

A FIREWALL NANO OPS GRINDER

Firewall tracked an exsurgent package to an experimental food theater. Now the characters must intercept it before it infects thousands.

BACKGROUND

Gal Fiadré has established her culinary reputation on wildly exotic samplings and hot sauces so caustic they require an antidote soup course. To protect her secret recipes, she staffs her kitchens only with forks of herself, sleeved in her distinctive, wild-eyed, custom sensate morph.

Firewall has tracked two of her morphs returning from a renowned dealer in dangerous goods. Their operation confirmed Fiadré came away with a box containing biological samples potentially contaminated with a mind-altering exsurgent virus. Fiadré's courier rocket flew immediately to the Helm Hotel, a navy-blue aerogel and gilded structure jutting from the surface of Extropia, where Fiadré's restaurant, Grind, serves the wealthiest gourmands in the Belt. Tonight, Grind is closed to the public for a fundraising event. The entire station is in microgravity.

MISSION GOAL

The characters must stop the two smuggling Fiadrés and capture or destroy their infectious payload at any cost. The characters must not reveal they work for Firewall or the contents of the box, or the Firewall reconnaissance project may be jeopardized. Firewall has already prepared legal resources on Extropia to free the characters from arrest, but arrest will remove the characters from play for the remainder of the mission.

THE CHARACTERS

The recommended sample characters for this scene are the Firewall Rimward Ops team (Chi, Killjoy, Njál, Zahiri). For this mission, any characters in humanoid morphs may be cosmetically modified to look exactly like Gal Fiadré, at the player's discretion. The characters will have access to Firewall mesh overwatch (Infosec 65), who may provide status updates and hints.

The characters begin on Extropia, just outside of the Helm Hotel.

STAGE 1: RESERVATIONS

Firewall mesh overwatch confirmed Fiadré's private shuttle docked at Helm's service yard minutes ago. Two Fiadré morphs, carrying a single blue plastic crate, entered the service elevator to the restaurant. The characters are ordered to immediately intercept and neutralize both Fiadrés.

While there are several possible methods of entry, the easiest is the hotel entrance. The characters must pass through the hotel's weapon scanner, managed by a door attendant. Weapons may be smuggled in with an Infiltrate Test at -30 (no penalty for weapons which are Concealable). Characters may make special accommodations with guest services for a modest fee (a moderate @-rep, c-rep, or f-rep favor and an identity verification, which infomorphs or overwatch can hack) or leverage their disguises and a convincing cover story to get the hotel to authorize their weapons (requiring a Persuade or Deceive Test opposed with a WIL/SAV Check of 45). As the characters enter, they are each pinged on the mesh with a six-page standard-language contract and liability release defining the terms of their visit and rules of behavior. There is nothing of special concern in the contract, but guest services will flag and follow anyone who refuses to digitally sign.

FOYER

Grind is currently closed for a charity fundraiser and auction. Only invited guests and staff may enter, who are validated by their mesh IDs or a transponder-bearing invitation. The door is AV 8/12, DR 60. Characters may hack the hotel mesh to force it open or forge digital identities, or fast talk their way with guest services (requiring a Persuade or Deceive Test opposed with a WIL/SAV Check of 45; apply a +20 modifier if disguised as Fiadré. Past the doorway, a spiralling shaft with strands of floating lights leads upwards to the Diamond Room, the dining room for Grind. A locked security room has a service elevator leading to the kitchen area.

DIAMOND ROOM

The Diamond Room is a thirty by twenty meter ovoid room, with egg-shaped booths hosting the cream of Extropia's glitterati. One end is blocked off where art and artifacts float, bathed in spotlights. Five forks of Fiadré, all wearing their signature black chef's coat, carry spheres of flavors and smokes,

racks of transgenic pork espalier, chocolate cake espuma, and other delicacies. A ten-person security detail watches for any disturbances. A single door exits from the middle to the kitchen, and there are two sealed fire exits. Perceive Tests to locate the crate are at a -20 penalty due to the confusion and concealment in the room, but there is no blue crate present.

