physicist Hugo Foscolo in the early 22nd century, the Foscolo Discontinuity refers to the warping effect on space-time caused by the interaction of the unique properties of Quantum Foam and intense gravity fields. When harnessed, this effect can be used to create what is termed a Foscolian Traversable Hyperspatial Link that connects two points in space-time through an extra-dimensional region dubbed 'F-Space'.

The Foscolo Drive (or 'F-Drive') is the common name for the type of engine that utilises the effects of the Foscolo Discontinuity to allow spaceships to travel interstellar distances in a relatively short time period.

Due to the topological features of the Foscolian Traversable Hyperspatial Link created by the Foscolo Discontinuity, the opening into F-Space is only accessible from Realspace for a short period and only from a precise angle of approach. Physics work differently in F-Space, allowing spacecraft to travel vast distances in a relatively short time period.

Often there is confusion about the idea that the Foscolo Discontinuity allows superluminal (faster-than-light) space travel. In fact there is no real superluminal travel involved. The time in which the distance was travelled appears faster because the subjective distance is shorter.

The calculations needed to navigate F-Space, which has been described as behaving in some ways like a complex turbulent storm-tossed sea, are almost impossibly complex for the human mind and are calculated using powerful computers developed by Artificial Life Inc.

The major limitation of F-Space travel is positional inaccuracy upon emergence, more commonly known as Emergence Point Variance. F-Space has been described as behaving in some ways like a complex turbulent storm-tossed sea, and the calculation of the exact exit point from F-Space is impossible due to quantum

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currents and eddies. This minimum inaccuracy is fixed regardless of distance travelled (perversely the maximum does increase with distance). Emergence Point Variance is usually measured in AU - generally between 0.001 and 0.7 AU. This minimum error is minimal when compared with a jump of several light-years, but for a short insystem jump renders the jump very difficult and dangerous, but not entirely impossible.

PLAYERS INFORMATION 1

Test Facility 3188

Located deep in the side of a mountain range in North-East Asia on Earth is Test Facility 3188, a top secret test site run by the MKC Special Projects Division (see Investigators Handout #1). The laboratory complex on sub-level 9 is the location of the first of the two experimental Matter Transmitter devices.

Test Facility 3188 has a staff of 216, including a small contingent of corporate soldiers.



THE ADVENTURE 1

Players Introduction

Read the following text to the players:

...An explosion rips at the underneath of the freight lift, sending you reeling as an acrid miasma of smoke and dust billows from the vents to fill the already fetid air. The lift motors whine in protest and for a second it seems as if they might fail. You collectively hold your breath and prepare for the worst, but the lift shudders, then continues its ascent from the devastated lower levels of Test Facility 3188.

Test Facility 3188 Since starting your journey to the surface, the Facility P.A. system has been broadcasting nothing but garbled radio chatter, screams and a hissing digital noise that is becoming painful to the ears. Suddenly a voice cuts through the noise. It is Mr Asano, Deputy Administrator of Test Facility 3188.

"As of 04.32 EST I am assuming control of Test Facility 3188. Administrator Itami is dead. Our security forces have been unable to contain the situation on sub-level 9 where the accident

occurred, and as such the security of the rest of this facility has been compromised. I am issuing Emergency Evacuation Order Epsilon 4 - all personnel evacuate the facility immediately using any means necessary. The Facility will be sealed within 30 minutes. I repeat - you have 30 minutes to evacuate the facility. Good luck, and may God be with us all."

As Asano finishes his speech, the P.A. system emits a burst of digital noise and returns to its previous broadcast of intermittent radio chatter and the screams of the dying.

Doctor Ogura coughs up some blood and waves for your attention. How the good Doctor has made it this far defies all logic. Her lab coat is sticky and dark with her own blood, more of which even now pools on the floor around where she sits, propped up against the lift wall. The dying scientist has to shout to be heard above the P.A. system.

"Asano is a fool. As long as the Matter Transmitter is open, those creatures will just keep coming through. We have to stop them, and the only way to do that is to shut the gate down. If you cut through Sub-Level 2 waste-processing, there is a shuttle bay close to a power regulator station. If you can program the power regulator to send a power surge to the labs on sub-level 9, you can overload the systems down there. The automatic safeties will trip and cut the power. Backup power will kick in, but by then the break in power will have closed the portal. Then you can get the shuttle and head for the hills. But one thing we-"

Doctor Ogura's last words go unheard, as just then another explosion rocks the lift. The lift tilts crazily and then stops moving. Ionized dust particles fill the air and the lift brakes grate and groan. Looking up, you can see the lift has stopped about 3m short of the pressure doors that lead to the Security Complex on sub-level 2. You'll have to climb up and manually winch the doors open.

As you prepare for to climb out of the lift, you realise that sometime in the last few seconds, the good doctor has died...

KEEPERS INFORMATION 4

Sub-Level 2 Security Control (Map 1)

This section of Sub-Level 2 is security control. Anyone wanting access to the 7 sub-levels below this floor, which contain the top secret laboratories has to pass through here. The security personnel put up a valiant fight here, but the extra-dimensional entities defeated them. Many of the corpses of the MKC staff have since risen as zombies, under the control of the invaders...

Conventions

Unless otherwise stated, the interior of Test Facility 3188 resembles a futuristic industrial bunker – rockcrete tunnels with cables, pipes and conduits running along them, metal bulkheads and pressure doors stencilled with information, lots of strip lighting and yellow/black hazard stripes.

The computer network is badly damaged, and as such no floor-plans of the facility are available, though most doors are labelled.

1. Freight Lift

To the left of the lift doors is a vacuum sealed panel with a keypad. A Computer/Electronic Security check will allow the PCs to hot-wire the doors to open. The doors (1m across each) open part way then the power fails and sparks shower from the console. A 1 m gap has opened between the doors.

Listen check: (if the P.A. System in the lift is silenced) reveals the hum of computer consoles, and moaning (zombie personnel).

2. Security Checkpoint

This L-shaped room is on 2 levels. The freight lift opens into the lower area (b), where there are lots of desks and computer consoles etc. All personnel using the freight lift must pass through this checkpoint.

Occupants: See below.

2a. Reception

The floor and chairs in here are covered in broken glass from the windows along the upper south wall (2b). At the end of this long room are two flights of steps facing each other. 3x corpses of MKC technical staff lie on the floor in grotesque positions. They are all mutilated and stripped naked.

SAN: 0/1.

Occupants: None.

2b. Control

The bank of windows overlooking (b) have been shot out or smashed. Desks are covered in glass and shot out computer terminals, which are still sparking and smoking. A small electrical fire burns under one of the desks.

The lighting strobes continuously, creating a stop-motion effect.

Occupants:

4x Type I Zombies stand over the dead body of a MKC soldier. They are unarmed but their hands appear to have mutated and look claw-like. If any PCs enter this area the Zombies will immediately began shambling towards them to attack (which looks cool under strobing lights). The dead soldier wears a flak jacket, and is armed with a pistol.

2c. Security Door

This security door isn't locked.

Occupants: None.

2d. Security Door

Large letters stencilled on door read Waste Processing. The door is locked, armoured and pressurised. It is accessible only with the security pass carried by the dead officer in (10). A Special Electronics roll will bypass the security measures, but will trip a silent alarm in (10) and bring the enemy running.

3. Corridor

Comprising seamed metal and steel bulkheads. Flicking, sparking lights provide dim, erratic illumination.

Occupants: None.

4. Outer Office

The light in this room flickers strobe-like and buzzes. Desks and computer consoles. Filing cabinets for disks. 2x dead clerks lie on the floor, naked and their eyes ripped out. The walls are smeared with blood.

SAN: 0/1 d3.

5. Inner Office

A sign on door reads Duty Sergeant. The lighting is the same as in the outer office. The duty sergeant is sat at his desk here. His head is missing. The only way to identify his body is by his name tag (Sergeant Shinobi) and dogtags. His desk is covered in blood.

Search: A map behind the desk shows part of the North-East Asia. On the wall below the map is a Katana (damage 1d10+1).

Spot Hidden: Bloody, bestial pawprints are on the walls and floor.

SAN: 0/1 d3.

6. Storage

Stacks of dark green plastic cryo-crates contain computer hardware. All are sealed with electronic locks.

Search:

A search of this room will find the following equipment that might be of use to the PCs:

- 1x Electronics tool kit
- 1x Portable power supply unit plus a universal adaptor
- 1x Halon fire extinguisher
- 1x Respirator mask and 50 minute air tank
- 1x Fire axe
- 1x First aid kit
- 1x Fire blanket

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Occupants: None.

7. Armoury

The door here is marked Armoury: Authorised Personnel Only. The door has been ripped open and is covered in deep gouge marks (claw marks?).

Search: Inside is a mess. A 10 minute search will salvage the following:

- 1x Shotgun
- 2x Riot Guns
- 3x 8mm pistols
- 2x Smoke grenades
- 1x M25A1 Combat Rifle
- 4x Taser pistols
- 5x Taser magazines
- 43 shotgun cartridges
- 5x Riot Gun magazines: 1x Baton, 3x Shock
- 2x M25 magazines
- 7x 8mm pistol magazines
- 200 rounds of 8mm ammunition
- 1 x set of Riot Armour (6AP)
- 5x short range communicators
- 1 x Locator device
- 5x sets of wristlocks

Occupants: None.

8. Corridor

These corridors are narrow and dimly lit. Occupants:

Patrolled by 1x Zombie Type II, armed with an 8mm pistol.

9. Main Entrance

An explosion has caused a cave-in here. Beyond the cave-in was a sloping tunnel up into sub-level 1, and the main entrance out of the facility. It is blocked by hundreds of tons of rubble.

Occupants:

There are 2x Type II Zombies here, armed with 8mm pistols.

10. Security Control Centre

Large open-plan chamber. One wall is covered in LCD screens, which are currently inactive. Desks, computer terminals, blue crates (containing cold-stored CPUs), and other office furniture are strewn about. Bullet holes pock mark the walls. 6x Zombies are busy dragging corpses into a pile in the middle of the room. Two more are pawing at a closed door at the back of the room.

SAN: 0/1 d3.

Search:

One of the corpses is a MKC soldier, and wears officers rank. If searched a security pass on a plastic cord will be found around his neck. This opens the security door at (2d) that leads to Waste Processing.

Occupants:

As described above, 8x Type I Zombies.

11. Power Room

This small chamber has access consoles to control the power to this level of the facility. There are currently lots of red flashing lights as Beta Level is currently running on emergency power.

Occupants:

Hanako Kogura, a female admin clerk, is hiding in here. She ran inside and locked the door as soon as all hell broke loose out in Tactical Command. She is very scared and not much use to the PCs.

12. Corridor

Upon opening the security door (2d), the PCs will see a big pool of blood, from which a trail leads down the corridor, as if someone or something dragged themselves away.

Occupants: None.

13. Ante-Chamber

There is a pressure door here leading down into Waste Processing.

Occupants:

2x Ghosts mill about here.

14. The Walkway

This room is lit by red emergency lighting. A walkway leads over hissing toxic waste. Bulky industrial equipment and piping protrude from the walls and ceiling.

Occupants:

An entrance at the far end of the walkway is guarded by 3x Grunts, armed with M25A1 Combat Rifles.

15. Walkway

The entrance lead out onto a narrow catwalk around the ceiling of the powerplant. Stairs lead down into the room (17). In the centre of the room is the main power regulator for this part of the Facility.

Occupants: None.

16. The Carrier

Dark, cold storage room. Crates contain various machine parts for the power plant. Listen:

A whimpering noise can be heard coming from behind the crates.

Occupants:

Hayato, an MKC technician is crouched behind some crates here. His body is distended and strangely distorted beneath his clothes. If approached he will cry out 'I can feel them under my skin, help me...' before the Parasites begin hatching... 1d6+1 Parasites will hatch, one each combat round after this point.



KEEPERS INFORMATION 3

Waste Processing (Map 2)

To reach the Power Regulator Control Room, and the shuttle bay, the PCs must first navigate their way through Waste Processing.

17. Hydraulic Power Sub-Station

A dark 8m x 8m room with a 10m high ceiling, bathed in red emergency lighting. In the centre of the room is a hexagonal column with embedded computer terminals that display various warning messages. A successful Computer Operation check here will allow partial power to be restored, allowing the doors and lift to work.

Plastic crates (containing unremarkable machine parts) are piled high against one wall. There is a walkway from (15) that runs around the walls close to the ceiling. The hydraulic power to the doors and lifts out of this room are offline.

Occupants:

2x Ghosts hide in the shadows beneath the stairs from (15).

18. Sub-Chamber

Dimly lit room, 6m x 4m. There are several corpses littering the floor. One wears the white lab coat of a scientist.

Occupants: None.

Search:

The dead scientist is female. She wears the remains of a lab coat and carries a body pistol. There are two empty magazines lying next to her corpse. There are 3 zombie corpses in here with her, each shot in the head to destroy the attached parasite.

19. Access Lift: Maintenance

This maintenance lift goes down to each sublevel, and allows maintenance crews access to the laboratories. The doors are jammed shut. Inside is a mass of debris, as if the lift assembly above has fallen into the shaft, blocking it completely.

Occupants: None.

20. Ante-Chamber

Small chamber with a low roof. Crammed with machinery, crates, blinking computer consoles and such.

Occupants: None.

21. Waste Processing Central

Large open room, light filters in from vents high up in the ceiling (the ceiling is covered in pipes and tubes that hiss as they release steam). Whole place looks very industrial.

21a. Bridge Control

Controls to extend the bridge across the toxic waste. Undead MKC personnel mill about here.

Occupants:

8x Type II Zombies armed with a variety of weapons (Keepers discretion – pistols, clubs, shotguns...).

21b. Hidden Guard

Occupants:

1x Grunt armed with a shotgun hides here.

21c. Bridge

A retractable metal bridge across toxic waste storage. Controlled from (a).

21d. Toxic Waste

Green toxic waste fizzes and hisses. Acidic.

21e. Storage Crates

Large metal drums contain toxic waste.

21f. Hidden Cache

There is a dead MKC soldier in here, lying in a pool of her own blood. Lying next to her is a loaded SADAR-18, a pistol, 2x grenades, a submachine gun with 13 round left in the clip, 2x MG clips and a pair of IR goggles. She wears charred combat armour (abdomen section ruined – no helmet present either). A First Aid check will reveal that she bled to death after taking shrapnel damage to her abdomen.

22. Access Corridor to Freightlift

The pressure door here is marked Freight Lift 24. Unremarkable 3m wide corridor. The high ceiling

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disappears into shadows and the whole place is bathed in emergency red lighting.

Spot Hidden:

Scrape marks on metal floor shows heavy traffic (crates etc) passes through here. A wide ramp leads down to (25).

Occupants:

1x Interloper hides in the ceiling shadows, and will drop on unsuspecting PCs. It has been happily running amok on Beta Level, killing and infecting everyone it has encountered.

23. Freight Lift 24

10m x 10m octagonal freight lift which goes up to (24).

Occupants: None.



KEEPERS INFORMATION 4

Power Regulator Heat Exchanger (Map 3)

Power from the fusion reactor, which is buried several km away from the facility, is regulated and controlled from here.

24. Security Checkpoint

The freight lift opens into a roughly square room about 6m x 6m. A security desk sits against the east wall. White noise fills the air from the communications unit behind the desk.

Search:

There is a lot of blood behind the desk, but not body. A bank of vid-screens mostly show static, with the following exceptions:

Power Regulator Control

This view of the command centre shows lots of zombies milling around a room filled with desks and computer terminals.

The Power Regulator Coupling Itself

A big high-tech looking device which looks like a cross between a turbine and an oversized electricity substation.

The main entrance (9)

Outside the main entrance lie lots of corpses. It looks like MKC aren't taking any chances with infection escaping. The entrance itself is choked with rubble.

25. Power Regulator Heat Exchanger

The corridor from (24) opens out into the night air - a large natural crater approximately 50m across, with steep 30m high rock walls. Everything is covered in a light frost.

25a. Rock fall

A jumble of fallen rocks lie here. They are innocuous, but will provide cover from the Warbot (25e).

25b. The Heat Exchanger

The Heat Exchanger is an octagonal expanse of ceramic heat-sinks, each 1m across and 3m high. The heat sinks hiss and steam as they expel excess heat from the power conduit below into the cold night air. The entire unit is approximately 20m across.

25c. The Android

Lying in amongst the heat sinks is Nagano, a 3rd generation corporate model android. Nagano is damaged – she was with the group of soldiers trying to get to the hangar bay (39) who were cut down by the Warbot (25e). She took a burst of 10mm SLAP rounds to her legs, and the actuators are damaged, which means she cannot walk without help. Nagano is programmed as a technician, and will assist any MKC personnel to the best of her abilities.

25d. The Corpses

The corpses of MKC personnel lie about. It looks as if they were cut down by automatic fire while running.

25e. The Warbot

Mobile autonomous military A.I. with offensive capabilities have been illegal under UEF law ever since the Tau Ceti War ended in 2140. The Colonial Act clearly stated that all examples of such technology must be put beyond use within 15 years of the act being signed. It appears MKC didn't listen. This Type VI Warbot has been in cold storage at Test Facility 3188 for over a century, and was reactivated during the emergency. It is malfunctioning, and shooting anyone it sees who emerges from Waste Processing (24).

25f. The Tunnel

Behind the Warbot is the tunnel which leads to Power Regulator Control.

Occupants: None.

26. A Grim Reception

The walls of the dimly lit tunnel are peppered with hits from small arms fire. Exposed wiring sparks and small electrical fires flicker. The tunnel runs for 10m then opens into a 10m x 8m chamber, filled with the corpses of MKC security personnel. Another tunnel leads to the freight lift (27) which goes down to the Power Regulator Control section.

Search:

There are 5 corpses of MKC security personnel here. All are wearing Riot Armour and carrying Combat Rifles, 10mm pistols and stun grenades.

Occupants: None.



KEEPERS INFORMATION 4

Power Regular Control (Map 4)

This section contains the primary power regulator for Test Facility 3188. There is also a hangar bay containing a shuttle prepped for takeoff. The PCs could carry out Doctor Ogura's last request and send a power surge to the labs on Sub-Level 9, or just bug out and call it even...

27. Another Freight Lift

This octagonal lift is approximately 10m across, the walls covered in masses of cables and wires running vertically. Controls are mounted on a small pedestal. The lift shaft drops 50m to the loading bay (28).

Occupants: None.

28. Storage/Loading Bay

This irregularly shaped chamber is 10m across and filled with large crates all stamped with the MKC corporate logo. Sounds echo loudly. Listen:

A moaning (zombie-like) can be heard coming from (28b).

28a. Storage Area

Large crates all stamped with the MKC corporate logo are stacked at the north end of the chamber. 2x Power Loaders (like in Aliens) are parked against the east wall. A Powered Armour check is required to operate these.

Occupants: None.

28b. Main Loading Bay

Similar to (28a) except that there is a staircase at the west end and large double doors at the east end.

Occupants:

2x Type II Zombies mills around in here, armed with makeshift clubs.

28c. Staircase

Leads up to a door marked 'Power Regulator - Authorised Personnel Only'.

28d. Hangar Doors

Large hangar doors stencilled 'Shuttle Bay 8'. They are locked (see 39).

29. Reception

There are corpses on the floor of this room. A vending machine lies smashed, and snacks are scattered across the floor. A sign above a corridor that disappears to the north reads 'Observation Gallery'. Lift doors in the west wall stand open.

Search:

If the corpses are examined Parasites will be found hiding underneath them. If not examined, they will animate once the PCs have passed on their way to the control room. The lift shaft is open and there is no sign of a lift. Once the PCs have passed, a Tentacled Horror will climb up the shaft and attack any who pass.

Occupants:

4x possible Type I Zombies plus a Tentacled Horror.

30. Observation Gallery

This corridor has windows (armoured glass) along the west wall, that overlook the Power Regulator room 15m below. The device is a large high-tech looking device which is a cross between a power station turbine and an oversized electricity substation.

Occupants: None.

31. Emergency Station

This area contains emergency equipment should technical crews need to access the power regulator machinery. It also contains a computer terminal which provides diagnostic readouts from the regulator, and controls to lock/unlock the access door to (32).

Search:

A locker contains the following equipment:

- 2x Hazardous Environment Suits
- 2x Electronic Tool Kits
- 1x 30m coil of rope
- 1x Medkit
- 1x Fire axe
- 1x Fire blanket
- 2x Halon fire extinguishers
- 2x Short range comlinks
- 2x Lights

The door opposite is electronically locked and pressurised, with lots of scary warning signs all over it. It can be opened from the terminal at (31). In the event of a power cut, it can be hand-cranked via a manual crank in a box next to the door. This takes at least 5 minutes.

If PCs get the wrong idea and think they have to go into the Power Regulator room itself, let them make an Idea check – this will allow them to remember that they can control the Power Regulator via the Control Centre (33).

Occupants: None.

32. The Power Regulator

A set of metal stairs from (31) leads down to the Power Regulator room floor 15m below. Any PC entering this room without wearing protective equipment runs the risk of exposure to radiation of powerful electromagnetic fields.

Occupants: None.

33. Power Regulator Control Centre

The command centre is dimly lit with red emergency lighting. It is a large L-shaped chamber filled with 2x rows of desks, covered in banks of flickering computer terminals. Many of the computer screens show scary looking error messages, and garbled radio chatter and static emanates from an unseen P.A. system.

Search:

The computer systems are offline. An Idea or Computer Operation check will allow a PC to realise that maybe they will be able to do what they came to do via the server room.

Occupants:

4x Type I Zombies mill around in here.

34. Server Room

Locked from the inside. Ando, a low level systems tech is hiding in here. The server room has a terminal that is still operational, from which a skilled computer tech can take control of the Power Regulator, and cause a power surge to build. A Computer Programming check at +15% is required. Allow a +10% bonus for every extra 10 minutes spent.

Occupants:

Ando the systems technician.

35. Outer Office

The sign on the door reads 'Mr Tarumi: Power Regulator Overseer'. Inside is the office of his receptionist, Miss Marugo. It is a typical receptionist office – desk and computer terminal, potted plant with UV lamp etc etc. A door from here leads into Mr Tarumi's office.

Occupants: None.

36. Mr Tarumi's Office

Of Mr Tarumi there is no sign. Miss Marugo however is crouched behind his desk. She is a Type II Zombie.

Occupants:

Miss Marugo, a Type II Zombie.

37. Meeting Room

A circular wooden table fills the middle of this room, surrounded by chairs. An LCD screen on the north wall plays MKC promotional videos, interrupted intermittently by static.

Lying on the table, face up, is the bloody corpse of Mr Tarumi. His heart and eyes have been removed and are missing. Lots of unknown symbols have been written all over the walls in Mr Tarumi's blood.

SAN: 1/1d4.

38. Storage

A storeroom containing spare computer parts, stationary etc.

Occupants: None.

39. Shuttle Bay 8

The big shuttle bay doors from (28) are locked, but can be hot-wired with a successful Electronics check.

Sat in the 12m x 12m chamber beyond the doors is an orbital shuttle, fuelled and ready to go. Takeoff prep will take 10 minutes. Large crates all stamped with the MKC corporate logo are stacked at the south wall.

Occupants:

A Spawn lurks on the ceiling here.

40. Launch Tunnel

The Launch tunnel emerges after 100m out the side of a cliff face in the mountains of northeastern Asia.

Occupants:

None, unless you're feeling like the PCs have had an easy ride, then an Interloper drops on the shuttle as it taxis out for take off...

THE END.

ACKNOWLEDGMENTS

Many hours playing First Person Shooter games inspired the creation of this adventure. The initial inspiration for this adventure comes from an obscure Quake level called 'Mars Base'.

Doom 3 has to have a name-check for the atmospherics, and I got the idea for the Parasites from the Head-crabs in the computer game Half-life.

APPENDIX A: DRAMATIS PERSONAE

That's monsters to you and me!

Stats for the friends and foes the players will encounter as they fight to escape from Test Facility 3188.

PARASITE

Extra-terrene demonic creature

Extra-terrene brain-suckers, resembling large beetles with bloated abdomens. Parasites are the first wave of the invasion. They are numerous and their primary goal is to attach to a suitable host, rendering the unfortunate individual a mindless zombie-like being.

STR: 03 Move: 2
CON: 06 HP: 7
SIZ: 01 Dex SR: 2
INT: 02
POW: 03
DEX: 16
HF: 0/1 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	50	+0	1d3+1*

*When a bite attack succeeds, the parasite injects a probe into the victim's spinal cord, which bifurcates and grow and spread throughout the host, whereupon it takes control of the victim's body. Each round after the probe is inserted the victim loses 1d3 total HP and must make a CONx1% roll to be able to do anything other than writhe around in agony. Once the victim dies, the corpse animates as a Type I Zombie. After 1d3+1 hours, it becomes a Type II Zombie.

Armour:

None.

ZOMBIE, TYPE I

Undead corpses of non-military personnel

The corpses of non-military personnel at the Test Facility who have been recently animated by a Parasite. The Parasite has not yet established fine motor control, and as such Type I Zombies shamle and stagger. Zombies only know how to kill. They do not know the concept of surrender or retreat.

STR: 14 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 09
POW: 12
DEX: 05
HF: 0/1d2 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Claw	1	30	+0	1d3+1d4
Bite	1	40	+0	1d3+1*

*Poison causes extra 1d10 damage unless CONx5% rolled.

Armour:

Most have 1AP clothing, some wear Flat Jacket (4AP).

Notes:

Zombies cannot die or be incapacitated – only be hacked or blown apart. Projectile weapons deal a maximum of 1 HP damage after armour is penetrated. Zombies eventually regenerate if only knocked to the ground (zero hit points without being destroyed). Their poison bite causes extra 1d10 damage unless CONx5% is rolled.

ZOMBIE, TYPE II

Customized serial killers

After several hours, the Parasites are able to control a host body with much greater dexterity, allowing actions such as aiming and firing projectile weapons. Their corpses have had probes inserted into their pleasure centres, wired up so when they kill someone, they get paroxysms of ecstasy.

STR: 14 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 09
POW: 12
DEX: 10
HF: 1/1d3 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	45	+0	1d10+2
Bite	1	40	+0	1d3+1*

*Poison causes extra 1d10 damage unless CONx5% rolled.

Armour:

Most have 1AP clothing, some wear personal body armour (4AP).

ZOMBIE, TYPE III ('GRUNT')

Undead soldier

Essentially Type II Zombies, Grunts were MKC corporate soldiers before they died, so are outfitted with better armour and have nastier weapons.

STR: 16 Move: 3
CON: 15 HP: 28
SIZ: 13 Dex SR: 3
INT: 11
POW: 12
DEX: 14
HF: 1/1d3 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
ACR Cmbt Rifle	3/5/10	45	+0	2d8+2
Combat Shotgun	3	45	+0	4d6+2/2d6+1
Bite	1	40	+0	1d3+1*

*Poison causes extra 1d10 damage unless CONx5% rolled.

Armour:

Riot Armour (6AP) or Combat Armour (8AP)

GHAST

Lesser independent race

Ghosts inhabit caverns where sunlight never comes. These have arrived in our dimension from another, attracted by the smell of blood.

STR: 23 Move: 10
CON: 14 HP: 40
SIZ: 26 Dex SR: 3
INT: 04
POW: 11
DEX: 13
HF: 0/1d8 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	40	+0	1d10
Claw	1	45	+0	1d6+2d6

Armour:

None.

Skills:

Dodge 35%, Stealth 70%.



THE INTERLOPER

Extra-terrene demonic creature

One of the extra-dimensional invaders, Interlopers are horrible, squamous creatures: part reptile, part insect, part batrachian, and all nightmare.

STR: 30 Move: 4
CON: 30 HP: 60
SIZ: 30 Dex SR: 2
INT: 08
POW: 14
DEX: 16
HF: 1d3/1d6

ATTACKS:	ROF	A%	PV	DAM
Tongue	1	50	+0	1d6+2*
Bite	1	40	+0	1d10+2d6
Claw	1	45	+0	1d6+2d6

*The Interloper can climb walls and grip to ceilings like a gecko. It has a prehensile tail, and a tongue that is coated in small poisoned barbs (POT10 poison). It also sheds Parasites from an egg sack under its tail. Interlopers can also jump 20m vertical and 30m horizontal

Armour:

Tough skin (6AP)

THE WARBOT

Bot with a licence to kill

This Type VI Warbot has been in cold storage at Test Facility 3188 for over a century, and was reactivated during the emergency. It is malfunctioning, and shooting anyone it sees who emerges from Waste Processing.

STR: 30 Move: 4
STU: 30 HP: 48
SIZ: 18 Dex SR: 3
INT: 08
EDU: 02
DEX: 14

ATTACKS:	ROF	A%	PV	DAM
M29 TAR	3/5/10	50	+2	2d8
Grenade	1	50	+0	Frag/Gas
Flame thrower	3	50	+0	3d6
Grapple	1	60	+0	1d6+2d6

Armour:

15 AP

THE TENTACLED HORROR

Extra-terrene demonic creature

All the PCs will see of this creature is a writhing and squirming mass of tentacles and tendrils that grasp and grapple, while an unearthly moaning emanates from its unseen maw, somewhere down the dark pit of the lift shaft. It cannot be completely destroyed, but it is blind. If PCs make a Sneak check they can get past unharmed.

STR: 30 Move: n/a
CON: 20 HP: 50
SIZ: 30 Dex SR: 3
INT: 04
POW: 12
DEX: 12
HF: 1d3/1d6

ATTACKS:	ROF	A%	PV	DAM
Tentacle	6	50	+0	1d8+2d6
Claws	2	50	+0	1d6+2d6

Armour:

The Tentacled Horror has thick rubbery hide on its tentacles that protects for 8 AP.

Notes:

The Tentacles Horror cannot be slain by the PCs. They must figure out a way to get by, perhaps by distracting or stunning it in some way.

SPAWN

Merrily bouncing blob of semi-intelligent raw chaos ooze

STR: n/a Move: 3
CON: 40 HP: 50
SIZ: 10 Dex SR: 2
INT: 03
POW: 12
DEX: 16
HF: 0/1d2 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Envelope	1	50	+0	1d8*

*This damage destroys armour.

Armour:

Hide (5AP)

Notes:

If reduced to zero HP, the Spawn explodes, splattering everyone within a 3m radius with acidic body parts. Those in range are hit by 1d3 acid splashes – as for envelope attack.

NAGANO

MKC corporate android

Nagano is a 3rd generation corporate model android. She is damaged – she was with the group of soldiers trying to get to the hangar bay (39) who were cut down by the Warbot (25e). She took a burst of 10mm SLAP rounds to her legs, and the actuators are damaged, which means she cannot walk without help. Nagano is programmed as a technician, and will assist any MKC personnel to the best of her abilities. She is written into the adventure to provide aid in the form of information and/or to plug any skill gaps for the players should they be required.

STR: 14 (13) Move: 3 (1)
CON: 10 HP: 20 (12)
SIZ: 10 Dex SR: 2
INT: 16 STA: 70
EDU: 16
DEX: 16
APP: 13
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
n/a				

Armour:

Nagano wears Personal Body Armour (4AP) on her chest and abdomen.

Skills:

Nagano has: 3x specialist skills at 75%; 5x secondary skills at 50%. EDUx10% to distribute amongst 5x tertiary skills at Keepers discretion.

Notes:

Ever since Artificial Life Inc sold their patent in 2164, androids have been constructed by almost ever major corporation so their exact stats vary.

Corporate androids are Third Gens, and usually fulfill roles such as aerospace piloting, scientific research, medical staff, as well as being used for the exploration of hazardous environments. In addition, ITC law dictates that all deep space vessels carry an android 'Caretaker' on board, in case there are any emergencies whilst the human crew are in cryosleep.



APPENDIX B: SAMPLE PREGENS

Some ideas for player characters to be used with this adventure.

SEBASTIAN HIROTA

The Corporate Executive, Male aged 35

STR: 14 Move: 3
CON: 15 HP: 29
SIZ: 14 Dex SR: 3
INT: 16 DB: +1d4
POW: 13 SAN: 75
DEX: 14
APP: 13
BRA: 11

ATTACKS:	ROF	A%	PV	DAM
VP78 Pistol	3/A3	35	+0	1d8+1

Armour:
Personal Body Armor 4pts

Skills:
Bribery: 45%, Seduction: 55%, Administration: 40%,
Law: 35%, Data analysis: 40%, Insight: 45%, Computer
Operation: 35%.

Notes:
A junior special projects officer, recently assigned to the facility on temporary secondment from Tokyo. Hirota is in way out of his depth, and is willing to sacrifice everyone around him if necessary to make sure he gets out of Test Facility 3188 alive.

AIKO MISHIMA

The Corporal, Female aged 34

STR: 13 Move: 3
CON: 14 HP: 27
SIZ: 13 Dex SR: 3
INT: 12 DB: +1d4
POW: 14 SAN: 58
DEX: 15
APP: 13
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	55	+0	2d3+1d4
Knife	1	40	+0	1d4+2+1d4
IMI-V Pistol	3	55	+0	1d10+1d6
NSG 23 Rifle	3/5/10	70	+0	2d8+2

Armour:
Combat Body Armor 8pts

Augmentation:
Auto-Injector (Combat Drug x2, Emotion Inhibitor)

Skills:
Alertness: 55%, Dodge: 45%, Listen: 35%, Drive: 40%,
Spot Hidden: 45%, Interrogation 40%, Leader 45%,
Tactics 55%.

Notes:

Corporal Aiko Mishima is an ex-colonial marine who mustered out after the Colonial Wars ended 11 years ago. She has worked a string of mercenary contracts, until she took employment with MKC's private security arm 3 years ago. Mishima fought the invaders on sub-level 8. Only her and private Konyo made it out alive from their platoon. As far as she is aware, Mishima is the most senior member of her platoon still alive. Her nerves are frayed, but she is putting on a brave face for the benefit of the other survivors.

JAMES KONYO

The Private, Male aged 24

STR: 14 Move: 3
CON: 13 HP: 27
SIZ: 14 Dex SR: 3
INT: 12 DB: +1d4
POW: 11 SAN: 47
DEX: 13
APP: 11
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	45	+0	2d3+1d4
Knife	1	40	+0	1d4+2+1d4
IMI-V Pistol	3	45	+0	1d10+1d6
NSG 23 Rifle	3	50	+0	2d8+2

Armour:
Combat Body Armor 8pts

Skills:
Alertness: 45%, Dodge: 35%, Listen: 35%, Drive: 30%,
Spot Hidden: 55%, Throw: 50%, Demolition: 40%.

Notes:

Private James Konyo is a MKC corporate soldier, who has worked for MKC's private security arm since mustering out of the United Earth Armed Forces infantry 14 months ago. All his buddies are dead, or worse. He just wants to get out of this mess alive. So far Corporal Mishima hasn't put a foot wrong, and he intends sticking to her like glue. She'll get him out.

DR. BUNZO SOBA

The Scientist, Male aged 36

STR: 11 Move: 3
CON: 12 HP: 26
SIZ: 14 Dex SR: 3
INT: 18 DB: +1d4
POW: 14 SAN: 70
DEX: 13
APP: 12
BRA: 15

ATTACKS:	ROF	A%	PV	DAM
VP78 Pistol	3/A3	30	+0	1d8+1

Armour:
Personal Body Armor 4pts

NEW HORIZON, scenario pack EX1.2

Skills:

Computer Operation: 55%, Data Analysis: 50%, Biology: 60%, Chemistry: 60%, Medicine 55%, First Aid: 40%.

Notes:

8 months ago, Doctor Bunzo Soba was assigned to the top secret bio-dome project on sub-level 4. The project concerns the genetic manipulation of crop and animal genes for a variety of planetary conditions, including artificial habitats. The Doctor's speciality is biology and chemistry, but he has a grounding in medical science too. Doctor Soba was arguing with a courier pilot about a damaged delivery of centrifuges when the accident occurred.

HAN KITANO

The Computer Technician, Male aged 28

STR: 12 Move: 3
CON: 13 HP: 28
SIZ: 15 Dex SR: 3
INT: 16 DB: +1d4
POW: 13 SAN: 65
DEX: 12
APP: 12
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	35	+0	2d3+1d4
Knife	1	30	+0	1d4+2+1d4
IMI-V Pistol	3	35	+0	1d10+1d6
NSG 23 Rifle	3/5/10	40	+0	2d8+2

Armour:

Combat Body Armor 8pts

Augmentation:

Skillwire Expert System

Skills:

Administration: 35%; Computer Programming: 40%, Security: 35%; Data Analysis: 45%; Electronics Communications: 55%, Security: 40%, Systems: 30%.

Notes:

Han Kitano is a typical sysadmin guy. He was pulling a long shift overhauling a network router on sublevel 4 in Doctor Soba's lab when the accident occurred. Kitano is a big fan of online VR games, including Zombie Planet, made by GGL Corp's games subsidiary FPS. This whole situation would be so cool, if it wasn't so life threatening...