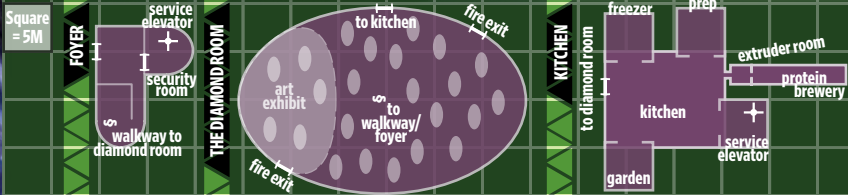
KITCHEN

The view into the kitchen is blocked by a gilded privacy wall. As characters turn the corner and pass through the doors, they see signs painted in multiple languages; "Gal Fiadré Only: Visitors Unwelcome" and characters find their connection to the station mesh blocked, terminating access to overwatch. To protect against espionage, wireless-inhibiting walls separate the kitchen's local network from the rest of the mesh. Give infomorph characters (such as Njal) a chance to ride with one of the characters across the threshold (once past, they may access the kitchen's mesh).

The main kitchen is fifteen by ten meters, with rows of floor-to-ceiling racks of appliances, many currently in use. Most exposed walls have transparent cabinet doors storing additional ingredients and tools. Narrow aisles between the racks and cabinets are barely wide enough for two chefs to pass. Six Fiadrés work around each other in the kitchen, speaking in a short-hand lingo common only to themselves and bursts of radio culinary chatter. Fiadré has a +20 bonus to Kinesics Tests made to recognize imposters (such as the characters, if they draw attention to themselves), and a +10 bonus to detecting the suspicious behaviors in either infected Fiadré. They will immediately set on anyone they see who is obviously not Fiadré. The racks of appliances have spaces characters can shoot through, and provide Armor of 6/4.

As the characters enter, they may make a Perceive Test at -20 to see two Fiadrés in the far corner, one carrying a blue plastic crate. One enters a side door for the extruder room with the crate. The other will stand watch. If it's clear they've been detected, the Fiadré watching will point out any visible Firewall sentinels as spies, launching all the other Fiadrés in the room to attempt to capture or kill them. The infected Fiadré will continue to sow confusion or delay the characters as long as possible.

There are four smaller rooms off the kitchen; an aquaculture garden, a freezer, a prep room, and the extruder. There is also a service elevator back into the hotel.



GRINDER

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EXTRUDER ROOM

The room is 2x2 meters and dominated by a machine festooned with nozzles and levers, capable of extruding any number of physics-defying foods. There is a small wall hatch leading to the protein brewery. The extruder is foaming a pink slime (the ice cream course, now exsurgent-contaminated). The PCs can manually unplug the machine, but must go through the hatch to confront the final Fiadré.

STAGE 2: DESSERT COURSE

From the extruder room, the characters enter Fiadré's private protein brewery. The room is ten by two meters, lined with 100-liter glass vats that bubble with custom protein brews. Fiadré is scooping gobs of pink slime from her box and introducing them to each vat.

If Fiadré sees the characters, she will attack. In addition, three of the vats will bubble out pink slime which will move with intention towards the characters.

TACTICS & COMPLICATIONS

The mission's focus is speed — if Fiadré infects more people, the mission fails.

STEALTH AND DISGUISES

Most of the rooms have lots of clutter, adding a +10 bonus to Infiltrate Tests. Fiadré is well-recognized, but characters need to impersonate her to drive the disguise home.

COMBAT TABLE

Roll 1d10 for game effects and 3d6 for pizzaz!

1d10 Result

- | | |
|------|--|
| 1 | The food is dangerously hot, cold, or spicy! (DV 1d6) |
| 2 | The tacky substance gums up machinery. On a superior failure, a device is rendered useless until cleaned (non-combat action) |
| 3 | Canister ruptures under pressure. Character suffers shock effect |
| 4 | Food is highly combustible: DV 1d6, area effect |
| 5-6 | Food explodes in the area, blocking vision: -20 for all vision-related tests |
| 7-10 | Food is delicious! No other effect |

1d6	Color	Flavor	Matter
1	Red	Berry	Foam
2	Pumpkin	Pepper	Wafers
3	Amber	Curry	Protein Composite
4	Chartreuse	Pastry	Vapor
5	Silver	Ravioli	Gazpacho
6	Transparent	Chicken	Gel

MESH

The hotel is meshed and automated. Hackers that can beat the Firewall of 60 can gain access to the security system and an array of customer-service bots. The kitchen is full of destructive mesh-enabled tools for any hacker capable of disabling their safety protocols. GMs are encouraged to be creative and lenient with player improvisation.

COMBAT

Grind is a cluttered microgravity environment — should combat break out, stray shots will rupture food, machines, and bodies. Floating flans, oils, and entrails may interfere with vision and movement. Roll on the Combat table for effects of stray shots, adjusting results as appropriate.