KATSUMI MIZAKI

The Pilot, Female aged 29

STR: 12 Move: 3
CON: 15 HP: 28
SIZ: 13 Dex SR: 2
INT: 15 DB: +1d4
POW: 13 SAN: 65
DEX: 17
APP: 14
BRA: 16

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	35	+0	2d3+1d4
IMI-V Pistol	3	35	+0	1d10+1d6

Armour:

Riot Body Armor 6pts

Skills:

Astrogation: 20%; Electronics Communications: 30%; Gunnery: 25%; Mechanical Aerospace: 30%; Navigation: 30%; Pilot Aerospace: 55%, Space Craft: 45%; Physics: 35%; Spot Hidden: 40%.

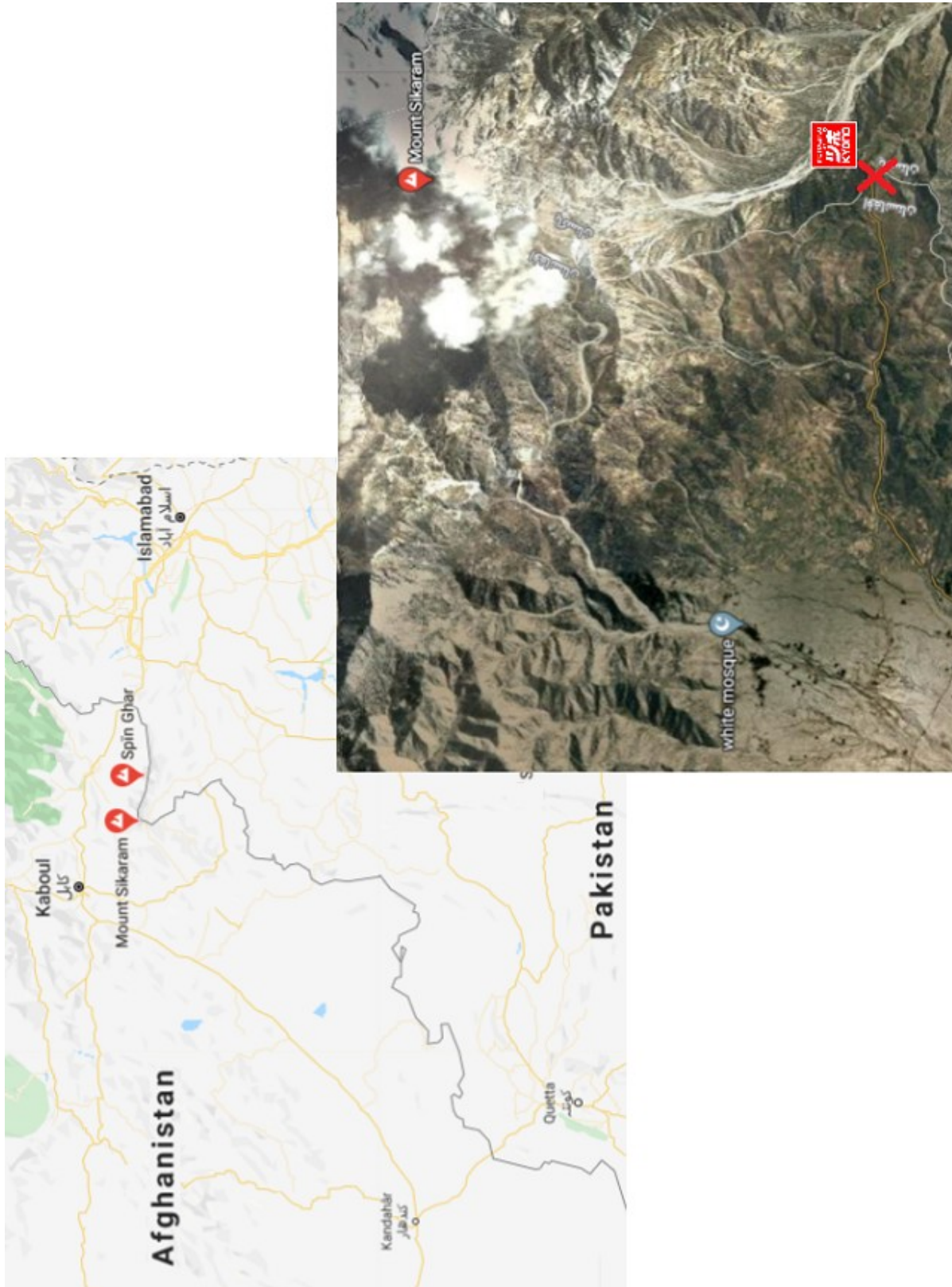
Notes:

Katsumi Mizaki is an aerospace pilot contracted to one of the courier firms owned by MKC. She was on sub-level 4 arguing about a delayed flight-plan to Tokyo (Doctor Soba claimed Mizaki's piloting had resulted in damage to one of the centrifuges on her last flight to the facility) when the accident occurred.

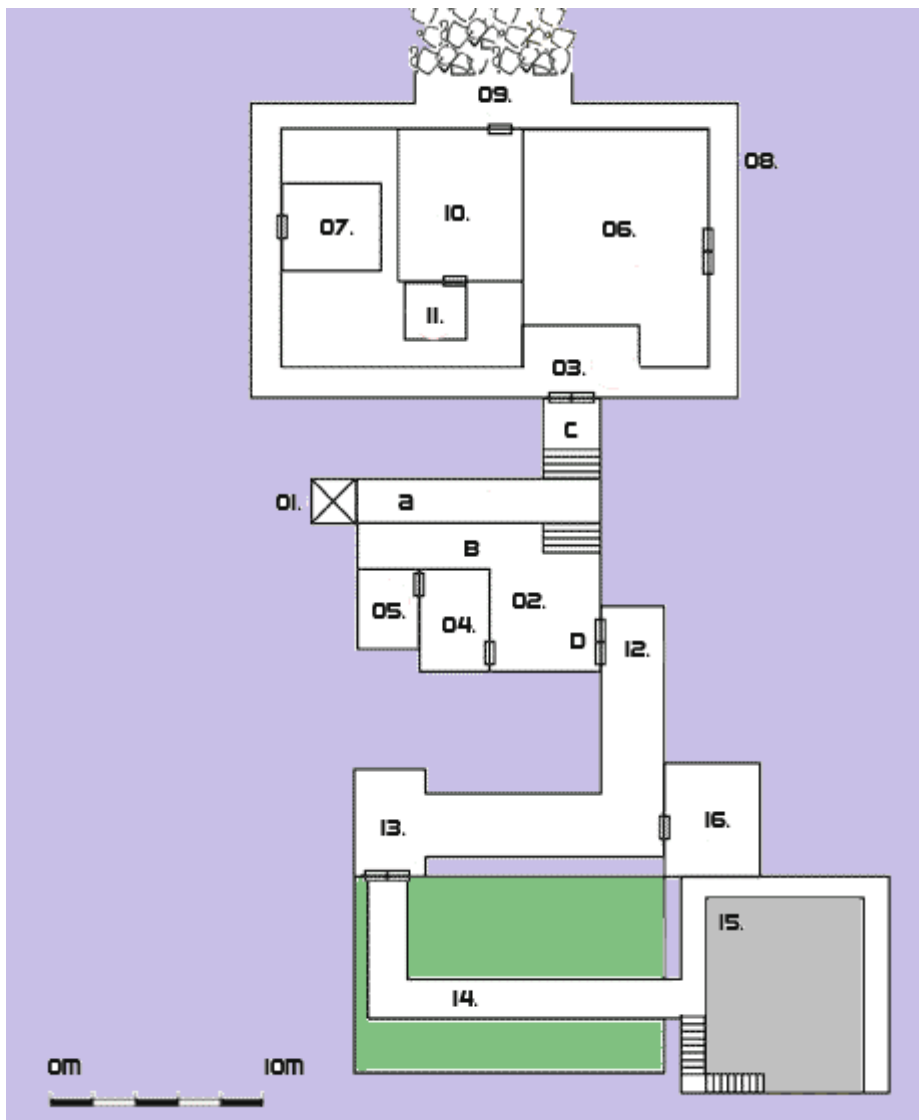


APPENDIX C: HANDOUTS

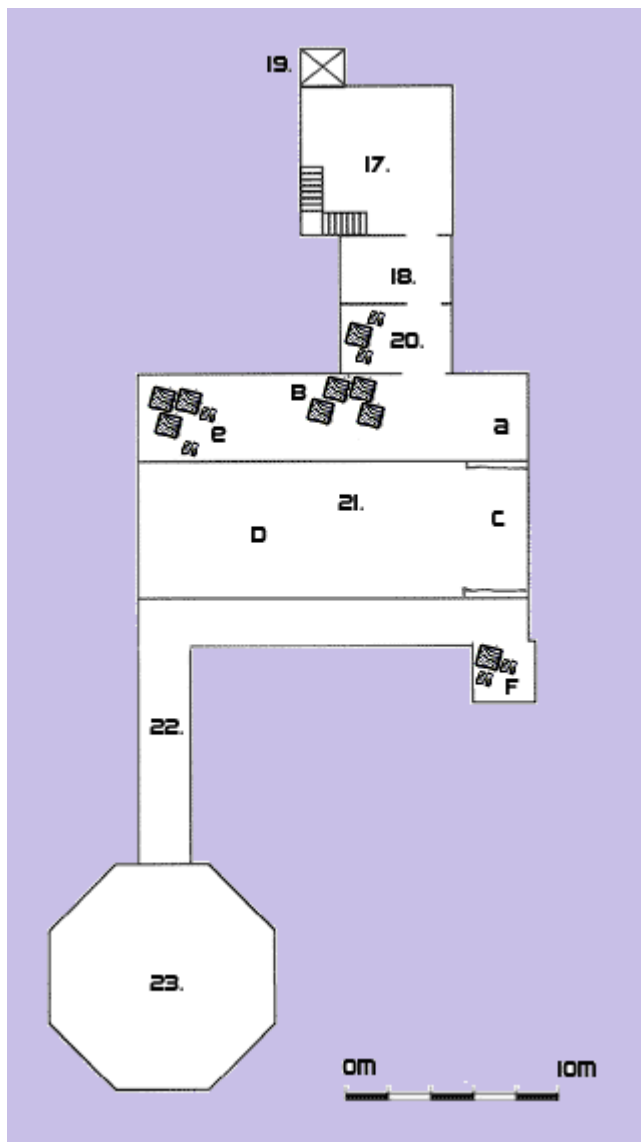
INVESTIGATORS HANDOUT 1



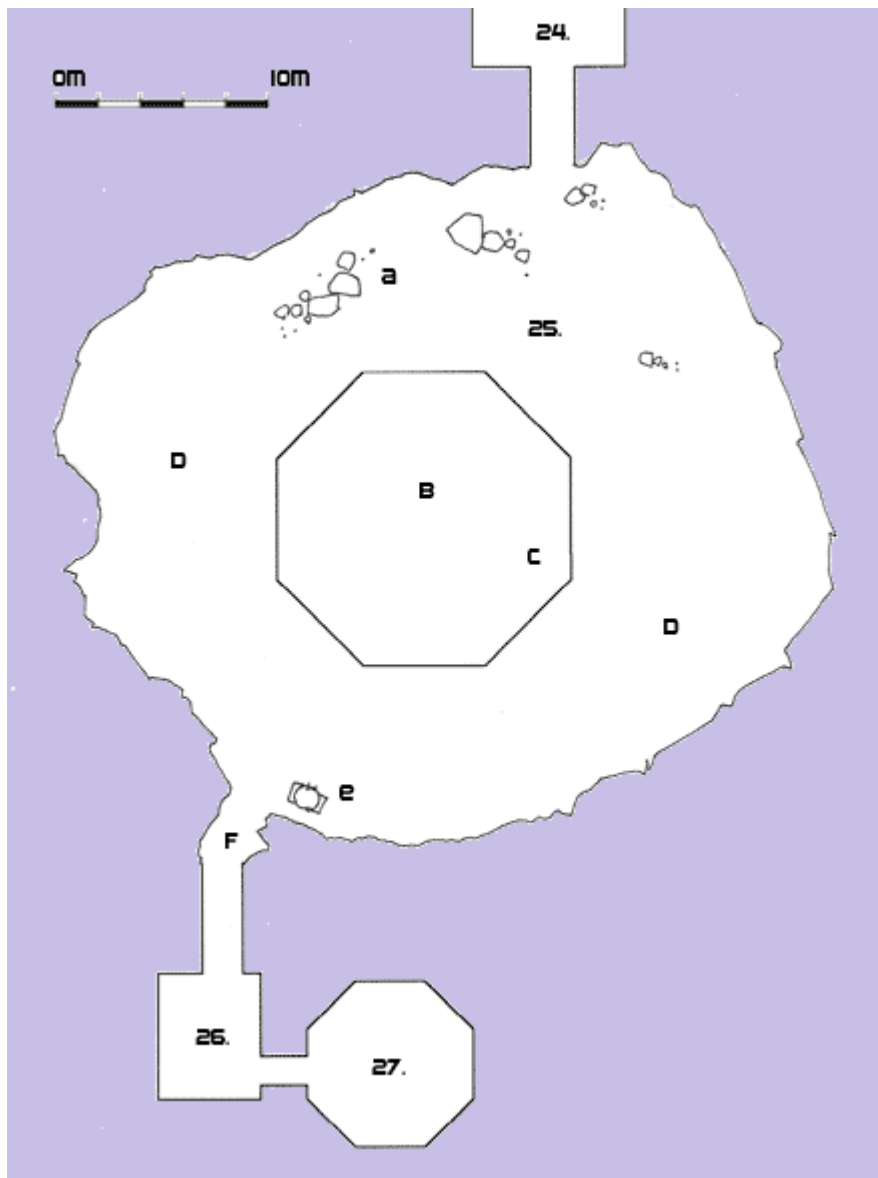
MAP 1: SECURITY CONTROL



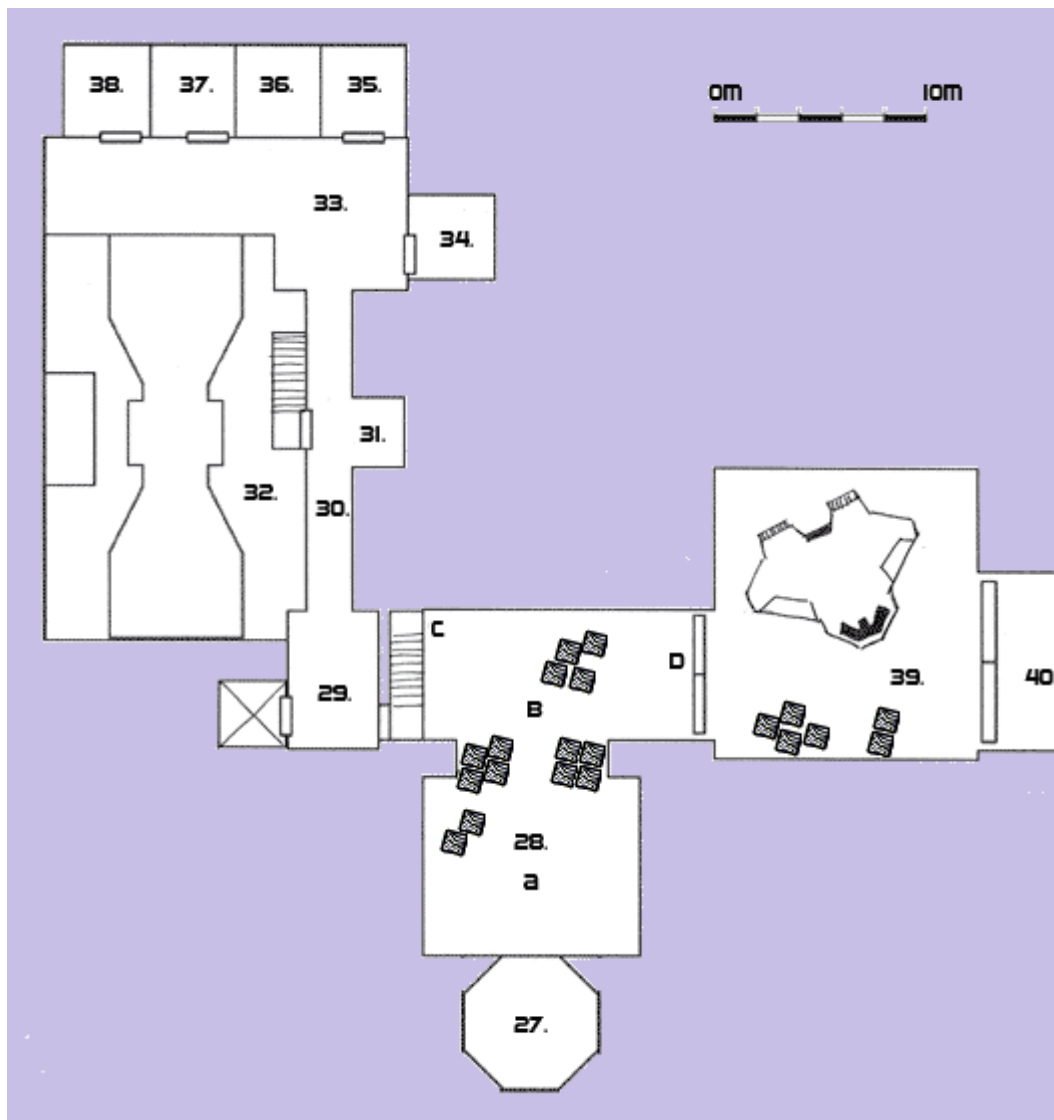
MAP 2: WASTE PROCESSING



MAP 3: POWER REGULATOR HEAT EXCHANGER



MAP 4: POWER REGULATOR CONTROL



GROUND ZERO

by John Ossoway

After escaping from Test Facility 3188 (EX01), the marines find themselves plunged back into action when they are picked as one of the strike teams to save mankind from the extradimensional threat pouring from a secret research facility on the dark side of the moon. The adventure starts with the marines already enroute to their LZ.

KEEPERS INFORMATION 1

Introduction

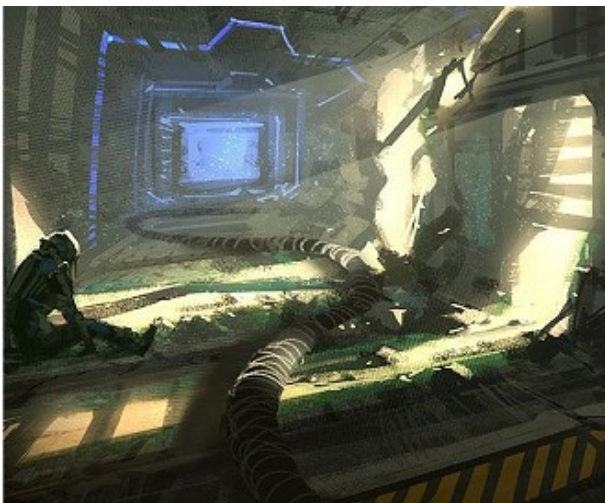
Ground Zero is a Cthulhu Rising NH adventure designed to be played by 4-6 players running members of a squad of Military Sciences Division commandos on a dangerous mission with a low survival probability. It is a pseudo-sequel to EX01 'Test Facility 3188', but as the players are not running the same characters from that adventure, can easily be run as a stand-alone adventure. Or they may have been recruited by MiliSci after their escape from Test Facility 3188.

KEEPERS INFORMATION 2

Background

The destruction of Test Facility 3188 did not go unnoticed. Military Sciences Division (MiliSci) have been keeping their orbital electronic eyes on the site for some time. Motokatsu-Kyono have reluctantly accepted their offer of help in neutralizing the extra-dimensional threat pouring out of the second Matter Transmitter, located at a secret research facility on the dark side of the moon.

The players are members of Striketeam Charlie, currently enroute to their insertion LZ. Their orders are to recover any technology from the MKC project labs before destroying the site with a tac-nuke...



KEEPERS INFORMATION 3

Military Sciences Division

Military Sciences Division, or MiliSci as they are more commonly known, are the branch of the United Earth Armed Forces responsible for the development and acquisition of new technologies for use by the military. They have quite a broad remit to achieve this, operating without much official regulation or oversight by the UEF government. Their budgets are vast and mostly classified. Access to information even within the organisation is heavily compartmentalized. There are many subdivisions in MiliSci, ranging from lower echelon black projects to the super-black branch known as the Black Chamber. The Black Chamber does not officially exist, and most members of the UEF government can exercise plausible deniability in this matter, because most of them believe this also.



The Black Chamber are in charge of all research and development involving the occult and/or alien technology. They are possibly the descendants of Majestic 12...

MiliSci have bases of operations throughout colonised space, such as at Icaria Planum on Mars, and the Trinity Testing Facility in the 40 Eridani star system. The most infamous name associated with MiliSci is Pandora. A space station which serves as the Area 51 – a top secret research base and repository for acquired alien tech. Like the Black Chamber, it does not officially exist.

MiliSci have their own security force – the MiliSci Special Activities Division – who are essentially an elite paramilitary force operating outside of the main UEAF chain of command. Potential members are screened during their recruitment into the organisation from other UEAF units for possession of a certain psych profile. Moral flexibility would be the best way to describe it. Obviously anything the MiliSci SAD does is classified. They perform many morally questionable duties.

THE ADVENTURE 1

Codename: Ground Zero

Read the following text to the players:

People often refer to "the dark side of the moon", but there is really no such thing. The sun shines on all sides of it in equal measure. However, there is a "far side of the moon", which is never seen from Earth. It is across this far side that a bug-like military dropship races, closely following the contours of the rugged, crater-pocked landscape.

You sit strapped inside the belly of the craft, cold beads of sweat crowding your brows, blood pounding in your ears. The Officer moves from the cockpit into your compartment. He wears the uniform of a Military Sciences Division colonel. Without introducing himself, he speaks:

"Ok listen up. We are almost at the LZ. ETA 8 minutes. Sorry we couldn't brief you earlier, but time is a luxury that we simply do not have. Our destination is the Tsiolkovsky Crater, location of a secret research facility owned by the MotokatsuKyono Combine. This is the centre for the corporation's research into Matter Transmitter technology. Motokatsu-Kyono lost contact with the facility shortly after another of their research facilities, this one on Earth and designated Test Facility 3188, was compromised.

This operation and all details pertaining to it is classified 12 levels above Top Secret. Codenamed: Ground Zero. Hostile forces of an unknown, extra-dimensional origin somehow gained access to our dimension via the Matter Transmitters on Earth and Luna. The one on Earth has been shut down. Before we established a perimeter around Tsiolkovsky Crater, we were unable to determine whether Motokatsu-Kyono staff at the site were able to shut the MT Gate down. We must operate under the assumption that they failed.

The money invested in the technology at Tsiolkovsky Base is considerable. Motokatsu-Kyono Combine must have friends in powerful places, because instead of simply destroying the site with tactical nuclear strike, we have been ordered to send in a strike team in an attempt to shut the Matter Transmitter down.

Striketeams Alpha and Bravo attempted a frontal assault on the research lab 20 minutes ago. We have lost contact with both teams. This is why you are going in through the back door.

As Striketeam Charlie, your mission objectives are to enter Tsiolkovsky Base via the Surface Loading Dock, move quickly through the abandoned Helium-3 mines to the bottom of the Novgorod Chasma,

where the secret Motokatsu-Kyono Combine research facility is located.

Once at the facility, you are to locate the Matter Transmitter, deploy and arm a tactical nuclear device, fire it through the quantum vortex and then shut the Matter Transmitter down. Terminate with extreme prejudice any enemy forces encountered. Expect heavy resistance in the research facility, where the majority of the invading forces are located.

Strike team Delta is to be held in reserve.

I am counting on your success in this operation. If you and the other teams fail to complete your primary mission objectives within 12 hours, we will consider that you have failed and the destruction of Tsiolkovsky Base by tactical nuclear strike will begin."

A proximity klaxon sounds in the cockpit. The pilot interrupts the Officer over the comlink "Colonel, better get your team ready, we're starting our final approach to the Tsiolkovsky Crater."

"Check those suit seals soldiers. You know the drill. Positions everybody. Good luck."

Luna dust billows in swirling clouds as you drop from the craft and roll out from it's shadow, the crew throwing your kit out behind you. Then it is climbing away, and you are alone on the Lunar surface. Several hundred metres away to the NW you can see the jutting structures that must be the Surface Loading Dock...

PLAYERS INFORMATION 1

Intelligence

The leader of Striketeam Charlie will have been given the following documents:

1. Mission Brief and rules of engagement. To be destroyed once read
2. Satellite imagery of the Tsiolkovsky Crater, with the Motokatsu-Kyono mining base marked on it (Map 1)
3. Schematics of the Surface Transport Dock (Map 2) and Helium-3 Storage Facility (Map 3) located directly below it. MiliSci have not been able to obtain schematics of the research facility from Motokatsu-Kyono in time
4. Documentation on the Matter Transmitter, including operational instructions.
5. Radio frequencies for all other Striketeams. Although contact with Alpha and Bravo teams has been lost, there may be survivors

6. Documentation on Luna (see below). Give also to the players Investigators Handout #2.

PLAYERS INFORMATION 2

Luna, Earth's moon

Earth's moon, Luna, is the most heavily populated moon in all of the Federal Colonies, with over 10 million people living in and around Armstrong Colony, which lies in the crater Copernicus on the Lunar near side.

Luna is 3,476 kilometers in diameter and has a surface gravity one sixth that of Earth. While this entails that objects weigh one sixth of what they do on Earth, it does not entail that people can carry six times what they normally can, since the objects remains just as bulky and cumbersome as they do on Earth. People (and other things) can move about rapidly on the moon by taking bounding leaps, but this can be dangerous and is not recommended. This is not because a person is likely to fly off into space, but because a bad landing could injure a person or damage a suit.

The moon, as is well known, is extremely hostile to human life. The day equatorial surface temperature is 127 degrees centigrade and the night equatorial surface temperature is -173 degrees centigrade, making the moon a place of extremes. The moon also lacks an atmosphere. These factors will spell a very quick death for any inadequately protected human on the lunar surface. See Investigators Handout #2 for additional information. The Keeper may wish to read up about precisely detailed maps of the lunar surface via internet research.



PLAYERS INFORMATION 3

The Tsiolkovsky Crater

The large, ancient crater Tsiolkovsky, is home to one of only two lava-filled basins to be found on the far side of the moon. Tsiolkovsky's central mountain is characteristic of large impact craters, and results from the dynamics of the high-speed impact of the meteor

that formed the crater. Tsiolkovsky Crater is 190km in diameter, and almost 1km deep.

In the late 21st Century, survey teams discovered sizeable deposits of Helium-3 at the bottom of Novgorod Chasma, a 300m deep series of trenches east of the central mountain range. Motokatsu-Kyono mined the site until 2216, when the mine was closed due to the Helium-3 yield dropping below viable levels.

KEEPERS INFORMATION 4

Rules conventions while on Luna

The physical environment

Space is an extremely dangerous place for humans. The primary danger in space stems from the fact that space lacks sufficient oxygen and pressure for humans. A human exposed to vacuum without a suit will die extremely quickly (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air and pressure. Such situations should be carefully handled by the Keeper based on the conditions of the situation and plot requirements. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out.

The low gravity on the moon and the zero gravity of space make human activities a bit difficult. Such operations are governed by the skill of EVA.

Combat

Combat in space or the moon is extremely difficult and hazardous. All relevant combat skills are averaged with the character's Zero G Combat skill. Further, weapons that recoil (all kinetic based firearms) may cause a loss of control. Each time a character fires a weapon, he or she must check the roll was also below his or her Zero G Combat skill. A failed roll will cause the character to lose control and he or she will be pushed backwards (how far and to what result is left to the Keeper). The character will be out of control, and unable to act, until he or she can make a successful skill roll using EVA.

A being vulnerable to the effects of vacuum who has the misfortune of being damaged while in a space suit will suffer the following effects in vacuum: The initial damage will be normal. If the damage does not exceed twice the suit's armour rating, it will seal itself if it has that capacity. If the damage exceeds twice the suits armour rating, the suit will be unable to seal itself and the being will suffer damage equal to half the original damage each round, until the character is dead, patched the damage, or gets to shelter.

KEEPERS INFORMATION 5

The Surface Loading Dock (Map 2)

The white and grey seamed metal and plastic structures of the loading dock are arranged around the central hub of the loading platform. The whole structure is approximately 140m across and 5m high. It should be noted that the surface loading dock has no artificial gravity.

1. Vehicle Sheds

Arranged around the southern side of the Loading Dock are a series of four vehicle sheds.

Vehicle Shed A

30m wide and 30m deep, this building is unpressurised, with 20m wide doors in the southern wall. There is also a small personnel hatch on the NW side. Inside the dim outlines of an OCM tractor can be discerned. The tractor is 3m high and 10m long, and is used for prospecting on the Lunar surface. It has a pressurised cabin.

Search: in the driver's cab is a motley assortment of personal effects and equipment: rosary beads, media player, naked pictures; cigs, tools, postcards from Mars etc.

Occupants: None

Vehicle Sheds B-D:

Each of these buildings are 20m wide and 30m deep. All are unpressurised, and contain a motley assortment of ground vehicles, such as ATVs, small buggies, etc.

Occupants: None

2. The Landing Pad

When the mine was still operational, this is where transport ships were filled with refined Helium-3 for transport to Armstrong Colony. 70m across, octagonal, with a 20m wide cargo lift in it's centre. There is a 5m wide walkway around the edge of the landing pad.

Search: There are controls for the cargo lift set into the landing pad, inside an armoured recess. A Computer Security roll can activate the lift, raising it from the Storage Area below. The cargo lift has an integral airlock just below the surface.

Occupants: None

3. Reception

10mx25m, this building houses the personnel lift which leads into the Storage Area below. There is an airlock that provides access to the lunar surface (actually onto the walkway around the landing pad), and the lift down into the Storage Area is also within an inner airlock. A corridor leads to the Observation Lounge (6).

Search: There is emergency equipment such as vacc suits, medical equipment etc, stacked in crates against one wall.

Occupants: None

4. Emergency Vehicle Sheds

Both these 20mx30m buildings contain vehicles designed to deal with emergencies such as clearing debris from the landing pad, towing or repairing damaged ground vehicles etc.

Occupants: None

5. Observation Lounge

This series of interconnected buildings have large observation windows for viewing the lunar surface. It is used by Motokatsu-Kyono staff during free time. There is comfortable seating, tables and even a small bar area.

Occupants: None

6. Command Module

Accessible either via a lift from below or an airlock out onto the Landing Pad (2), this is the command area for all surface / aerospace traffic. Within are banks of computer consoles, touch sensitive screens, consoles, desks, screens. All appear to be in stand-by mode and running on emergency power only.

Spot Hidden: A narrow corridor leads around to the NW to the FTL Comms Array (7). There is also a private office with a nameplate 'Col. Togama'. Inside is Colonel Togama's Ready Room. Usual office furnishings, plus suit of Samurai armour on a stand, samurai swords on display stand.

Search: There is a bottle of good quality saki in desk drawer in the office.

Occupants: None

7. FTL Comms Array

20m high tower with a jumble of communications pylons jutting up a further 15m. There are maintenance accessways that are reached via the command module (6).



KEEPERS INFORMATION 6

The Storage Area (Map 3)

Directly below the surface loading dock is the Storage Area. It should be noted that this area is running on emergency power, and while there is air, there is no artificial gravity and ambient temperature is close to freezing.

8. Loading Area

The storage area is dominated by a vast, subterranean chamber where Helium-3 from the mine is unloaded from monorail cars onto the cargo lift (2). At present it is in darkness, the only lighting coming from blinking computer consoles and red emergency lighting. This chamber is presently so empty and still, it amplifies any sound the PCs make. The chamber is littered with crates and discarded equipment. Powerloaders stand around, some still holding cargo crates. To the south lie a large set of armoured doors. To the east are the yawning entrances to storage hangars. There are many doors to the west.

Search: a search of the main loading area may yield equipment of use. Each PC who spends 20 minutes searching may roll on the following table 1d3 times.

1d100	Item
01-05	Weapons case containing a M95A1 Plasma Rifle (no ammo)
06-15	Discarded bandoleer holding 2d3 grenades and 1d3 plasma gun magazines.
16-30	Helmet from Combat Armour (8 pt armour)
31-35	Case of thermal charges (x12)
36-40	Case of flares (x48)
41-45	Smart Rocket pods (1d4)
46-55	Ammunition case – 500 rds 10mm
56-60	Weapons case x4 M41 machine guns in grease
61-65	Ammunition case – 4x plasma gun magazines.
66-75	Crate of M-Rations.
76-80	Discarded canteen.
81-85	Portable Comms Uplink (damaged)
86-90	Case of grenades (12x smoke)
91-95	Discarded medical supplies – 1xMedkit and 1d6 stimpacks
96-00	Flak jacket (4AP)

9. A Grim Reception

This room contains a lift to the surface. 2x corpses of soldiers wearing Motokatsu-Kyono shoulder badges lie here, both contorted into grotesque positions of agony.

Search: Both corpses have bloodied hands and a cursory examination reveals that they appear to have mutilated their own faces and ripped out their own eyes. SAN 0/1 d3.

Occupants: None.

10. Storage Hangars

Vast subterranean storage areas, piled high with aisle after aisle of crates containing medical supplies, electronic components, cold stored food, technical and scientific equipment. These hangars used to be used to store refined Helim-3 in torpedo like gas canisters awaiting transport from the mine to Armstrong Colony.

Occupants: None.

11. Cargo Lift

Behind heavy armoured bulkhead doors, stencilled with 'Motokatsu-Kyono Helium-3 Mining Facility – Authorized personnel only' in large stencilled lettering, lies the huge cargo lift that descends into the rock of the Tsiolkovsky Crater to the abandoned Helium-3 Mine below. A Computer Security roll is required to open the doors manually.

Occupants:

None, although on the lift lies a bloodied corpse, dressed in the uniform of a Motokatsu-Kyono security trooper. First Aid reveals that the trooper bled to death, and has burn marks around a large wound on his lower back. A welder lies next to the body.

12. Personnel Lift

This room Contains a personnel lift down into the mining facility, as well as stacks of crates containing mundane items e.g. machine parts. Search: The lift isn't working. The shaft is buckled about halfway down. An Electronics roll can get it started, but it will get stuck about a third of the way down, and PCs will have to climb either up or down the lift shaft to escape. The lift shaft is approximately 250m deep.

Occupants: None.

13. Server Room

The door to this room is locked, and requires either the correct 4 digit PIN, or a successful Electronics roll to open. Within, dim blue lighting illuminates a large room, which is full of aisles of computer servers. All are on standby.

Occupants: None.

14. Infirmary Admin Office

Medical admin office. Papers and plastic datasheets are strewn all over the floor (patient records, stock orders etc). There are several desks, computer consoles.

Occupants: None.

15. Doctor McDowell's Office

A cluttered office. Desk with computer terminal, plants, papers strewn across floor. Search: The good doctor appears to have recently deleted a lot of files from her computer.

Occupants: None.

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16. Corridor

In this corridor sit medical gurneys, and crates of medical supplies.

Occupants: None.

17. Infirmary

A small medical infirmary. There is presently no power to the main lights. 3x beds, computer consoles, medical machinery and instruments.

Search: Lying on one of the operating tables is the inert body of a Type I Zombie. On the floor behind the table lies the bloody corpse of a medical orderly. She has been shot in the back.

Occupants:

The Zombie has a gunshot to the head, destroying the Parasite, and so is not dangerous.

18. Office

Cold coffee sits in a pot on the desk, ½ eaten doughnut, pack of cigarettes (2 missing). A sign on the door reveals that this office was the home of a Goran Kozlowski.

Occupants: None.

19. Office

On the floor of this office lies a dead MKC employee. The body is face down. Turning him over reveals a face locked in a scream of terror – it looks like he died of fright! SAN 0/1.

Occupants: None.

20. Office

Empty office. Nothing of interest here.

Occupants: None.

21. Emergency Equipment Locker 1

Locked, requiring 10 pts of damage or an Electronics roll to open. Inside is the following:

- Weapons rack: 7x Combat Rifles
- Weapons rack: 3x Shotguns
- Weapons rack: 5 Pistols
- Weapons rack: 2x Shock Rifles
- Ammo case: 5000x 10mm
- Ammo case: 500x shotgun
- Emergency Medical Kit
- 4x Rescue Balls
- 4x Sets of Personal Body Armour
- Any other equipment the Keeper sees fit to include.

22. Emergency Equipment Locker 2

Locked, requiring 10 pts of damage or an Electronics roll to open. Inside is the following:

- 4x Standard Vacc Suits
- 4x Rebreathers
- Suit repair equipment

23. Locker Room

Rows and rows of lockers, each with a name, rank and serial number on it. Within is staff equipment and personal effects.

Search: Nothing of interest here.

Occupants: None.

24. Rec Room

Comfortable chairs, vid-screens, computer terminals, minibar, mini-gym.

Occupants: None.

25. Showers

Occupants: None.



KEEPERS INFORMATION 7

The Abandoned Helium-3 Mine (Map 4)

The Helium-3 mine is located at the bottom of the Novgorod Chasma, 300m below the surface of the Tsiolkovsky Crater. From the Storage Area (Map 3), the PCs can either use the cargo lift from (11) or climb down the lift shaft from (12). The mine was closed in 2216, 55 years ago. The only personnel passing through here are Motokatsu-Kyono personnel heading to/from the research facility (Map 5).