Gal Fiadré (11 + 2 infected)

Text on dark purple applies to Infected Fiadré only.

Morph: Sensate

Initiative: 9 • **Fray:** 40 • **AV:** 4/2 **6/5**

WT: 7 • **DUR:** 35 • **DR:** 53

Threat Pool: 2/4 (Group)

Ginseng Vibroblade (DV 1d10 + 1d6, Armor-Piercing), **Cooking Torch** (DV 1d10, Reach), **High-Pressure Cooking Oil Hose** (SS, Ammo 5, Range 10, Blinding, Cone Area Effect, Flammable), **Holdout Pistol** (DV 1d10 + 1d6, SA/BF, Ammo 9 + 1, Range 25, Concealable)

Perceive: 60

Move: Walker (Medium 4/20)

COG: 20 **INT:** 25 **REF:** 20 **SAV:** 15 **SOM:** 10 **WIL:** 15 **45**

Skills: Exotic Skill: Cooking Tools 60, Free Fall 60, Guns 30, Kinesics 50, Melee 80, Persuade 50 **Psi 50**

Ware: Chem Sniffer, Endocrine Control, Enhanced Pheromones, Enhanced Smell, Prehensile Feet, Scent Alteration, Toxin Filter

Roleplaying: Fiadré is a boisterous, hyperactive, demanding personality with a wild-eyed obsession with feeding her customers. Fiadré will flee any conflict in the dining rooms, but will fight to the death to defend her secret recipes in the kitchen. She will believe other forks of herself, which infected Fiadré will use to her advantage. She will use her pistol at long range and will turn to whatever cooking implement — culinary MASERs, immersion blenders, anti-griddles — is at hand in melee. With a Persuade Test at -20 (against her WIL Check of 45), characters may be able to convince Fiadré to assist them against her infected sisters.

Psi Sleights: Mindlink, Nightmare (DV 2d10, +1d6 per superior success), Spam (-10 to all actions for 3 action turns, an additional -10 per superior success), Subliminal (target must carry out one implanted suggestion)

Roleplaying: There are two infected Fiadrés carrying a single crate of pink slime (see *Dessert Course*). They will seek to avoid capture and infect as many other people as possible. They themselves are not infectious.

RESOLUTION

If the characters do not stop Fiadré from infecting her clientèle, they have failed the mission. With Firewall unprepared to contain it, the infection will spread rapidly. Several thousand will die from the initial wave, and several hundred more from the backlash of armed paranoia that follows.

Fiadré reached a more advanced infection than anticipated. The characters may invite some cross looks for uncouth gun fights, but as long as Fiadré is stopped, Firewall will declare the mission a success.

Pink Slime

Stress Test: 1D6 - 2 • **Morph:** Slime (Ooze 3)

Initiative: 5 • **Fray:** — • **AV:** —

WT: 10 • **DUR:** 50 • **DR:** 75

Threat Pool: 1

Squirt (DV 1d6, Range 5, biomorphs take SV 1d10 and must make a SOM Check or become infected — become exsurgent NPCs in 1d10 minutes).

Perceive: —

Move: Snake (Slow 4/12)

COG: 5 **INT:** 10 **REF:** 10 **SAV:** — • **SOM:** — • **WIL:** —
Skills: Exotic Skill: Squirt 50

Roleplaying: The slime can be psychically directed by infected characters, but is otherwise inert.

Security (10)

Morph: Oympian

Initiative: 7 • **Fray:** 60 • **AV:** 4/10

WT: 8 • **DUR:** 40 • **DR:** 60

Threat Pool: 2 (Group)

Medium Pistol (DV 2d10, SF/BF/FA, Ammo 15 + 1, Range 30)

Stunner (DV 1d6, SA, Ammo 12, Range 50, Shock)

Perceive: 40

Move: Walker (Medium 4/20)

COG: 10 **INT:** 15 **REF:** 20 **SAV:** 10 **SOM:** 20 **WIL:** 10 **45**

Skills: Athletics 50, Fray 40, Guns 60, Melee 50

Roleplaying: Security will intercept and eject any disruptions to the gala. Should combat break out, they will seek to evacuate the guests and protect the auction goods, while station security is alerted. Due to the limitations of their contracts, they won't fire except to address an imminent threat, and they won't attempt to aid any staff members unless convenient.