Conventions

Unless otherwise stated, all tunnels in the mine are 5m wide x 5m high, the walls fused smooth by the intense heat of laser cutters. Power cables run along the walls with lighting at regular intervals. The gravity in the mine itself (beyond the airlocks in 26) is Lunar standard (1/6 that of Earth). The mine is unpressurised, and there is no artificial gravity.

25. Cargo Lift

The cargo lift from (11) descends at a 45° angle for almost 250m before finally stopping with a resounding boom. There are heavy armoured bulkhead doors here, stencilled with 'Motokatsu-Kyono Helium-3 Mining Facility – Authorized personnel only' in large lettering.

Search: Bloody handprints are smeared all over the door controls. It appears that the dead soldier (11) sealed the bulkhead by fusing the control circuits, and then welded the doors shut. The doors will have to be cut open, or blown open using det-cord and a successful Combat Engineer roll.

Occupants: None.

None, although on the lift lies a bloodied corpse (see 11 for details).

26. Mine Entrance

20m x 20m room. Including the cargo lift bulkhead, there are 6 exits: 1x cargo lift bulkhead (20m across), 3x normal sized doors, and 2x large airlocks (5m across). In centre of the room is a monorail car, pointing north, sat on a junction in the monorail, with track heading N, E and S. There are several corpses lying on the floor.

The Airlocks

The two airlocks provide entrance to the mine tunnels. The mine tunnels aren't themselves aren't kept pressurised, and all traffic in/out must pass through these airlocks. Inside each airlock is a 5m x 5m area, with emergency equipment lockers (rescue balls, first aid kits etc).

The Cargo Lift Bulkhead

Heavy armoured bulkhead doors, stencilled with 'Upper Storage Area'. Burn marks on the doors here appear (INTx3%) to have been caused by a powerful electrical discharge.

The Normal sized doors

3x normal sized doors. They are each marked 'Motokatsu-Kyono Authorised Personnel Only'.

The Monorail Car

The monorail car does not appear designed for carrying Helium-3 pods from the mine. It has seats for 6 passengers, and a driver – although it can be set to autopilot too.

The Corpses

The first body is female, badly burned. It looks like she crawled here before she died. The other looks like it once was a MKC employee. Closer examination reveals his skin is slightly decayed, and the remains of a beetle-

like creature (a Parasite) is attached to the back of his neck.

27. Corridor

Featureless corridor leading to a personnel elevator. See (12) for details about the lift. There is a corpse on the floor about halfway up the corridor.

Search: the headless corpse of a MKC soldier lies here. Lots of blood. His head sits on the floor about a metre away from the body.

Occupants: None.

28. Storage

6m x 6m room with equipment lockers on walls.

Search: The equipment lockers are empty.

Occupants: None.

29. Mine Control Room

Banks of consoles in here give readouts and information about the mine status: power, pressure, etc. The airlocks that lead into the mine can be locked from here, and monorail cars can be controlled. During the mine's operational period, this room was also the administration centre for Helium-3 pods being loaded and transported to the storage facility above. It also allows the lighting in the mine to be activated (although the power grid shows that certain tunnel sections have power failures). Another door is marked 'Duty Office'.

Occupants: None.

None, although a trail of dried and congealed blood leads to the Duty Office door.

30. Duty Office

The walls and floor of this room are covered in bloody writing (INTx3%: Latin). Lying in the centre of a pentagram drawn in blood is the body of a MKC scientist. His name badge reads 'Professor Suzuki'.

The writing: If any PC can read Latin, the writing deciphers as below:

"Let it be known that in the moment our Master brought forth, from beyond the void of order and light, a new existence of glorious darkness. His mighty hands fashioned this world of chaos, violence and pain."

"Our past, present and future will be moulded by the seeds he has sown. Through his wisdom he has given us Ancient Guardians to tend the Chain of Time. Their suffering is our link and lineage throughout time and forever."

31. Locker Room

Rows and rows of lockers, each with a name, rank and serial number on it. Within is staff equipment and personal effects.

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Search: Nothing of interest here.

Occupants: None.

32. Mothballed Mine Head

The tunnel opens out into a roughly octagonal chamber, 30m across and 15m high. In the centre of the chamber stands one of the Fusion Mine Heads that was used to mine Helium-3 from the rock of the Tsiolkovsky Crater. Moon rock is baked by the fusion beams in the mine head, and the gas isolated and stored in pods that are removed from the mine head and shipped to Armstrong Colony for delivery to Earth and the Sol Colonies. The mine head is pitted and covered in dirt.

Occupants: None.

33. Mothballed Mine Head

As (32), except that a corpse lies on the west side of the Mine Head.

Search: Examination reveals the corpse to be a MKC soldier. She is dead and has been for at least 48 hours. She carries a torch, climbing equipment, flares and an assault rifle. She appears to have died from some form of energy weapon burning a hole right through her abdomen.

Occupants:

There are several shadowy figures crouched over the body. 4x Ghosts.

34. Cave In

Explosive damage has brought the ceiling of the northern half of the room down, burying it in tons of metal, plastic and moon rock. The monorail tracks here are buckled and torn in two, one of which has been thrust up into the air where it was hit by falling boulders.

Search: There is a narrow path through a partially collapsed tunnel heading NW. There are also several points of interest in the cave in chamber:

Corpse

A MKC soldier's corpse lies at the entrance to this chamber. He appears to have been burned by an electrical discharge of great power.

Another Corpse

Half buried by rubble that has collapsed in on the northern half of the room. Legs and abdomen are crushed beneath tons of rock and metal. There is a look of terror upon his face.

Yet Another Corpse

Only the legs of this soldier are visible from beneath the rubble.

The Claw

Protruding from the rubble here is a huge bloody claw and part of an arm, which is covered in bloodstained white fur. It twitches slightly.

35. Partially Collapsed Tunnel

Halfway up this tunnel the PCs will be attacked by Ghosts.

Occupants:

3x Ghosts.

36. Equipment Cache

Only the SW corner of this chamber is accessible, the rest buried under tons of moon rock. On the wall are several equipment lockers.

Search: In compartments in the eastern wall are 3x emergency search and rescue kits. Each contains:

- 1x Compression Suit
- 1x 50m coil of rope
- 1x grapple gun and 150m of monofilament cable
- 1 x flare pistol with 3x rocket flares
- 1x medkit
- 1x medium range comlink
- 1x locator device
- 1x inertial tracker
- 1x light
- 1x backpack

37. The Fissure

A narrow pathway runs along the north side of a dark fissure. If the PCs head down the path, about half way along the walls start to shake and a rumbling fills the air. A huge slab of rock breaks away from the ceiling behind them and falls towards them, loosening more rock in its path. DEXx5% to avoid the falling debris. If this roll is failed, the PC takes 3d6 damage to 1d3 random hit locations. Once the dust settles, it becomes clear that the way back is blocked, and trying to blast the rock fall out of the way could bring down the whole ceiling.

Occupants: None.

38. Mothballed Mine Head

As (32), except that there are several space suited figures in this room.

Occupants:

6x Grunts in damaged and bloody combat armour guard the NW tunnel entrance. They will attack immediately.

39. The Tunnel

Corpses of dead military personnel litter the tunnel here. As the PCs pass them they rise as zombies.

Occupants:

6x Grunt corpses will animate.

40. The Chasm

The tunnel floor has collapsed into a yawning chasm 10m across. Amazingly, the monorail track continues straight across to the other side, although it is bent and buckled.

Search: The chasm is about 20m deep with jagged rocks at the bottom.

Occupants:

2x Type I Interlopers hide in the pit. They will leap and attack any PCs attempting to cross.

41. The Other Side of the Chasm

Across the chasm is another mothballed mining head., with a tunnel leading north.

Occupants: 2x Type II Interlopers hide in the shadows, waiting to attack.

42. The Tunnel and Blasted Airlock

A tunnel heads north for 20m, ending at the twisted and burned remains of an airlock. As the PCs head up this tunnel, the ground begins to shake and great cracks and fissures begin to appear. Within 2 rounds a full 10m section of the tunnel floor has fallen away, revealing a yawning chasm 20m deep. PCs must make a DEXx5% roll to get clear, or a Jump roll, whichever is higher. The mine tracks stay up, so allow anyone who fails a DEXx2% chance to grab one before they fall.

Occupants: None.

KEEPERS INFORMATION 8

The Secret Research Facility: Ground Floor (Map 5)

43. The Approach

Read the following text to the players:

Beyond the mine, you emerge onto the dark floor of the Novgorod Chasma, a flat, open expanse broken occasionally by a jutting column of moon rock. Towering above you are the cliff like walls of the chasm.

Directly opposite you, 100m away, concrete and plasteel walls jut out of the rock of the cliff face: the Secret Research Facility. At the base of the structure, huge armoured doors stand closed.

About halfway across the chasm floor lies the twisted and blackened wreckage of a dropship bearing MiliSci markings...

Spot Hidden: If the PCs use vision enhancement to view the entrance to the research facility, they will see many corpses littered around the armoured doors. Some wear military clothing, others appear to be scientific personnel.

Around the dropship are the blackened and charred bodies of either Striketeam Alpha or Bravo.

Keepers Note: If you need to introduce new PCs, survivors of Alpha and Bravo teams could be hiding out there if necessary.

Defences

2x Robot Gun Turrets above the main entrance to the research facility track any movement within 1km, using a MKC Identity Friend or Foe transponder signal.

Each turret is mounted with twin railguns, capable of crippling most types of aerospace vessels at this range. In addition to this, each also mounts a minigun for dealing with ground attacks. For damage purposes, the turrets have 12 AP and 30 HP each.

Entrance

This is the entrance to the research facility. A huge set of armoured pressure doors, that are pitted and stained by countless micro-meteorite strikes. An Electronics roll can bypass the security lockouts and open the doors.

44. The Main Lock

About 40m long and 20m wide, the room beyond the outer pressure doors is a vast airlock, obviously designed to accommodate transport craft. It is pitch black inside, although exposed wires and cables hang from the ceiling which sparking intermittently, giving glimpses of the chamber.

At the far end of the chamber stand another huge set of armoured pressure doors, flanked by two standard personnel airlocks in the W/E walls.

If the PCs cycle the main airlock to the facility Reception (46), at the same time an artificial gravity field of 0.6g will be established. Gravity and life support are present throughout the research facility. As the inner airlock doors rumble open, the occupants of the Reception will be revealed. They will heft their weapons and open fire.

Search: A corpse of a scientist lies on the floor here, blood trails lead into the facility. Green name tag reads 'Theodore Nakamura: Technician'.

Occupants: None.

45a/b. Security Control

Accessed by airlocks, both rooms either side of the Docking Bay contain computer consoles, desks, chairs, facility maps on walls., lots of bullet holes and dried blood. From here, security staff can scan incoming vehicles and personnel for any restricted items (weapons, explosives etc).

Idea: a Comtech could possibly plug into the Research Facility network from one of these PCs. Much of the facility has life support and emergency power at best.

Occupants:

4x Grunts and 1x Sarge occupy 45b.

46. Reception

40mx20m chamber. A large square central column has large screens, all currently showing static. Broken glass from overhead lights crunches underfoot and spent shell casings litter the floor. Those lights still working flicker erratically. There is a big map of Luna on one wall, and a semi circular receptionist desk juts out from the near side of the central column.

There are 3x personnel elevators on the W wall, all going up to Security Control. All the doors are buckled and jammed. Security Control has been destroyed and is inaccessible.

Search: the central lift contains the corpse of a security guard, the flesh on his skull melted away by acid. The maintenance hatch above him is smashed and rubbles lies on top of the corpse.

Occupants: None.

4x Type IV Zombies stand guard at the inner airlock doors.

47. Outer Office

When not at the reception desk, the current duty officer can be usually found in here. Filing cabinets, desk for secretary, plastic plants, shelves of books and disk and such.

Occupants: None.

48. Inner Office

Much the same as outer office. Cold cup of coffee on desk, coffee maker in corner, map of level on wall, duty roster pinned to back of the door.

Occupants: None.

49. Corridor

Green line on wall marked 'Laboratory Level'. The corridor ends at smashed glass doors.

Occupants: None.

50. Administration

Large waiting room. Lots of low comfortable-looking chairs, low tables. Circular reception desk in centre of the room. Lots of broken glass, bullet casings and dried blood too.

Search: bloody drag marks lead up the wide corridor opposite (the green line points this way too). Smashed glass doors lead left and right into open plan offices.

Occupants: None.

51. Offices

Open plan offices. Lots of desks, swivel chairs, PCs, filing cabinets.

Search: a pair of legs stick out from one of the desks – corpse of woman lies here.

Occupants: None.

52. More Offices

As (51) with bathrooms accessible in N wall. In the bathroom lies a corpse. Captain Weaver – shot in head at point blank range.

Occupants: None.

53. Staff Canteen

All is quiet in the staff canteen. Cold food sits on plates, Microwaves, drinks machines, food vending machines.

Occupants: None.

54. We Got Hostiles

Octagonal corridor. The green line goes along the wall of the to the left. The corridor is big: 10m wide. Floor, ceiling and walls are all white, with power conduits and cables running along them. Splashes of dried blood, bullet holes, burn marks and spent shell casings show evidence that a vicious battle took place here.

At the north end of the corridor is a security checkpoint directly opposite an armoured door in the south wall. A guard usually sits here, to check the authorisation of visitors and to issue the correct security clearance passes.

Search: behind desk is drawer containing green, yellow and red visitors passes. Locked wall safe holds security passes.

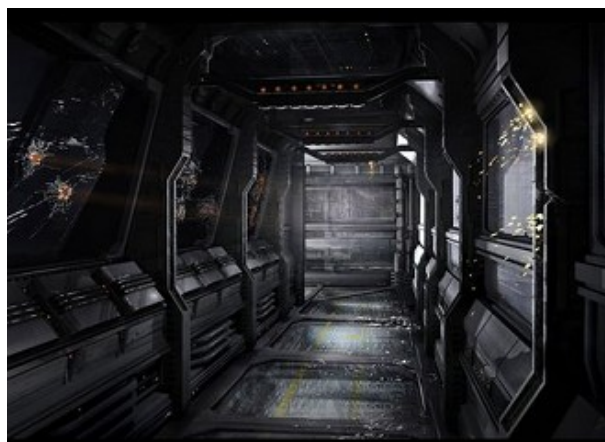
Occupants:

2 Sarges sit here, guarding both corridors to the Elevator. They both wear bloodstained and blackened Battle Armour. Whatever the PCs do, these two hombres will be ready for them. The first attack will be with grenade launcher and SMART gun.

55. Elevator

Beyond the armoured door (security pass to open, kids) lies a short tunnel into a large (10m across), octagonal elevator that leads down to the laboratories.

Occupants: None.



KEEPERS INFORMATION 9

The Secret Research Facility: Sub Level 1 (Map 6)

56. Arrival

Read the following text to the players:

The elevator drops into the earth before finally arriving at the upper laboratory level, emerging into a dark corridor lit only by low emergency lighting and the flickering light from electrical fires. The once white walls and floor here are blackened, but 3 coloured lines can still be discerned through the carbon scoring....

The green line is marked 'Personnel Locker Rooms'; the yellow line is marked 'Upper Laboratory Complex'; the red line is marked 'Access to Lower Laboratory Complex'.

There is a security checkpoint identical to that at (54), but this one is blackened and burnt. 3x charred human bodies lie here.

Occupants: See below.

Best Defence?

At the corridor to the lower labs (West), there are signs of another battle. Spent shell casings litter the floor, and 2 sentry guns lie on their sides, their gun barrels crumpled and crushed by a powerful force. In front of the guns lies the upper torso of a security guard's corpse. His legs are nowhere in sight. He is charred and burned.

Spot Hidden: beyond the corpse and the auto guns, the walls, ceiling and floor of the corridor have a strange features about them – they have ripples, like in water. Its almost as if for a split second, everything became liquid.

Unearthly Guardians

Blocking the corridor to the Laboratory Complex (South) are 2 Type II Interlopers.

Zombies

6x Type I Zombies mill about in the corridor leading to the locker rooms.

57. Personnel Recreation Rooms

Tables, chairs, drinks & snacks vending machines, computer consoles, microwave, magazines, etc.

Occupants: None.

58. Locker Room:

Rows of lockers and low benches fill this room. Each locker has the name of a member of the science team. Including: Professor Shirow, Doctor Carpenter, Professor Kurosawa, Professor Ashton-Smith.

Spot Hidden: there is a great deal of dried blood on the floor in the middle of the room.

Occupants:

6x Type I Zombies.

59. Equipment Store

Hanging up in here are 6x Environment Suits. In a first aid box on the wall are 3x medkits and another box next to it holds 6x cellpacks for the environment suits (can easily be used for weapons though).

Occupants: None.

60. Showers

Occupants:

2x Type I Zombies.

61. Entrance to Lab Complex

At the end of this corridor lies the upper laboratory complex, comprising experimental weapons research, medical research and Matter Transmitter research. The corridor ends at three airlock entrances; one to the left (Extraterrene Matter Vault), one straight ahead (Experimental Weapons Testing) and one to the right (MedLab). A security code and retina scan is required here normally, but something appears to have shorted out all the circuitry. (Electronics roll at -10% to run a security bypass). The airlocks contain emergency respirators, environment suits and medkits.

Occupants:

Sat blocking the way to these airlocks are 2x Sarges and 2x Grunts.

62. MedLab

The airlock opens into a large, open-plan room. All surfaces in here are white plastics or polished metals. There are desks, examination couches, wheeled multi-level trays of medical instruments, computer consoles, positional lighting on large metal 'arms'. There is a reinforced plexi-glass window in the east wall looking into what looks like an operating theatre.

Spot Hidden: through the window, a pair of legs can be seen sticking out from behind the operating table, and medical instruments are scattered about on the floor. Splashes of dried blood fleck the window's other side.

Occupants: None.

63. Theatre

Operating table in middle of room. Semicircular section of wall at the head of the bed houses the interface for the research facility medical computer. Beside in stands a deactivated medical orderly. A tray of medical instruments is scattered across the floor.

Search: The corpse is that of Dr Nogura. He appears to have been strangled with a length of cable, and has a scalpel clutched in his hand. His face is a terrible colour, and dried, congealed blood covers his chin and neck. In his pocket he has a data pad. Most of the files are encrypted, but the latest entry still sits on the screen. It is in Japanese.

NEW HORIZON, scenario pack EX1.2

Occupants: None.

The Data pad

"Subject HF13 – converted adult female. Age approximately 23 years. Caucasian – origin probably Federal Europe. Recovered by Bravo Team on 15/01/71 (that's 2271) during recon mission into what Colonel Sizemore likes to call 'The Ebon Fortress'.

Exploratory surgery commencing as of ... 22:16 hrs."

64. Outer Office

A small reception area/office. It is in disarray, with chair and desk overturned. Bloody handprints are smeared on the door to Dr Nogura's private office.

Occupants: None.

65. Dr Nogura's Office

The desk is covered in smeared congealed blood and most of its contents have been knocked onto the floor. A map of the level is on the wall behind the desk. Plus photos of the doctors friends and such stuck up on a bulletin board.

Search: Behind the bulletin board is an electronic safe. An Electronics roll at ½ chance will open the safe. Inside the safe are some computer disks, some papers covered in some unintelligible equations (Idea roll: quantum physics combined with temporal displacement theory) and two stasis jars containing Parasites successfully removed from their human hosts. There is also a blue security key and a pistol.

Occupants:

Hiding underneath the desk is a naked female, hands covered in dried blood, armed with the equivalent of a vibro-blade. She is a Zombie Type II.

66. The Cryo Vault

Heavy pressurised door leads into a decontamination airlock. Hanging in here are 3x Environment Suits. The inner door is marked 'Project Hermes Morgue: Top Secret Authorised Personnel Only Beyond This Point'. To open the inner door the PCs require the blue security key from Dr Nogura's office (65).

As the inner door slides apart, there is a hiss of escaping air. The external temperature gauge on the PCs suits drops to nearly freezing. The cryo-vault is dark and cold, and everything is covered in a fine layer of frost. The only light comes from a computer console in an office off to the left of the door. Directly ahead is a long chamber with polished metal walls and a tiled floor. Into the side walls are metal drawers, some with a blinking computer readout. There are 30 drawers, 7 of which contain corpses (according to the readouts).

The Office

From the computer console in here, the emergency lighting can be activated, revealing the vault properly to the PCs. Also on the computer is a password protected

(Computer – 20%) file entitled 'Guest List'. This has details on the current 'residents' in the cryo-vault.

The Guest List

- **Drawer 3:** (male) Gunnery Sergeant Fujita 20889912-H. 2nd degree burns 67% coverage. Died during surgery. Project Hermes Recon.
- **Drawer 8:** (male) PFC Hoshi 21018815-H. Multiple GSW. DOA. Project Hermes Recon.
- **Drawer 9:** (male) PFC Winter 20988316-H. 3rd degree burns 88% coverage. DOA. Project Hermes Recon.
- **Drawer 13:** (female) Cpl Kitao 21029918-H. Multiple cranial fractures and shrapnel wounds. Died during surgery. Project Hermes Retrieval.
- **Drawer 18:** (male) PFC Westerman 20912217-H. Cause of death: at this time unknown. DOA. Project Hermes Retrieval.

It's in the later pods that things start to get really interesting:

- **Drawer 22:** Subject HM12 – converted adult male. Age approximately 31 years. Caucasian – origin probably Western UA. Recovered by Bravo Team on 15/06/08 during recon mission. Live spinal parasite specimen successfully removed during exploratory surgery.
- **Drawer 26:** Subject HM14 – converted adult male. Age approximately 34 years. Afro American – origin probably Western UA. Recovered by Bravo Team on 15/01/71 during recon mission. Spinal parasite irretrievable due to damage from small arms fire.
- **Drawer: 30:** Subject HX01 – Alien lifeform recovered by Bravo Team on 15/01/71 during recon mission. (it's a Ghast corpse).

67. Extraterrene Matter Vault

This is where Motokatsu-Kyono keeps the power-source for the Matter Transmitter device: nine dimensional matter. The room is large, and at it's centre stands a circle of containment rods, crackling with green energy. Within the field, a black, sphere can be seen floating about 2m from the floor. This is nine-dimensional matter. The consequences of it escaping the containment field could be catastrophic, or possibly it could just disappear with a lacklustre 'pop'. I leave that to individual Keepers.

Search: At the top of a flight of stairs is a control room.

Occupants: None.

68. Weapons Research Lab

This is where MKC analyse test results from its experimental weapons programme, linked to Project Hermes. The room is filled with banks of computer servers, desks with terminals etc.

Occupants:

2x Grunts are trying to break down a door in the West wall.

69. Doctor Miyazaki's Office

Hiding under the desk in here is Doctor Miyazaki, one of the Project Hermes research team. She is a Japanese woman in her mid-40s. She is also quite insane, covered in the blood of her colleague Dr Carpenter, who lies disembowelled next to her.

Occupants:

Doctor Miyazaki.

70. Armoured Door

A security code and retina scan is required here. An Electronics roll combined with the help of either Doctors Miyazaki or Carpenter can open this door.

Occupants: None.

71. Experimental Weapons Testing Lab

Long chamber (approx 60m) that looks like a futuristic indoor shooting range. Along the north wall is a row of Lockers, containing medkits, overalls, protective eye goggles etc.

There are three shooting galleries, and at the far end of each is a chained Type I Zombie. All are in a state of disrepair. At the top of the farthest gallery is a fusion gun sat on a firing stand (easily detachable). The zombie at the end of this gallery has no legs – cut off by the fusion gun.

Occupants:

3x chained Type I Zombies.



KEEPERS INFORMATION 10

The Secret Research Facility: Sub Level 2 (Map 7)

72. Final Approach

The Lift opens out into a chamber lit only by the crackling blue energy that is arcing between two ruptured power conduits, blocking the way to a corridor that leads north. PCs can attempt to crawl under the arcing energy but must make a Luck roll. If they fail, they are struck by a tendril of energy, dealing 2d6 damage.

Occupants: None.

73. The Collapse

The corridor has partially collapsed here. It will not fall, but serves more as a tension builder – will the corridor collapse and trap them beneath the Lunar surface for all eternity?

Occupants: None.

74. Entrance to the Matter Transmitter

Lab Large blast doors stand open here. Beyond is the outer Matter Transmitter lab. The lighting inside flickers constantly, half revealing shadowy shapes.

Occupants: None.

75. Matter Transmitter Lab

25m across, this large room is filled with crates of equipment, power cables etc. Wide flights of steps lead N/S, and to the east stands a huge set of blast doors.

Occupants:

Hiding in the shadows are 2x Type I Interlopers and 1x Type II Interloper. They will attack as soon as more than 2x PCs enter the room.

76. Observation Gallery

A huge TV Portal screen covers the N wall of this chamber. Around it are rows of desks, each with a computer console. From here, MKC staff can watch a high-definition real-time video feed from the Matter Transmitter chamber. The screen currently shows static.

Occupants:

Doctor Kurosawa has been strung up from an overhead conduit. He is quite dead. Below him, 4x Type I Zombies try to reach his dangling feet.

77. Computer Room

This room contains the interface for AIKO, the Project Hermes administration computer. AIKO is only intelligent within certain parameters – it cannot aid the PCs beyond providing access to onsite systems (like the outer defences, for example – Keepers may want to provide an 'onscreen' hint for PCs), and information about the

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Matter Transmitter. AIKO can attempt to shut it down, but this action will fail – unrecognised system error – AIKO will say Matter Transmitter can only be shut down at source, from the controls in the chamber itself.

Restricted information (secret project files) requires a retina scan and access code.

Occupants: None.

78. Entrance to the Matter Transmitter Chamber

Huge double set of armoured blast doors. They appear to be malfunctioning – severed cables spark and hiss as the outer doors repeatedly try to close, but fail.

79. The Matter Transmitter Chamber

Read the following boxed to the players:

You step into a vast, octagonal chamber, the ceiling of which is lost in a jumble of power conduits, cables and machinery. Around the centre of the room stand 8 towering power transformers, between which raw energy crackles in bright green coruscating arcs.

In the centre of these monolithic structures is the Matter Transmitter: a pulsing orb of blackness, about 5m in diameter, across the surface of which green electricity plays.

As you watch, there is a sudden surge in the energy being generated by the transformers. The energy arcs out to the Matter Transmitter, which glows brilliantly. As it dims, you become aware that something has stepped from beyond...

Towering 5m high, it is a lumbering horror from your darkest nightmares. It's dirty white fur and scythe like claws are stained with the blood and gore of it's victims. It opens it's fanged mouth and lets out a bellowing roar.

Behind it, the Matter Transmitter begins to flare again, and the shadowy outlines of a second creature appear...

Occupants:

The PCs have 2x Shamblers to contend with while trying to shut down the Matter Transmitter. Each round after the first, there is a 50% chance something else will emerge from the Matter Transmitter. Roll on the following table to see what crosses from beyond:

01-30	2d4 Ghosts emerge
31-70	1d3+1 Type I Interlopers emerge
71-90	1d2 Type II Interlopers emerge
91-00	Another Shambler emerges

The Matter Transmitter can only be shut down by disengaging the main power coupling on the far side of the chamber, which provides the power which keeps the portal open. Once the power coupling is cut, a serene female voice (AIKO) will begin speaking:

Warning: the primary power coupling has been compromised. Commencing emergency Matter Transmitter shutdown procedure. All personnel evacuate the Matter Transmitter chamber immediately. All personnel evacuate the Matter Transmitter chamber immediately.

Within 60 seconds, the inner doors to the Matter Transmitter chamber will begin closing. Once closed, security overrides prevent them being opened again until the shutdown has completed.

As the portal closes, there is a burst of lethal cosmic radiation. Any living matter still inside the chamber when this happens is killed instantly. There is no saving throw.

KEEPERS INFORMATION II

End Game

If the PCs manage to shut down the Matter Transmitter within the time given, they can immediately contact the MiliSci taskforce standing by at the edge of the Tsiolkovsky Crater. They will be picked up from outside the research facility.

Award 2d6 SAN to anyone who makes it. Just another day at the office....

THE END.

ACKNOWLEDGEMENTS

Locations at Tsiolkovsky Base inspired by 'Scourge of Armagon' – a mission pack for the PC game Quake, by Id Games.

Layout of the surface dock are inspired by Clavius Base from the Stanley Kubrick film 2001.

Creatures and mission objectives inspired by both Doom and Quake, two excellent computer games from Id Games.

APPENDIX A: DRAMATIS PERSONAE

That's monsters to you and me!

Stats for the foes the players will encounter as they fight their way towards the secret research base...

PARASITE

Extra-terrene demonic creature

Extra-terrene brain-suckers, resembling large beetles with bloated abdomens. Parasites are the first wave of the invasion. They are numerous and their primary goal is to attach to a suitable host, rendering the unfortunate individual a mindless zombie-like being.

STR: 03 Move: 2
CON: 06 HP: 7
SIZ: 01 Dex SR: 2
INT: 02
POW: 03
DEX: 16
HF: 0/1 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	50	+0	1d3+1*

*When a bite attack succeeds, the parasite injects a probe into the victim's spinal cord, which bifurcates and grow and spread throughout the host, whereupon it takes control of the victim's body. Each round after the probe is inserted the victim loses 1d3 total HP and must make a CONx1% roll to be able to do anything other than writhe around in agony. Once the victim dies, the corpse animates as a Type I Zombie. After 1d3+1 hours, it becomes a Type II Zombie.

Armour:

None.

ZOMBIE, TYPE I

Undead corpses of non-military personnel

The corpses of non-military personnel at the Test Facility who have been recently animated by a Parasite. The Parasite has not yet established fine motor control, and as such Type I Zombies shamle and stagger. Zombies only know how to kill. They do not know the concept of surrender or retreat.

STR: 14 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 09
POW: 12
DEX: 05
HF: 0/1d2 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Claw	1	30	+0	1d3+1d4
Bite	1	40	+0	1d3+1*

*Poison causes extra 1d10 damage unless CONx5% rolled.

Armour:

Most have 1AP clothing, some wear Flat Jacket (4AP).

Notes:

Zombies cannot die or be incapacitated – only be hacked or blown apart. Projectile weapons deal a maximum of 1 HP damage after armour is penetrated. Zombies eventually regenerate if only knocked to the ground (zero hit points without being destroyed). Their poison bite causes extra 1d10 damage unless CONx5% is rolled.

ZOMBIE, TYPE II

Customized serial killers

After several hours, the Parasites are able to control a host body with much greater dexterity, allowing actions such as aiming and firing projectile weapons. Their corpses have had probes inserted into their pleasure centres, wired up so when they kill someone, they get paroxysms of ecstasy.

STR: 14 Move: 3
CON: 14 HP: 26
SIZ: 12 Dex SR: 3
INT: 09
POW: 12
DEX: 10
HF: 1/1d3 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	45	+0	1d10+2
Bite	1	40	+0	1d3+1*

*Poison causes extra 1d10 damage unless CONx5% rolled.

Armour:

Most have 1AP clothing, some wear personal body armour (4AP).

ZOMBIE, TYPE III ('GRUNT')

Undead soldier

Essentially Type II Zombies, Grunts were MKC corporate soldiers before they died, so are outfitted with better armour and have nastier weapons.

STR: 16 Move: 3
CON: 15 HP: 28
SIZ: 13 Dex SR: 3
INT: 11
POW: 12
DEX: 14
HF: 1/1d3 first time seeing one.

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ATTACKS:	ROF	A%	PV	DAM
ACR Cmbt Rifle	3/5/10	45	+0	2d8+2
Combat Shotgun	3	45	+0	4d6+2/2d6+1
Bite	1	40	+0	1d3+1*

*Poison causes extra 1d10 damage unless CONx5% rolled.

Armour:

Riot Armour (6AP) or Combat Armour (8AP)

ZOMBIE, TYPE IV ('SARGE')

Undead soldier, minion of evil

Essentially Type III Zombies, Sarges were the leanest and meanest of the MKC corporate soldiers before they died, so are outfitted with better armour and have even nastier weapons than the Grunts.

STR: 16 Move: 3
CON: 15 HP: 28
SIZ: 13 Dex SR: 3
INT: 11
POW: 12
DEX: 14
HF: 1/1d3 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
M29 TAR	3/5/10	60	+2	2d8+2
M56 Smart Gun	FA/A5	80	+2	2d6+4
Plasma Gun	3/5/10	80	+6	2d8+2
Bite	1	40	+0	1d3+1*

*Poison causes extra 1d10 damage unless CONx5% rolled.

Armour:

Combat Armour (8AP) or Battle Armour (10AP)

GHAST

Lesser independent race

Ghosts inhabit caverns where sunlight never comes. These have arrived in our dimension from another, attracted by the smell of blood.

STR: 23 Move: 10
CON: 14 HP: 40
SIZ: 26 Dex SR: 3
INT: 04
POW: 11
DEX: 13
HF: 0/1d8 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	40	+0	1d10
Claw	1	45	+0	1d6+2d6

Armour:

None.

Skills:

Dodge 35%, Stealth 70%.

INTERLOPER, TYPE I

Extra-terrene demonic creature

One of the extra-dimensional invaders, Interlopers are horrible, squamous creatures: part reptile, part insect, part batrachian, and all nightmare.

STR: 30 Move: 4
CON: 30 HP: 60
SIZ: 30 Dex SR: 2
INT: 08
POW: 14
DEX: 16
HF: 1d3/1d6

ATTACKS:	ROF	A%	PV	DAM
Tongue	1	50	+0	1d6+2*
Bite	1	40	+0	1d10+2d6
Claw	1	45	+0	1d6+2d6

*The Interloper can climb walls and grip to ceilings like a gecko. It has a prehensile tail, and a tongue that is coated in small poisoned barbs (POT10 poison). It also sheds Parasites from an egg sack under its tail. Type I Interlopers can also jump 20m vertical and 30m horizontal

Armour:

Tough skin (6AP)

INTERLOPER, TYPE II

Extra-terrene demonic creature

One of the extra-dimensional invaders, Interlopers are horrible, squamous creatures: part reptile, part insect, part batrachian, and all nightmare.

STR: 30 Move: 4
CON: 30 HP: 60
SIZ: 30 Dex SR: 2
INT: 08
POW: 14
DEX: 16
HF: 1d3/1d6

ATTACKS:	ROF	A%	PV	DAM
Spit	1	50	+0	2d6*
Bite	1	40	+0	1d10+2d6
Claw	1	45	+0	1d6+2d6

*acid saliva causes 2d6 damage and has range of 3m – this damage destroys any armour it hits. The Interloper can climb walls and grip to ceilings like a gecko. It has a prehensile tail, and a tongue that is coated in small poisoned barbs (POT10 poison). It also sheds Parasites from an egg sack under its tail. Type II Interlopers can also jump 10m vertical and 10m horizontal.

Armour:

Tough chitinous hide (6AP)

SHAMBLER

Living Nightmare

Towering 5m high, Shamblers are lumbering horrors from the darkest of nightmares. Their dirty white fur and scythe like claws are stained with the blood and gore of it's victims.

STR: 50 Move: 8
CON: 50 HP: 90
SIZ: 40 Dex SR: 3
INT: 18
POW: 20
DEX: 10
HF: 1d4/1d10

ATTACKS:	ROF	A%	PV	DAM
Appearance	1	Auto	n/a	*
Lightning	1	80	+0	4d6**
Claw	2	80	+0	1d6+4d6
Bite	1	50	+0	1d10+4d6

*Upon seeing a Shambler, all PCs must roll POW vs. POW or feel an overwhelming wave of fear wash over them. They will have to retreat and be unable to make any offensive moves for 2d6 MR.

**Once a round, a Shambler can fire an arc of lightning from between it's claws. It cannot perform it's claw attacks in the same combat round if it wishes to do this. Any armour struck by the lightning is destroyed. All electronic gear carried by the victim is fried and useless. Knockback rules apply.

Armour:

Blood stained furry hide (10AP)

APPENDIX B: SAMPLE PREGENS

Some ideas for player characters to be used with this adventure

GUNNERY SERGEANT CORTEZ

The Sarge, male aged 34

STR: 16 (24) Move: 3
CON: 16 HP: 33
SIZ: 17 Dex SR: 3
INT: 14 DB: +1d6 (+2d6)
POW: 13 SAN: 45
DEX: 15
APP: 12
BRA: 17

Armour:

UEAF Stealth Assault Suit 'Raptor' 7pts

Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

Skills:

Dodge: 65, Listen: 65, Drive: 30, Spot Hidden: 45, Throw: 50, Unarmed Combat: 60, Handgun: 60, Rifle: 70, Shotgun: 60, Computer Operation: 30.

Notes:

Cortez is a soldier's soldier. A career NCO through and through, he knows his job and makes sure all his team knows theirs too. Doesn't mind a bit of back-chat, but never in front of brass.

CORPORAL CHEN

The Corporal, female aged 32

STR: 14 (21) Move: 3
CON: 16 HP: 30
SIZ: 14 Dex SR: 2
INT: 13 DB: +1d4 (+1d6)
POW: 16 SAN: 65
DEX: 17
APP: 14
BRA: 17

Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

Skills:

Dodge: 75, Listen: 45, Drive: 20, Spot Hidden: 65, Unarmed Combat: 55, Handgun: 65, Rifle: 80, Shotgun: 40, Computer Operation: 25.

Notes:

Chen is the 2nd in command of Striketeam Charlie, and is also the team comtech. She and Cortez have a good working relationship. This is their 17th mission together as members of Tactical Group 8.

PFC HOLLISTER

The Combat Engineer, male aged 28

STR: 15 (21) Move: 3
CON: 17 HP: 32
SIZ: 15 Dex SR: 2
INT: 15 DB: +1d4 (+1d6)
POW: 13 SAN: 50
DEX: 16
APP: 13
BRA: 15

Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

Skills:

Dodge: 55, Listen: 35, Drive: 20, Spot Hidden: 35, Unarmed Combat: 65, Handgun: 55, Rifle: 65,

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Demolition: 70, Computer Operation: 35, Electronics Comm: 55, Chemistry: 30, Physics: 30.

Notes:

As the specialist in charge of engineering and demolitions under combat conditions, Hollister is the man in charge of the nuclear device. He is also responsible for blowing things up using a variety of explosive devices.

PRIVATE PETROVICH

The Medic, male aged 26

STR: 13 (19) Move: 3
CON: 14 HP: 29
SIZ: 15 Dex SR: 2
INT: 17 DB: +1d4 (+1d6)
POW: 16 SAN: 60
DEX: 17
APP: 15
BRA: 16

Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

Skills:

Listen: 40, Stealth: 40, Spot Hidden: 55, Unarmed Combat: 35, Handgun: 55, Rifle: 45, Computer Operation: 35, Electronics Comm: 35, Data Analysis 55, Medicine 60, First Aid 75.

Notes:

Petrovich is the team medic. He is a quiet man and privately religious. The health and wellbeing of his teammates is his primary concern. He will also try to aid others, provided it does not put Charlie Team in danger.

PRIVATE CHAVEZ

The Sniper, female aged 28

STR: 14 (21) Move: 3
CON: 15 HP: 28
SIZ: 13 Dex SR: 2
INT: 13 DB: +1d4 (+1d6)
POW: 15 SAN: 45
DEX: 17
APP: 13
BRA: 14

Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

Skills:

Listen: 60, Stealth: 60, Spot Hidden: 65, Unarmed Combat: 45, Handgun: 65, Rifle: 95, Computer Operation: 25, Electronics Comm: 45.

Notes:

Chavez talks to herself. In any other military unit other than the MiliSci Commando Division, she may have found herself receiving a medical discharge. Trouble is, she is too good at her job, and provided her little idiosyncrasies don't prevent her carrying out her mission objectives, her C.O. is willing to turn a blind eye.

PRIVATE BOHRS

The Heavy Weapons specialist, male, aged 27

STR: 18 (27) Move: 3
CON: 17 HP: 35
SIZ: 18 Dex SR: 3
INT: 13 DB: +1d6 (+2d6)
POW: 14 SAN: 65
DEX: 15
APP: 12
BRA: 15

Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

Skills:

Listen: 40, Stealth: 30, Spot Hidden: 45, Unarmed Combat: 55, Handgun: 40, Rifle: 50, Machine Gun: 55, Heavy Weapon: 65, Electronics Comm: 25.

Notes:

Youngest member of Striketeam Charlie, Bohrs often gets called 'the kid'. He may be the youngest, but almost 2m tall and almost 90kg of solid muscle, he most certainly isn't the smallest. He carries the squad support and heavy weapons.



APPENDIX C: HANDOUTS

INVESTIGATORS HANDOUT 1

Mission Equipment:

Team equipment can be divided up as the squad leader sees fit. Any extra items requested is at the Keeper's discretion.

COMMANDOS EQUIPMENT

- 1x SAS 'Raptor' Armour (8.0kg)
- 1x Compression Suit (neg)
- 1x Rebreather 24 hours air supply (5.0kg)
- 1x MedKit (0.5 kg)
- 6x Flares (0.5 kg)
- 1x Individual Marine Pack (IMP)
- 1x metal frame backpack (1.0 kg)
- 4x HE Grenades (1.0 kg)
- 2x Smoke Grenades (0.5kg)
- 1x Knife (0.5 kg)
- 1x IR Poncho (0.25 kg)
- 1x M11P Automatic Pistol w/2 magazines
- 1x M29 Assault Rifle w/5 magazines
- 1x Short range tac comlink
- 1x Locater Device
- 1x Identification Friend Foe (IFF) transponder

AEROSPACE PILOT KIT

- 1x Flight Fatigues and G-Suit
- 1x Compression Suit (4kg)
- 1x M3 Combat Armour (8AP)
- 1x MedKit (0.5 kg, only with First Aid Skill)
- 6x Flares (0.5 kg)
- 1x Knife (0.5 kg)
- 1x M11P Automatic Pistol w/5 magazines
- 1x M41 SMG w/5 magazines
- 1x Medium range comlink
- 1x Locater Device
- 1x Identification Friend Foe (IFF) transponder
- 2x HE Grenades (1 kg)
- 2x Smoke Grenades (1kg)

TEAM EQUIPMENT

- 1x Tactical nuclear device, with arming key and prefix code. The nominal explosive yield of the device is 25 kilotons.
- 1x Intelligence Computer – contains schematics of the Surface Loading Dock and the Storage Area. Also has information about the Lunar surface, Tsiolkovsky Crater, and how to shut down the Slipgate.
- 1x SATCOM (Communications Uplink)
- 1x Data Recorder
- 2x Inertial Tracker
- 1x Advanced Medical Kit
- 12x Rocket Pitons
- 1x Scanner
- 1x Comtech Toolkit
- 1x Demolitions Toolkit
- 1x M42 Gauss Rifle w/2 magazines
- 1x M56 Smart Gun w/2 magazines (10/20mm)
- 1x M71 SSW w/200rd drum magazine
- 1x M240 Flamethrower w/1 tank of fuel
- 1x M90 Grenade Launcher w/4 drums 2x HE, 1x Smoke, 1x Stun
- 2x Combat Shotguns w/2 drums of ammunition 1x standard, 1x baton
- 2x TASER pistols w/2 magazines each
- 1x Smart Missile Launcher
- 1x Smart missile pod per PC
- 1x Fibre optic camera
- 1x Thermal imaging camera
- 1x Laser cutter
- 1x pair of heavy wire cutters
- 1x Repair kit for compression suits.

INVESTIGATORS HANDOUT 2

Orbit 1: Luna ("The Moon") Class 3 Colony



Orbit Radius	362,600 km
Type	Desert
Density	0.6
Diameter	3476 km
Gravity	0.165 G



ATMOSPHERICS / ORBIT

Atmosphere	Vacuum
Pressure	0
Composition	
Orbital period	27.3 days
Rotational period	27.3 days

TEMPERATURE / SATELLITES

Polar	-127°C
equatorial	-53°C
Satellite	0

UNUSUAL FEATURES

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WATER

Water	Ice caps
% water	0
% ice	2
% clouds	0

MINERAL RESOURCES

Metal ore	12
Radioactive ore	2
Precious metal	0
Raw crystal	0
Precious gems	0

Description:

Luna, the natural satellite of Earth, is a large rocky body like the four inner planets, although it has only one-sixth Earth's gravity, no atmosphere, and no magnetic field. It was created 4.5 billion years ago when a giant asteroid struck Earth and blasted debris into space; this debris coalesced to form the moon. Luna is tidally locked with Earth, so the near side always faces Earth and the far side always faces away. There is no "dark side of the moon," really, as all areas get sunlight half the time, but as on Mercury, some deep craters near the poles are in permanent shadow. These were discovered to contain small ice deposits.

With no atmosphere to burn up incoming meteors, Luna has been an exposed target in a cosmic shooting gallery for billions of years. The Lunar landscape is dominated by overlapping impact craters. They range in size from a few feet across to the giant South Pole-Aitken Basin (2,200 km wide and 12 km deep) on the far side, the largest impact crater in the solar system. The Lunar landscape varies considerably between the near and far sides. Flat maria – giant asteroid impact craters whose surfaces were later smoothed over by basalt lava flows – cover one-sixth of Luna, and are concentrated on the near side. Most of the far side and much of the near side is made up of the lunar highlands, formed from interlocking large and small craters.

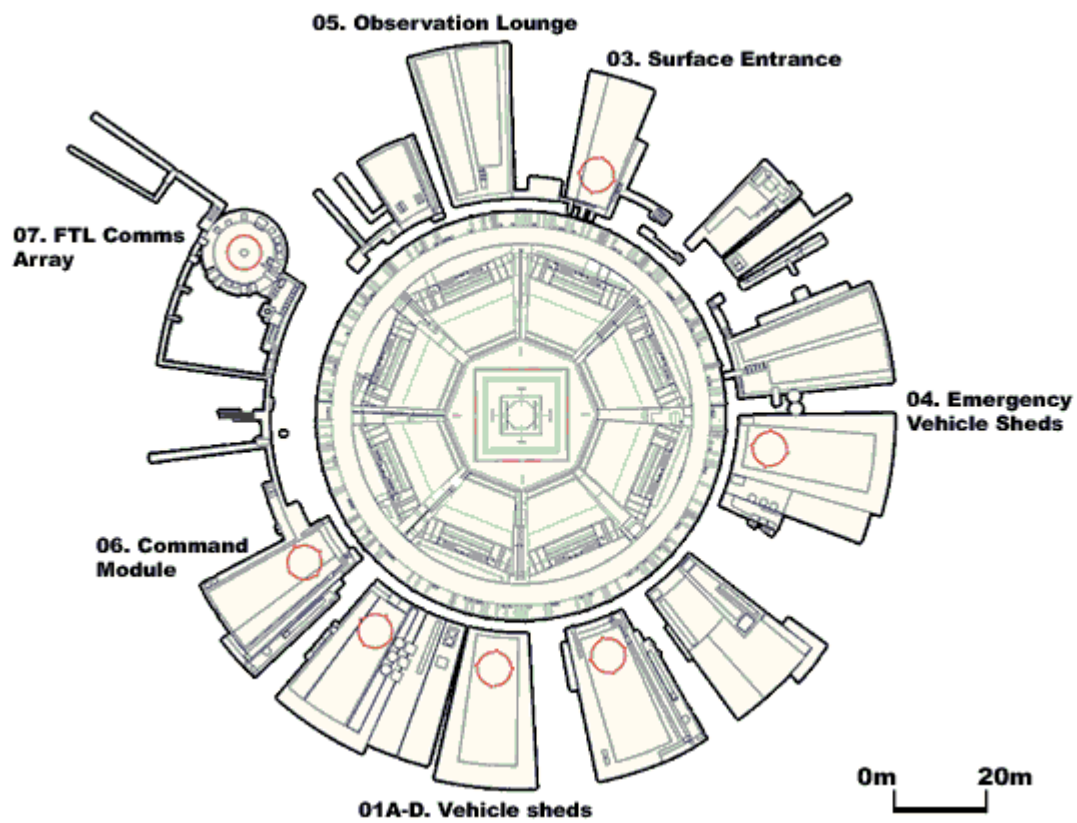
The Lunar surface is covered with regolith, a loose fine-grained material with two major components: dusty rock and mineral particles, and agglutinates, mineral and rock welded together by glass produced in meteor impacts. The regolith is exposed directly to the solar wind. This has seeded it with useful volatiles, including traces of both hydrogen and He-3. In addition, about half the mass of Lunar rocks is made up of oxygen, and there are also economically useful quantities of iron, aluminum, and titanium. However, Luna is incredibly dry, with the only water ice being found intermixed with regolith on the north and south poles.

Luna's population prides itself on being a multinational cosmopolitan society on the cutting edge of Earth's technology. The major industries include He-3 mining (exporting it to Earth), ice and oxygen mining (for domestic consumption and export to Earth-Lunar stations), and heavy manufacturing, especially using processes considered dangerous or polluting on Earth. Much of Luna's infrastructure is owned by the large Japanese industrial combines MKC and Federated Boeing Interstellar. The importance of He-3 mining to the Lunar economy is declining due to competition with Saturn. The Lunar combines have diversified into manufacturing and tourism, but even so, there are fears that Luna may become an economic backwater.

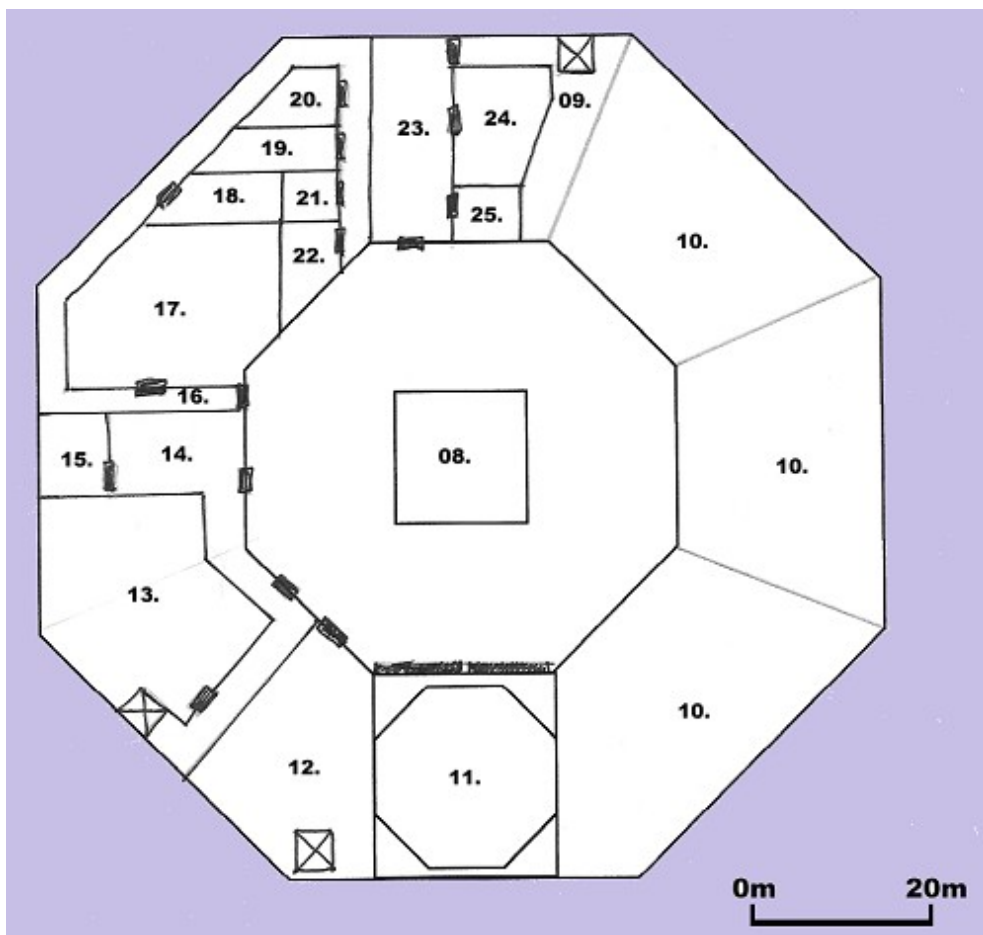
MAP 1: TSIOLKOVSKY CRATER



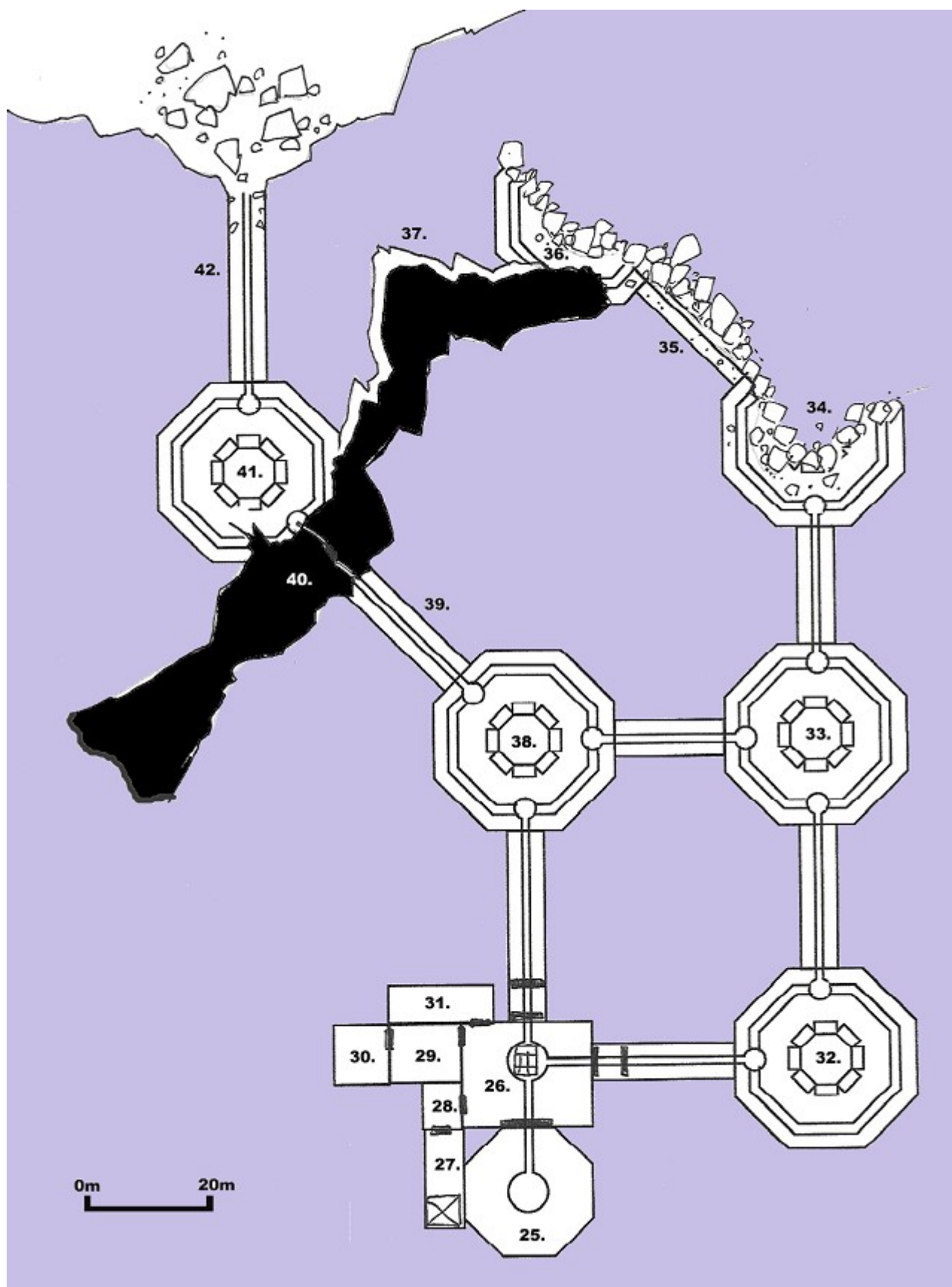
MAP 2: THE SURFACE LOADING DOCK



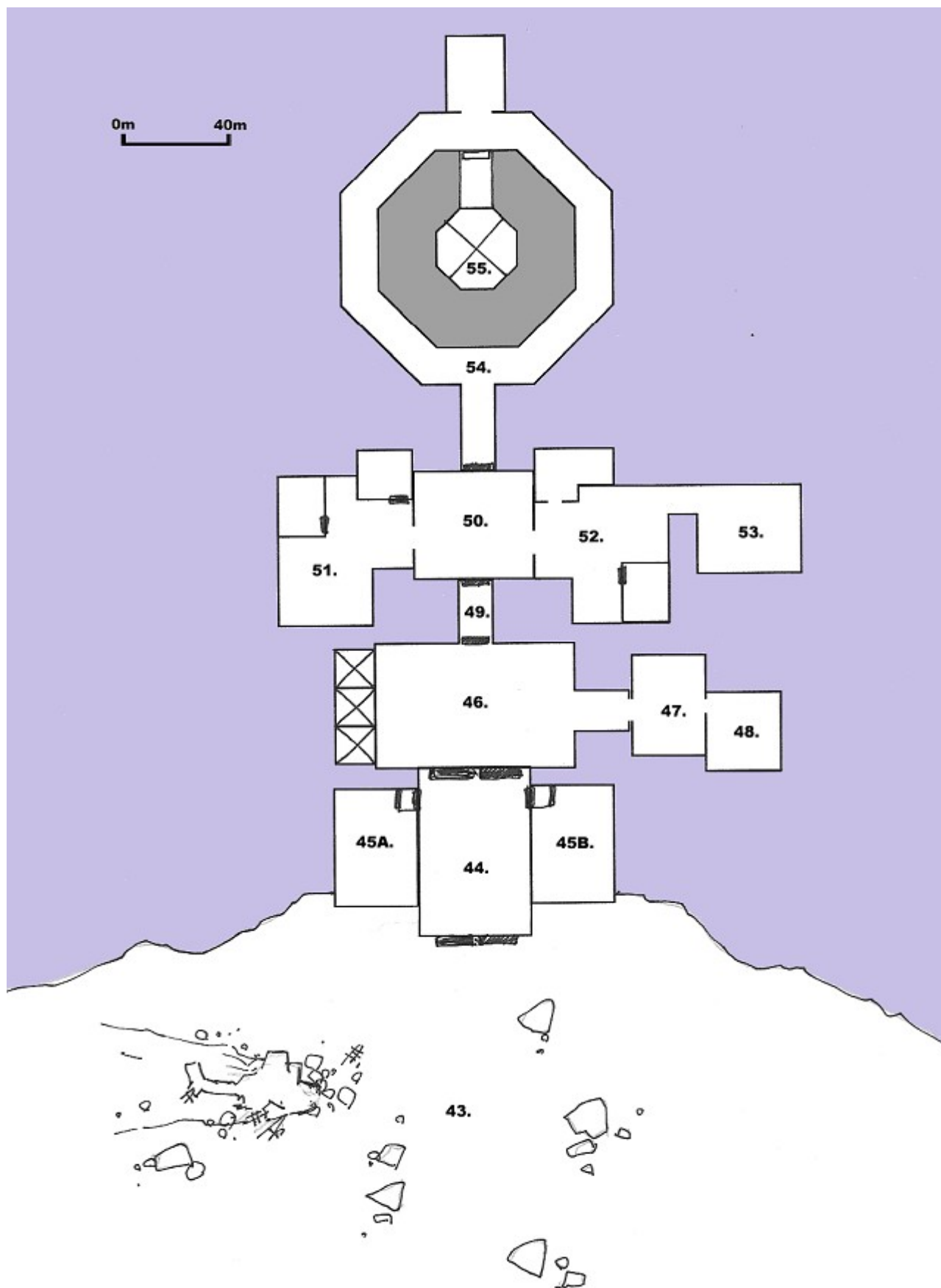
MAP 3: THE STORAGE AREA



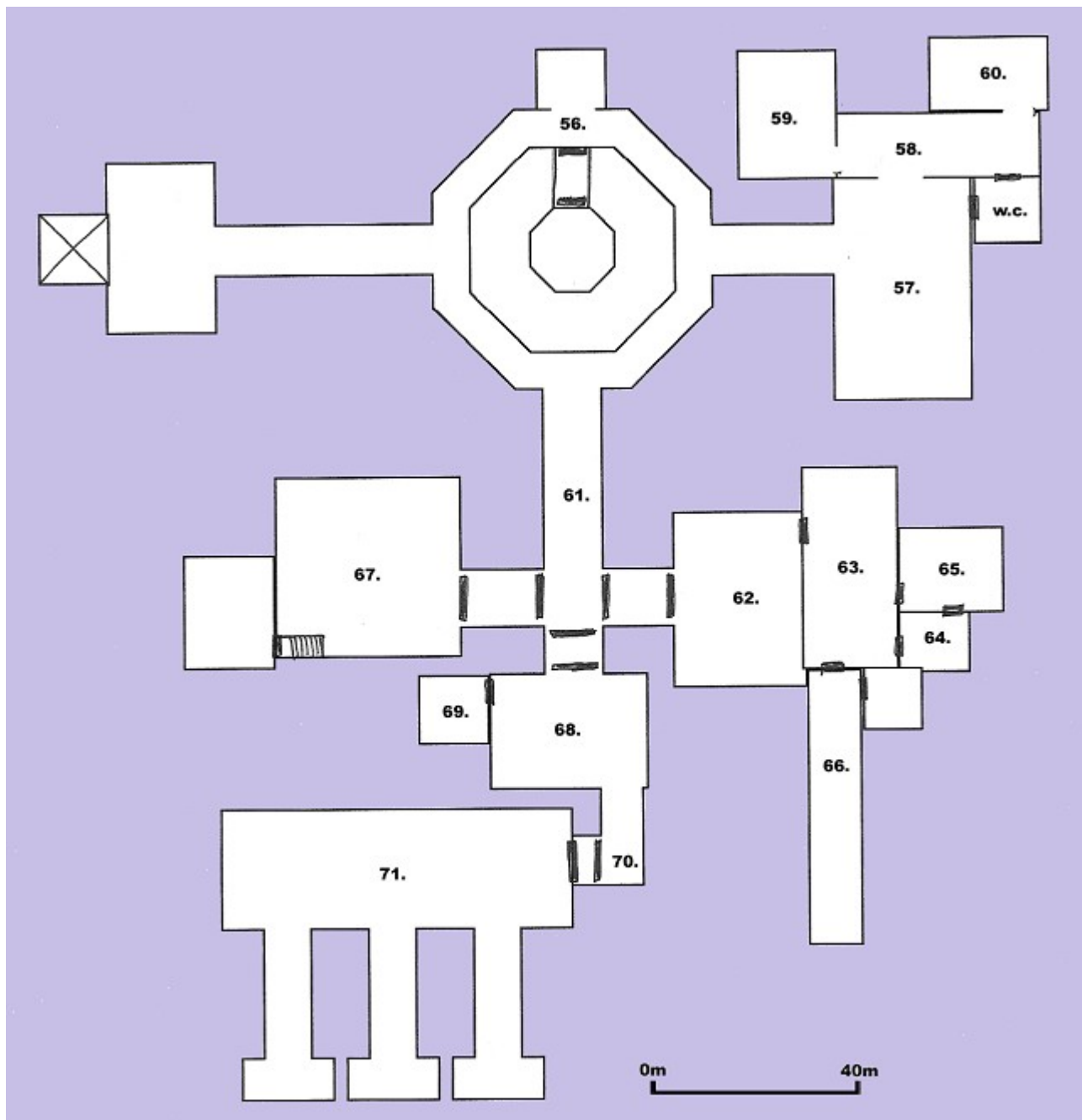
MAP 4: THE ABANDONED HELIUM-3 MINE



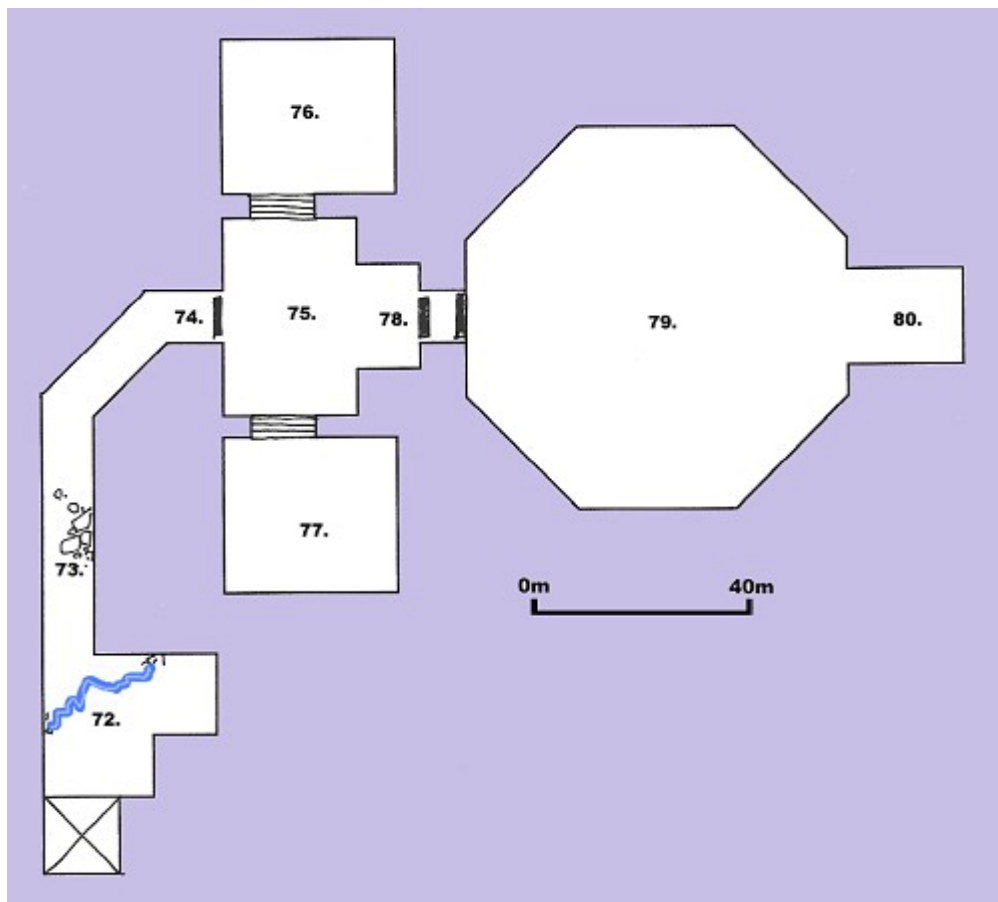
MAP 5: THE RESEARCH FACILITY - GROUND FLOOR



MAP 6: THE RESEARCH FACILITY - SUB LEVEL 1



MAP 7: THE RESEARCH FACILITY - SUB LEVEL 2



Collaborative Open Source Horror Roleplaying In the 23rd century



NEW HORIZON

Questions and comments on our web-based Git-repository manager

<https://gitlab.com/NHcthulhu/NewHorizon>

always contains the latest release

NEW HORIZON 4.5

NAME _____		Characteristics & Rolls		Hit Points																									
Race _____ Gender _____		STR _____ Effort roll _____ %	Major Wound _____																										
Birthplace _____ Grav. field _____		CON _____ Stamina roll _____ %	DEAD (— _____)																										
Age _____ Height _____ Weight _____		SIZ _____ Damage Bonus _____	0 01 02 03 04 05																										
Profession _____ Wealth _____		INT _____ Idea roll _____ %	06 07 08 09 10 11																										
Employee _____ Rank _____		POW _____ Intuition roll _____ %	12 13 14 15 16 17																										
INSANITIES Temp. Insane _____ Indef. Insane _____		DEX _____ Agility roll _____ %	18 19 20 21 22 23																										
_____		APP _____ Charisma roll _____ %	24 25 26 27 28 29																										
_____		BRA _____ Fortitude roll _____ %	30 31 32 33 34 35																										
PLAYER _____		MOV _____	36 37 38 39 40 41																										
Skills																													
Combat bonus (____) _____		Mental bonus (____) _____		Perception bonus (____) _____																									
☐ Airborne Assault (01%) _____ %		☐ Administration (10%) _____ %		☐ Alertness (10%) _____ %																									
☐ Brawl (25%) _____ %		☐ Appraise (15%) _____ %		☐ Alien Environments (01%) _____ %																									
☐ Garrote (15%) _____ %		☐ Anthropology (05%) _____ %		☐ Insight – psychology (05%) _____ %																									
☐ Gunnery (05%) _____ %		☐ Archaeology (05%) _____ %		☐ Listen (25%) _____ %																									
☐ Heavy Weapon _____ %		☐ Astrogation (00%) _____ %		☐ Orientation (10%) _____ %																									
☐ Martial Arts (01%) _____ %		☐ Astronomy (05%) _____ %		☐ Read Lips (01%) _____ %																									
☐ Powered Armour (00%) _____ %		☐ Biochemistry (05%) _____ %		☐ Recon (10%) _____ %																									
☐ Street Combat (05%) _____ %		☐ Biology (05%) _____ %		☐ Research (25%) _____ %																									
☐ Zero G Combat (00%) _____ %		☐ Chemistry (05%) _____ %		☐ Spot (25%) _____ %																									
Communication bonus (____) _____		☐ Computer Operation (05%) _____ %		☐ Survival (05%) _____ %																									
☐ Bargain (05%) _____ %		☐ Computer Program. (05%) _____ %		☐ Track (10%) _____ %																									
☐ Bribery (05%) _____ %		☐ Computer Security (05%) _____ %		Physical bonus (____) _____																									
☐ Command (05%) _____ %		☐ Data Analysis (05%) _____ %		☐ Climb (40%) _____ %																									
☐ Disguise (01%) _____ %		☐ Field Fortifications (10%) _____ %		☐ Combat Helicopter Pilot (00%) _____ %																									
☐ FastTalk (05%) _____ %		☐ First Aid (30%) _____ %		☐ Combat Driver (01%) _____ %																									
☐ Intimidation (10%) _____ %		Forbidden Science (00%) _____ %		☐ Combat Pilot (Atm.) (00%) _____ %																									
☐ Persuade (05%) _____ %		☐ Geology (01%) _____ %		☐ Contragravity Harness (00%) _____ %																									
☐ Seduction (10%) _____ %		☐ Hyper-Dim. Physics (00%) _____ %		☐ Dodge (DEX x2) _____ %																									
☐ Status (15%) _____ %		☐ Law (05%) _____ %		☐ Drive (_____) _____ %																									
☐ Torture (15%) _____ %		☐ Medicine (05%) _____ %		☐ EVA (05%) _____ %																									
Manipulation bonus (____) _____		☐ Occult (05%) _____ %		☐ Freerunning (05%) _____ %																									
☐ Armoury (01%) _____ %		☐ Other Language (01%) _____ %		☐ Hide (10%) _____ %																									
☐ Combat Engineering (00%) _____ %		☐ Planetary Engineering (05%) _____ %		☐ Jump (25%) _____ %																									
☐ Conceal (15%) _____ %		☐ Physics (05%) _____ %		☐ Jump Belt (00%) _____ %																									
☐ Demolition (01%) _____ %		☐ Psychotherapy (01%) _____ %		☐ Low/Zero Gravity Ops (10%) _____ %																									
☐ Electronics Comm. (05%) _____ %		☐ Stardrive Engineering (00%) _____ %		☐ Marine Craft (10%) _____ %																									
☐ Electronics ECM (01%) _____ %		☐ Starship Battle (00%) _____ %		☐ Parachute Assault (00%) _____ %																									
☐ Electronics Systems (01%) _____ %		☐ Strategy (01%) _____ %		☐ Pilot Atmospheric (00%) _____ %																									
☐ Fine Manipulation (05%) _____ %		☐ Streetwise (05%) _____ %		☐ Pilot Aerospace (00%) _____ %																									
☐ Forensics (00%) _____ %		☐ Tactic (01%) _____ %		☐ Pilot Spaceship (00%) _____ %																									
☐ Forgery (05%) _____ %		☐ Xeno-Archeology (01%) _____ %		☐ Scuba (00%) _____ %																									
☐ Hardware (_____) _____ %		☐ Xeno-Biology–Ecology (01%) _____ %		☐ Stealth (10%) _____ %																									
☐ Heavy Machine (01%) _____ %		☐ Xeno-Medicine (01%) _____ %		☐ Swim (25%) _____ %																									
☐ Sleight of Hand (05%) _____ %		☐ Xeno-Zoology (01%) _____ %		☐ Throw (25%) _____ %																									
Sanity / Stability / Humanity																													
INSANE 0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21																								Power Points					
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46																								UNCONSCIOUS 0 01 02 03 04 05 06					
47 48 49 50 51 52 53 54 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72																								07 08 09 10 11 12 13 14 15 16 17 18					
73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98																								19 20 21 22 23 24 25 26 27 28 29 30					
FOCUS _____																													

NEW HORIZON 4.5

Melee Weapons							
Weapon type	Attack/Parry	damage	range	# attacks	length	hand	HP
☐ Fist (50%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
☐ Grapple (25%)	____ / ____ %	special	touch	1	close	2h	n/a
☐ Kick (25%)	____ / ____ %	1D6+db	touch	1	close	0	n/a
☐ Head (10%)	____ / ____ %	1D4+db	touch	1	close	0	n/a
☐ Brawl (25%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
☐ Garrote (15%)	____ / ____ %	1D6+db / round	touch	1	close	2h	n/a
☐	____ / ____ %						
☐	____ / ____ %						
☐	____ / ____ %						

Firearms							Armor	
Weapon type	weapon	ROF	damage	range	Ammo	Fail	Armor type	
☐ Handgun (20%)	_____	%					AP	_____
☐ Shotgun (30%)	_____	%					ENC	_____
☐ Rifle (10%)	_____	%					Rad. Shield	_____
☐ Machine Gun (15%)	_____	%						
☐ Heavy Wpns (10%)	_____	%						
☐ Energy Wpns (10%)	_____	%						

Nanoware		Bioware		
Nanoware type	augmentation	Bioware type	augmentation	SAN

[illegible]

Luck			OUT OF LUCK		0	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23								
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	89	90	91	92	93	94	95	96	97	98	99



A wide, panoramic view of a planet's horizon from space. The horizon is a bright, glowing blue line that curves across the frame. Above the horizon, the planet's surface is visible, showing a dark, textured landscape. The background is a deep black space filled with numerous small, distant stars. The overall scene is a dramatic and awe-inspiring depiction of the universe.